# Usenet Newsgroup Archive: comp.sys.atari.advocacy

## 1993

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1993-04-13 through 1993-12-31

Source text: comp.sys.atari.advocacy.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 3,865

Message records with no readable body available in the source text: 3

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

## 1. Re: Kill ATARI!!!! Kill Kill Kill ATARI and everyone who has one!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-13 20:13:17 UTC
From: kens@psc.lsa.umich.edu
Message-ID: <1qf6stINN3cd@stimpy.css.itd.umich.edu>
Source record: 23197

Jim Kalb (jk@panix.com) wrote:
: In <C5EMuH.90u@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:

: > | >>>> Trust me, Rush IS right! <<<< | |

: Rush Limbaugh? (I think there's also a rock group called Rush.)

: If the former, Mr. Klasmeier's .sig raises the issue of the political
: outlook of Atari owners. I own a 1986 520ST and I'm a
: foaming-at-the-mouth right-winger. Ditto for Mr. K., unless he's being
: ironic or is a rock fan. Also, I understand that A. Schwartzenegger was
: seen using a Portfolio in one of the Terminator movies, and the premier
: Atari FTP site in the United States has "terminator" in its name. So
: that's 4 for 4 for the righties. Any left-wingers dare to tell me I'm
: wrong?

Trust me, the folks who run terminator are *not* right-wingers.

--
Ken Small kens@umich.edu
"I used to be disgusted; now I try to be amused."
Consulting and Support Services, University of Michigan

## 2. Re: This is comp.sys.atari.advocacy!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 08:07:48 UTC
From: brianp@netcom.com
Message-ID: <brianpC5Grx0.Evr@netcom.com>
Source record: 23238

In article <C5FGKv.16A@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
...
*The main rules to keep for the moment are:
*
*o Don't cross-post between this and any other

Except for other comp.sys.*.advocacy groups???
Where ELSE are we supposed to compare our apples with their
oranges?
(just picking a little nit.)

--
--> Brian Peterson, brianp@netcom.com <--
In order to remember your dreams,
you must think of them as if they were little kittens.
-- King Missile

## 3. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 10:33:56 UTC
From: jppg9764@uxa.cso.uiuc.edu
Message-ID: <C5GyoK.DyI@news.cso.uiuc.edu>
Source record: 23237

In article <crystal.734762325@glia> crystal@glia.biostr.washington.edu (Crysta|) writes:
>Do these look like MATURE posts to you?
>Do these subject lines look very informative?
>Do these subject lines make you want to own an Atari?
>Do you want to ADMIT that you own the same computer as these people?
>
>If you want to give your platform credibility, then be credible yourself.
>State the FACTS, not the emotions. (preferrably in a mature manner)

I can't believe that anyone would go to a *.advocacy group and look for
mature posts! This person is obviously new to Usenet. :) :) :)

(And yes, I admit that I own an Atari; personally, I prefer to use a specific
brand because of its merit, not because other people made me want to own it.)

John Pietrzak

## 4. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 15:37:19 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr14.153719.7598@newshost.lanl.gov>
Source record: 23239

In article 734762325@glia, crystal@glia.biostr.washington.edu (Crysta|) writes:
>
>If you want to give your platform credibility, then be credible yourself.
>State the FACTS, not the emotions. (preferrably in a mature manner)

Oh c'mon, Crystal, get a life, will ya? One of the main reasons this comp.sys.atari.advocacy group was started was because of the countless immature posts by Amiga users in the comp.sys.atari.st newsgroup!

The whole purpose of an "advocacy" newsgroup is to let your feelings roll. I wouldn't spend a lot of my time searching for so-called mature posts in comp.sys.amiga.advocacy so don't expect any difference here.

And what in the world makes you think anyone here CARES about trying to convert you from an Amiga to an Atari system? Enjoy what you have. Be happy.

---

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

## 5. Re: Atari 1040 Rules!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 16:08:33 UTC
From: V2110A@VM.TEMPLE.EDU
Message-ID: <16BB09CCF.V2110A@VM.TEMPLE.EDU>
Source record: 23240

In article <12APR199322030793@zeus.tamu.edu>
tmk9855@zeus.tamu.edu (Tiffany Keller) writes:

> Also.....Why are these (Ataris) so much more popular in the UK than
>here in the US?

According to an article last month in the, I believe, Wall Street Journal;
most of the IBM and compatible vendors didn't enter the UK, etc. markets
because they felt most people couldn't afford what they had to offer.
This left the market wide open for the cheaper priced Atari and
Commodore.

Richard

## 6. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 16:46:19 UTC
From: manderso@uxa.cso.uiuc.edu
Message-ID: <C5HFx7.I7@news.cso.uiuc.edu>
Source record: 23242

Karll the Ghoul <AKH104@psuvm.psu.edu> writes:

> Stating facts about a machine is no way to win over someone who has
>any intelligence at all. Facts mean nothing. MIPs mean nothing.
>MHZ mean nothing. IBM means nothing, but, we all knew that one.
>You're an Atari user right now if you own an Amiga. The chips in there
>were designed by some of the same guys who did the original Atari 8-bit
>chip set.

> Stats on the latest release: the atari Falcon, are just about everywhere.
>For $300 you can get a nice 1040stfm with monitor and MIDI software and
>drive circles around any IBM person buy a soundblaster or anything of the
>sort.

Well, convince me how this is true. I have a 400, 2 800XLs, and a 130XE,
two drives, etc. etc., so I used to love my Atari. I used to defend
it to the utmost against my dad's IBM, etc., telling him how he should
convince his company to buy the "new" 520's, etc.... But now I
have an IBM compatible. A very fast IBM compatible. And a Soundblaster
and a Turtle Beach sound card as well, with the Proteus chips. I
would now like to ask you how you can say that a 1040stfm will
drive circles around my setup. Just exactly what _are_ the sound
capabilities of the 1040stfm? I find your price a little hard to
believe with monitor, but if it's true, I could have bought _2_
1040's for the price of my soundcard....:)

Mark

## 7. My ST, My TT, Me thinks I'll Keep 'em both

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 17:11:26 UTC
From: bjgrier@bnr.ca
Message-ID: <C5HH32.1u5@news.rich.bnr.ca>
Source record: 23241

1) My ST shall remain to play games (OK I only use it for Falcon)

2) My TT shall remain to experiment with, and become a better programmer. :)

3) My wife may not remain if she keeps harrassing me about 1 and/or 2

Just kidding Maureen.

I own a clone, it sits in a closet. Paid more for the clone than the
ST and TT combined. (Since Maureen knows what the ST and TT cost I am
now in serious trouble) I had this terrible urge to "UPGRADE" to the
latest technology a couple years ago, and paid a terribly high price, for
something I hated, and now can not sell for half price.

Brian (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

## 8. What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 17:28:21 UTC
From: vl2609@albnyvms.bitnet
Message-ID: <1993Apr14.172821.3260@sarah.albany.edu>
Source record: 23243

I have been seriously wondering as to what ATARI stands for. I have heard the Japanese meanings of the word (i.e. "Mark" or "Hit" in the game Go) But I remember there being another meaning to it as far as an acronym goes. If anyone out there knows what that meaning is please E-mail it to me.
-Asians Take Another Rising Industry
-Vamp

**********
GOD: I am your creator, to be addressed as God, or Lord.
ADAM: Whatever you say Mr. Orlord.
GOD: Now I want you to stand up, walk around a bit
ADAM: Hey! My walkers work pretty good.
GOD: Those are called legs
ADAM: Legs huh? well how come one of them is so short?
GOD: Thats not a leg Adam.

## 9. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 18:31:03 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qhl97INN41b@tortoise.cis.ohio-state.edu>
Source record: 23244

>Do these look like MATURE posts to you?
>
>Do these subject lines look very informative?
>
>Do these subject lines make you want to own an Atari?
>
>Do you want to ADMIT that you own the same computer as these people?

> ///
>__ ///======================================================================
>\\\/// Amiga | Great spirits have always encountered violent | To *KNOW* it
> \XX/ 2000 | opposition from mediocre minds. -- A. Einstein | Is to LOVE it!
>======================================================================

A: No. I don't remember the rest of his post, but no they don't make
much of an impression to me. But, surely, you've felt the same
way about your fellow Amiga owners? I don't think the percentage
of embarasing Atari owners is any greater than embarassing Amiga
owners. And, the Atari people tend to stick to their own bases
more! (I do read skim the Amiga bases...)

I actually think those posts were exuberance of the base appearing
rather than any real indication of the level of discourse that will
be found here. I don't think anyone has the first 50 posts to
Amiga advocacy around to compare them to.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

## 10. Hardball

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 18:33:53 UTC
From: pb6755@csc.albany.edu
Message-ID: <PB6755.93Apr14143353@thor.albany.edu>
Source record: 23246

Does anybody know where I can get a copy of Hardball to run on my 520st?
If you have a copy for sale, let me know. Or if you know the addresses
(preferably email) of mail-order stores, please send them. It's a shame
atari stuff is so hard to find. Thanks.

--
---
Phil Brown |
aka pb6755@csc.albany.edu |
---

## 11. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 18:56:42 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Apr14.185642.19450@ultb.isc.rit.edu>
Source record: 23249

In article <93104.015340AKH104@psuvm.psu.edu> Karll the Ghoul <AKH104@psuvm.psu.edu>
writes:
> Stating facts about a machine is no way to win over someone who has
>any intelligence at all. Facts mean nothing. MIPs mean nothing.
>MHZ mean nothing. IBM means nothing, but, we all knew that one.
>You're an Atari user right now if you own an Amiga. The chips in there
>were designed by some of the same guys who did the original Atari 8-bit
>chip set.

Certainly.. but there is a flip side.. Anyone who owns anything from
Atari greater than the 800.. doesn't own an "Atari". They own a
nondescript piece of crap released to compete with the "real" Atari
machine. :-)

> Stats on the latest release: the atari Falcon, are just about everywhere.
>For $300 you can get a nice 1040stfm with monitor and MIDI software and
>drive circles around any IBM person buy a soundblaster or anything of the
>sort.

NOT!

> Most Atari users are such because they found somthing that 'makes sense'
>to them: how it works, how it feels, how it responds. The same would
>apply to purchasing a sports car. It would be difficult to persuade someone
>who drives a Toyota to purchase a Ford or vice versa. Just go play with
>one. Spend a few days getting to know Atari. I'm not saying its better
> but, if the feel is right...BUY IT.

Ok, but this is a reasonable paragraph... this doesn't belong in an
advocacy group! :-) :-)

> I have owned several Atari 8-bits now for over 8 years. They never failed
>me, and they always made sense to me as to how things were done, especially
>at the hardware level. (My being a computer engineer.) I have this
>stupid msdos compatible sitting here 'cause it was given to me. I had
>had the 8-bits up here for the last 3 years of college but decided to try out
>'a real' machine as they put it. Needless to say, I want to vomit.

The atari 8-bits are cool... (hey, what else can I say?)

> So, as soon as cash comes my way, most of it from this hunk of stupid
>design work, I am going to by an ST system. It does what I want for a
>dirt cheap price. Great understandable word processors, fantasic
>non-cryptic telecomunication programs, and fantastic sequencer software
>for my sythesizers...and...I get to play games!

> But the main reason for wanting ANYTHING other than MSDOS, is that
>everything else seems to make sense. :) And lets not forget, that
>Atari had those 'incredible' 8-bits out 3 years prior to the IBM XT
>hell. And Atari even offered for IBM to slap there names on them,
>but they refused. I wonder what the world would be like today if
>they had used them....

Did they?.. was not aware of that.

> I will never ever sell my 8-bit stuff. They still are better than
>any msdos compatible machine out there...much more fun..much more enjoyable
>and damn incredible for '78 architecture. odd how its still better than
>a bare minimun msdos machine...and they are just selling them for price
>of a few compact disks. such is popularity.

:-)

> Er, anyways....just test drive 1. Take one atari st, tt, ste, mste,
>falcon, whatever, play with it. Learn from it. Read all about it.
>Makes me proud to even own one....although no one else would ever understand
>why unless you are one of the people that it makes sense to. :)

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

## 12. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 19:23:52 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C5Hn7s.71t@ucunix.san.uc.edu>
Source record: 23245

In article <crystal.734762325@glia> crystal@glia.biostr.washington.edu (Crysta|) writes:
>a Kevin Klasmeier ? Kill ATARI!!!! Kill Kill <>I and everyone who has one!!!!
>d Tiffany Keller 17 Atari 1040 Rules!!!
>k John Van Bruggen 9 Atari ROOLZ BABY!!!!!!
>
>
>Do these look like MATURE posts to you?

No, at learst not mine. It wasn't intended to be. Mine was trying to
give the Amiga, MAC, Adam computer freaks a place to vent their anger,
to try to get them out of comp.asys. atari.st. This base is me made
for those types, comp.sys.atari.st is made for atari type.

>
>Do these subject lines look very informative?

Not mine.

>Do these subject lines make you want to own an Atari?

No.

>
>Do you want to ADMIT that you own the same computer as these people?

I wouldn't...

>
>
>If you want to give your platform credibility, then be credible yourself.
>State the FACTS, not the emotions. (preferrably in a mature manner)
>
>Facts and Specs sell computers.
>Facts and Specs are what entice people to consider your platform as a viable
>alternative to MS-DOG and Muck'n'Toosh and whatever else...
>
>Subject lines like the above are complete turn-offs.
>
>I've no desire to even bother *considering* an Atari after finding posts like
>that on my first visit (the newsgroup just popped up a few moments ago).
> __
> ///
>__ ///======================================================================
>\\\/// Amiga | Great spirits have always encountered violent | To *KNOW* it
> \XX/ 2000 | opposition from mediocre minds. -- A. Einstein | Is to LOVE it!
>==========================================================================

I really doubt that you came to this base looking for reasons why you should buy atari, much less looking for information about atari. Anyone i with a brain knows your intent. This base was made for people like you, it is time you enjoy and permote tari bashing!!! Let's go, get bashing....just keep it out of comp.sys.atari.st!!!

--just my 0.32 cents.....

--Kevin
[...a loyal Atari fan )]

## 13. Re: Atari Popularity in Europe

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 20:16:41 UTC
From: robert@cpuserver.acsc.com
Message-ID: <1qhrf9$6vs@acsc.com>
Source record: 23247

I seem to remember Atari ST's being flogged in Britain as
cheap Macintoshes - they were about a quarter of the
price, with similar technology (or so it seemed! :-))

Most American computer companies used to do a 1 for 1
pricing scheme i.e. 1 dollar = 1 pound, so something
that cost $300 would cost #300, not #150-#180 which
it would do if the exchange rates were followed.

I also remember that there was a major trade in 'gray'
Macintoshes for quite a few years. These were US Macintoshes
shipped to Europe independently of Apple (therefore voiding
all warranties) and sold for half the price of Apple. Apple
finally corrected this about three+ years ago by dropping their
prices to roughly what they should be (probably a bit more
scalping going on :-)) - because the amount of money people
were saving more than made up for the risk of no warranty!

Nothing like that went on with Atari :-) :-)

Robert.
robert@acsc.com

## 14. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 20:27:38 UTC
From: scruggs@zeus.franklin.edu
Message-ID: <1993Apr14.202738.9641@zeus.franklin.edu>
Source record: 23248

```
In article <crystal.734762325@glia> crystal@glia.biostr.washington.edu (Crysta|) writes:
>a Kevin Klasmeier ? Kill ATARI!!!! Kill Kill <>I and everyone who has one!!!!
>d Tiffany Keller 17 Atari 1040 Rules!!!
>k John Van Bruggen 9 Atari ROOLZ BABY!!!!!!
>
>
>Do these look like MATURE posts to you?
>
>Do these subject lines look very informative?
>
>Do these subject lines make you want to own an Atari?
>
>Do you want to ADMIT that you own the same computer as these people?
>
>
>If you want to give your platform credibility, then be credible yourself.
>State the FACTS, not the emotions. (preferrably in a mature manner)
>
>Facts and Specs sell computers.
>Facts and Specs are what entice people to consider your platform as a viable
>alternative to MS-DOG and Muck'n'Toosh and whatever else...
>
>Subject lines like the above are complete turn-offs.
>
>I've no desire to even bother *considering* an Atari after finding posts like
>that on my first visit (the newsgroup just popped up a few moments ago).
If you base your buying descisions on the character of your potential
fellow costumers, then you have no room to criticize...
>
>Just my .02c
>
>Crystal
> ;>
> __
> ///
>__ ///=========================================================================
>\\\/// Amiga | Great spirits have always encountered violent | To *KNOW* it
> \XX/ 2000 | opposition from mediocre minds. -- A. Einstein | Is to LOVE it!
>=========================================================================

--
||| ...Your future hasn't been written yet.
/ | \ No one's has. Your future is what
=Mysh+Krysa= you make it...
```

-Emmet L. Brown-

## 15. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 20:33:40 UTC
From: pinelr@rebecca.its.rpi.edu
Message-ID: <cyr5fqk@rpi.edu>
Source record: 23273

In article <crystal.734762325@glia> crystal@glia.biostr.washington.edu (Crysta|) writes:
>a Kevin Klasmeier ? Kill ATARI!!!! Kill Kill <>I and everyone who has one!!!!
>d Tiffany Keller 17 Atari 1040 Rules!!!
>k John Van Bruggen 9 Atari ROOLZ BABY!!!!!!
>
>
>Do these look like MATURE posts to you?
>
>I've no desire to even bother *considering* an Atari after finding posts like
>that on my first visit (the newsgroup just popped up a few moments ago).
>
>Just my .02c
>
>Crystal
> ;>

You know, folks... (s)he's right! I mean, do you ever see stuff like that
on amiga.advocacy??? Naaahhhhhh... oh, and for someone who talks about
performance specs being the ultimate authority of a computer's viability, isn't
it odd that Atari would be ruled out on the basis of 3 posts to c.s.atari.a??

can we say.... hypocrite?

--
||| | Rob Pinelli |5\ "Don't have your chimney swept... chimney fires
/ | \ | pinelr@rpi.edu |18\ are _cool!_ There's nothing better than walking
Atari ST| 203 North Hall |276\ down your block and seeing flames spewing 20
Mega 2 | Troy, NY 12180 |7080\ feet out of your neighbor's chimney!" --E.J.N.

## 16. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 20:36:12 UTC
From: johnsos@prism.CS.ORST.EDU
Message-ID: <1qhsjsINNl6d@flop.ENGR.ORST.EDU>
Source record: 23250

In article <1993Apr14.172821.3260@sarah.albany.edu> vl2609@albnyvms.bitnet writes:
>I have been seriously wondering as to what ATARI stands for. I have heard the Japanese meanings of the word (i.e. "Mark" or "Hit" in the game Go) But I
>remember there being another meaning to it as far as an acronym goes. If
>anyone out there knows what that meaning is please E-mail it to me.
> -Asians Take Another Rising Industry
> -Vamp

uhhhhh..... ATARI is an AMERICAN company. It is NOT Japanese.

/sj

## 17. Re: Alternate Reality

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 20:52:13 UTC
From: cbode@hp.uwsuper.edu
Message-ID: <1qhthtINNjb9@news.uwsuper.edu>
Source record: 23253

Mine didn't either...I was hopelessly addicted to that game for close to six months..I don't think I ever did finish it, but I had a ball trying. Reminds me a lot of the Ultima series games that came out after that.

Chris

## 18. Re: Atari 800...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 20:55:31 UTC
From: cbode@hp.uwsuper.edu
Message-ID: <1qhto3INNjb9@news.uwsuper.edu>
Source record: 23254

I'll hafta check that out...speaking of the 800s, one of my fondest memories is having a few friends over after school and playing Asteroids, four of us at once, blasting each other away...what other computer could let you do that?? None I can think of.

## 19. Re: Kill ATARI!!!! Kill Kill Kill ATARI and everyone who has one!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 20:58:51 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <62907@aurs01.UUCP>
Source record: 23255

In article <C5FM5v.Jqy@panix.com> jk@panix.com (Jim Kalb) writes:
>In <C5EMuH.90u@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>
>> | >>>> Trust me, Rush IS right! <<<< | |
>
>Rush Limbaugh? (I think there's also a rock group called Rush.)
>
>If the former, Mr. Klasmeier's .sig raises the issue of the political
>outlook of Atari owners. I own a 1986 520ST and I'm a
>foaming-at-the-mouth right-winger. Ditto for Mr. K., unless he's being
>ironic or is a rock fan. Also, I understand that A. Schwartzenegger was
>seen using a Portfolio in one of the Terminator movies, and the premier
>Atari FTP site in the United States has "terminator" in its name. So
>that's 4 for 4 for the righties. Any left-wingers dare to tell me I'm
>wrong?

Yeah, it is important to categorize things as much as possible. First
we have PEOPLE. Then there are computer using people, which I will
designate as GEEKS. Then we have Atari users, who I'll dub FANATIC
GEEKS. So now all we need are liberal Atari users (FANATIC COMMIE PINKO
GEEKS) and conservative Atari Users (FANATIC RIGHT-WING REACTIONARY
GEEKS) to round out the picture.

Ah, but why stop there? We can have younger Atari users (PIMPLE FACED
GEEKS WHO COULDN'T BUY A DATE BUT WOULDN'T TRY ANYWAY 'CAUSE IT WOULD
RIP THEM AWAY FROM THEIR ATARIS), older Atari users (GERITOL SUCKING
GEEKS WITH WALKERS), gamers (NOT REALLY A GEEK BUT CAN KICK SOME SERIOUS
ALIEN BUG BUTT), artists (PIXEL? WHAT'S A PIXEL?), hackers (GEEKS WHO'S
MAIN GOAL IN LIFE IS TO BREAK INTO THE HUSTLER MAGAZINE MAIL ORDER
SYSTEM) and telecom junkies (GEEKS WHO WOULD RATHER TYPE THAN TALK).

Is there anyone I haven't offended yet?

-Jonathan
(FANTATIC LEFT LEANING QUASI-MUSICAL HOPELESSLY ROMANTIC GEEK WITH GLASSES)

**********
*Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina*
* UUCP: whitcomb%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com *
* GEnie: J.WHITCOMB3 *
**********

## 20. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-14 21:36:19 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr14.213619.19824@newshost.lanl.gov>
Source record: 23251

In article I7@news.cso.uiuc.edu, manderso@uxa.cso.uiuc.edu (anderson mark david) writes:

> Just exactly what _are_ the sound capabilities of the 1040stfm?

The ST makes a really cool sound when dropped about 6 feet onto a concrete floor.

:)
---

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

## 21. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 00:01:15 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qi8kbINN815@tortoise.cis.ohio-state.edu>
Source record: 23252

In article <1993Apr14.213619.19824@newshost.lanl.gov> hutch@bellman.lanl.gov writes:

>The ST makes a really cool sound when dropped about 6 feet onto a concrete floor.

So *thats* how you reseat those loose chips!!! Here I thought it was 6
inches!!

(Must have those !!!! in advocacy!!!!!!)

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

## 22. spam, Atari, and Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 04:59:15 UTC
From: 96aander@ultrix.uor.edu
Message-ID: <28951@galaxy.ucr.edu>
Source record: 23256

Say, it IS nice to have a place to lord over you Atari owners about my new Amiga 1200!
But seriously, I have been an Atari user in the past. Some of my best friends use Ataris. I have been with Amiga since '89 and will never leave. However, I have a couple of questions for you Atari experts out there.
1)what exactly is this 'true color' mode I see on Falcon specs?
not real 24 bit(NFP, we don't have it built in either)I assume or it would be touted as such.

2)and: My friend I mentioned earlier needs a term proggy which can dwnld Zmodem. He has a cool modular program but no Zmodem. Thus, he cannot get stuff off the net. If someone can point me to a good one, I can get it for him and put it on IBM 3.5 floppy.

Thanks!
(And hey, we can both thank Bog for the European market)
anyhoo.
--By-Tor the .sig-less(he who composes on-line)

## 23. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 05:29:34 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qirruINN4ms@golem.wcc.govt.nz>
Source record: 23257

```
] a Kevin Klasmeier ? Kill ATARI!!!! Kill Kill <>I and everyone who has
]
] d Tiffany Keller 17 Atari 1040 Rules!!!
] k John Van Bruggen 9 Atari ROOLZ BABY!!!!!!
]
]
] Do these look like MATURE posts to you?
]
] Do these subject lines look very informative?

I seem to recall many Amiga posts of similar titling, even certain people
(Amigans), posting into the atari section with such titles as
'Atari Sux'..... So, don't complain about us, look closer to home!
```

## 24. Atari 8-Bits: Still Being Made/Sold?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 13:04:49 UTC
From: petitc@nuge104.its.rpi.edu
Message-ID: <gks5_tf@rpi.edu>
Source record: 23275

Does anyone know if Atari is still making the 8-bit machines? And if so, which models (I had an 800XL, but its keyboard got fried). Have some 400 or so games for it (on disk).

--
Quote of the Week: "Attractiveness is a state of mind."
What am I? Heck, I dunno---if you have any ideas, bring them to me.
Storyline: For the first time, he gets a good glance at it---shaggy fur coat, some scars, powerful legs and mouth, and blood coming from its white teeth...

## 25. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 13:06:58 UTC
From: jppg9764@uxa.cso.uiuc.edu
Message-ID: <C5J0FM.12o@news.cso.uiuc.edu>
Source record: 23259

In article <C5HFx7.I7@news.cso.uiuc.edu> manderso@uxa.cso.uiuc.edu (anderson mark david) writes:
[...]
> I used to defend
>it to the utmost against my dad's IBM, etc., telling him how he should
>convince his company to buy the "new" 520's, etc.... But now I
>have an IBM compatible. A very fast IBM compatible. And a Soundblaster
>and a Turtle Beach sound card as well, with the Proteus chips. I
>would now like to ask you how you can say that a 1040stfm will
>drive circles around my setup.

I can't believe that your dad convinced his company to purchase IBMs in the first place; I mean, it's such a game machine. All the latest games are released on IBMs first now. Heck, I myself can't go into work without seeing Castle Wolfenstein 3D, Ultima Underworld, or some other time-wasting activity going on. It's almost enough to make you want to replace all their machines with STs running Minix, just so that they'll get something done... ;)

John

(Actually, I have seen people running Wolf 3D and Ultima Underworld at work.)

## 26. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 13:23:27 UTC
From: goose@umcc.umcc.umich.edu
Message-ID: <1qjnkf$o3l@umcc.umcc.umich.edu>
Source record: 23258

johnsos@prism.CS.ORST.EDU (johnson scott andrew) writes:
>In article <1993Apr14.172821.3260@sarah.albany.edu> vl2609@albnyvms.bitnet writes:
>>I have been seriously wondering as to what ATARI stands for. I have heard the Japanese meanings of the word (i.e. "Mark" or "Hit" in the game Go) But I
>>remember there being another meaning to it as far as an acronym goes. If
>>anyone out there knows what that meaning is please E-mail it to me.
>> -Asians Take Another Rising Industry
>> -Vamp
>uhhhhh..... ATARI is an AMERICAN company. It is NOT Japanese.

Uhhhh....ATARI is a Japanese company.

--
==========
Christopher L. Goosman University of Michigan Computing Club
Ann Arbor, MI, USA goose@umcc.ais.org
"The fools only laugh 'cause they envy you." - Paul Weller, 1977

## 27. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 14:16:48 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <1993Apr15.141648.8073@cbnews.cb.att.com>
Source record: 23260

Ok, where's the Jaguar? I want one, and I want it now!

Seriously, anybody have any solid information on it? And when they release it, they'd better launch a HUGE ad campaign.

Maybe they could have a commercial with Dennis Leary ("The Jag can run Starfox with 32 bits tied behind its back, OK?!?")

Tom

--
+----------------------------------+----------------------------------------+
|Tom Pschar - AT&T CAOSS Dev. Team | "Fifteen is my limit on Schnitzengruben!"|
| It is very dark. You are likely to be eaten by a grue. |
+----------------------------------------------------------------------------+

## 28. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 14:46:57 UTC
From: kens@psc.lsa.umich.edu
Message-ID: <1qjsh1INNoda@stimpy.css.itd.umich.edu>
Source record: 23196

Christopher L. Goosman (goose@umcc.umcc.umich.edu) wrote:
: johnsos@prism.CS.ORST.EDU (johnson scott andrew) writes:
: >uhhhhh..... ATARI is an AMERICAN company. It is NOT Japanese.

: Uhhhh....ATARI is a Japanese company.

BZZZT! Sorry, thiank you for playing.

Atari fas founded in the early 70's by Californian entrepenuer Nolan Bushnell, who sold it to Warner Brothers sometime around 1980 (plus or minus two years; I don't remember). He named it after the Japanese word "atari" which is used in the Chinese game Go to let your opponent know that one of his pieces is about to be taken (ala "check" in chess, but not quite). Warner sold the millions-losing Atari of the mid-80s to Jack Tramiel, a canadian-born (I think) businessman. During all of this time, Atari has been located in Sunnyvale, CA. Like most American electronics companies, the have most of their manufacturing in the far East. Had Bushnell been able to predict the attitude of Americans toward Janpanese trade, he's probably have called it something like Bushnelectrics or something.

--
Ken Small kens@umich.edu
"I used to be disgusted; now I try to be amused."
Consulting and Support Services, University of Michigan

## 29. Re: Atari Popularity in Europe

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 16:01:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr15.160113.23394@newshost.lanl.gov>
Source record: 23263

I just read on GEnie last night that a 4/65 Falcon030 was priced at the
equivalent of US$2700 in Norway (well, I think it was Norway).
^^^^^^^

Yeh, that kind of pricing strategy will sell a bunch of 'em, don't ya think?
---

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

## 30. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 16:08:15 UTC
From: thwang@mentor.cc.purdue.edu
Message-ID: <C5J8tt.M3A@mentor.cc.purdue.edu>
Source record: 23261

>I can't believe that your dad convinced his company to purchase IBMs in
>the first place; I mean, it's such a game machine. All the latest games
>are released on IBMs first now. Heck, I myself can't go into work without
>seeing Castle Wolfenstein 3D, Ultima Underworld, or some other time-wasting
>activity going on. It's almost enough to make you want to replace all
>their machines with STs running Minix, just so that they'll get something
>done... ;)

Aren't all computers just toys ("Game machines") now? :-) :-) Just
look at what some people are doing to their machines now. Application?
yes. But primary applications? Not a chance! I know people with IBM
PeeCees, Suns, Silicon Graphics, Next, Commodore, Commodore-Amiga, Apple,
Apple-Macs, TIs, blah blah blah.. and I know that most just use them
for games. BTW, you should try out the F-16 game for Silison Graphics.
It is great! I crashed, but I loved it. So much for this.

-TKH '93

## 31. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 16:29:52 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qk2i0INNmaf@tortoise.cis.ohio-state.edu>
Source record: 23262

In article <1qjnkf$o3l@umcc.umcc.umich.edu> goose@umcc.umcc.umich.edu (Christopher L. Goosman) writes:

>>uhhhhh..... ATARI is an AMERICAN company. It is NOT Japanese.
>
>Uhhhh....ATARI is a Japanese company.
>

Why do you think that? Headquarters: California
Head Cheese: North American (don't know if the Tramials are Canadian!!)
Most Officers: North American. Seems pretty American to me.

I know Warner owns part of Atari....is Warner a Japanese Company now?

Now Commodore...they aren't American! (They are incorporated out of the Bahamas (Bermuda..ah for a brain that worked!!) not the USA.)

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

## 32. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 17:31:55 UTC
From: brantb@sage.cc.purdue.edu
Message-ID: <C5JCp9.8vE@mentor.cc.purdue.edu>
Source record: 23264

In article <1qjnkf$o3l@umcc.umcc.umich.edu> goose@umcc.umcc.umich.edu (Christopher L. Goosman) writes:
>johnsos@prism.CS.ORST.EDU (johnson scott andrew) writes:
>>In article <1993Apr14.172821.3260@sarah.albany.edu> vl2609@albnyvms.bitnet writes:
>>> -Asians Take Another Rising Industry
>>> -Vamp
>>uhhhhh..... ATARI is an AMERICAN company. It is NOT Japanese.
>
>Uhhhh....ATARI is a Japanese company.
>
No, you are wrong. Although the name is asian sounding, the company was
founded and owned by AMERICANS (it shouldn't make a damn differernce unless
you are racist). There was an interresting article by ANTIC magazine
that told of the history of Atari.

Brant ("The dumbest thing I ever did was sell my 1200XL") Bergdoll

## 33. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 17:49:06 UTC
From: bjgrier@bnr.ca
Message-ID: <C5JDHu.I9L@news.rich.bnr.ca>
Source record: 23266

> The ST makes a really cool sound when dropped about 6 feet onto a concrete floor.
> _____________________________ John "HUTCH" Hutchinson ____________________________

I agree, but what really impresses me when I do this is that the three I've
done it to have turned into MS-DOS compatables :)

TTFN

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

## 34. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 18:02:01 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <93105.140201AKH104@psuvm.psu.edu>
Source record: 23265

```
In article <1qk2i0INNmaf@tortoise.cis.ohio-state.edu>, tbrown@cis.ohio-state.edu
(ted croft brown) says:
>
>In article <1qjnkf$o3l@umcc.umcc.umich.edu> goose@umcc.umcc.umich.edu
>(Christopher L. Goosman) writes:
>
>>>uhhhhh...... ATARI is an AMERICAN company. It is NOT Japanese.
>>
>>Uhhhh....ATARI is a Japanese company.
>>
>
>Why do you think that? Headquarters: California
>Head Cheese: North American (don't know if the Tramials are Canadian!!)
>Most Officers: North American. Seems pretty American to me.
>
>I know Warner owns part of Atari....is Warner a Japanese Company now?
>
>Now Commodore...they aren't American! (They are incorporated out of the
>Bahamas (Bermuda..ah for a brain that worked!!) not the USA.)

duh, ATARI is a Japanese word. The meaning of the word was one of the
reasons why the company was given that name!

-The Ghoul Hath Spoken

|-----------------------------------------------------------------------|
| "Oh," said the first officer suddenly, "I thought it was that the planet |
| was going to be invaded by a gigantic swarm of twelve-foot piranha bees. |
| Wasn't that it?" |
| |
| "That's not what I was told!" hissed Number Two. "My commanding officer |
| told me that he entire planet was in imminent danger of being eaten by |
| an enormous mutant star goat!" - D.A. |
|-----------------------------------------------------------------------|
```

## 35. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 18:55:02 UTC
From: rcarter@nyx.cs.du.edu
Message-ID: <1993Apr15.185502.6759@mnemosyne.cs.du.edu>
Source record: 23267

goose@umcc.umcc.umich.edu (Christopher L. Goosman) writes:
>johnsos@prism.CS.ORST.EDU (johnson scott andrew) writes:
>>vl2609@albnyvms.bitnet writes:
>>>I have been seriously wondering as to what ATARI stands for.
...stuff deleted...
>>uhhhhh..... ATARI is an AMERICAN company. It is NOT Japanese.
>Uhhhh....ATARI is a Japanese company.

Ummm, first of all ATARI is a Japanese word; it is (one of the) winning moves in the Chinese game of GO. The logo for ATARI is the FUJI symbol which is a Japanese character that resembles the revered Mount Fuji.

ATARI is sorta like the English word CHECKMATE ie `I WIN!'

I imagine Nolan Bushnell, the founder of ATARI, played GO at the time, and also wanted a Japanese sounding name, as the Japanese were making a good reputation for making electronics; I wouldn't be surprised that Nolan also figured it would help in selling machines -to- Japan.

ATARI is, and always has been, an AMERICAN owned company; as far as I know, Warner Bros. (who owned ATARI at one time) still owns a small piece of ATARI; I don't know who (if anyone) owns Warner Bros.

The succession of ATARI was BUSHNELL to Warner Bros. to TRAMIEL.

Jack Tramiel (off and on CEO/President) was formerly with one of those other computer companies (starts with a C); he and his sons currently own (with some other shareholders) and run ATARI.

ATARI also owns several other companies; there is also another company named Atari (Atari Entertainment???) that makes the arcade machines, and has NOTHING to do with ATARI Computers et al.

Regards,

--
Ron Carter \ Director \ Center for the Study of Creative Intelligence
CSCI \ Denver, CO USA \ "A ... mind stretched by a new idea can never
rcarter@nyx.cs.du.edu \ go back to its original dimensions." -Holmes

## 36. Re: Atari 1040 Rules!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 19:51:29 UTC
From: slandrum@ntg.com
Message-ID: <1993Apr15.195129.6466@ntg.com>
Source record: 23269

In article <13APR199302230099@pavo.concordia.ca> ca_dugu@pavo.concordia.ca (CHRIS DUGUID) writes:
>In article <12APR199322030793@zeus.tamu.edu>, tmk9855@zeus.tamu.edu (Tiffany Keller) writes...
>>Howdy!
>
>> Someone told me once that "Atari" actually means "We are about to
>>engulf you" in Japanese....Is that actually true? ;-)
>>
>> Tiffany -- KJ5GU
>>
>
>"atari" does actually mean we are about to engulf you. It is used in the
> japanese game Go, a strategic board game and the Japanese equivalent to
> Chess, to warn someone that you have only one stone (one turn) to play
>before surrounding a group of his/her stones.
>
>-sort of like 'check' in chess when you're threatening your opponent's king,
> except that in Go there are tens or even hundreds of groups that can be
> killed, (captured), so it's not quite threatening the end of a game like
> 'check' is.
>
>I forget what the go equivalent to checkmate is, (sente?), but whatever it is,
> it's what Nolan Bushnell (who founded Atari but was forced/bought out by
> Warner EONS ago) named his followup company once his non-competition pact
> was up.

Sente was the name of one of the Bushnell companies (but not the next one after Atari). A move with sente is much more like a "check" in chess. A move with sente is one in which is powerful enough that a response is required. Atari just means a capture is eminent, it doesn't mean that the capture is important. The fact that "atari" is announced is what makes it seem to be similar to "check".
--
Stephen H. Landrum VOICE: (415) 813-8909 Domain: slandrum@ntg.com
New Technologies Group - a Division of the 3DO Company
2470 Embarcardero Way, Palo Alto CA 94303

## 37. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 20:03:18 UTC
From: kens@psc.lsa.umich.edu
Message-ID: <1qkf26INNsum@stimpy.css.itd.umich.edu>
Source record: 23198

Ron Carter (rcarter@nyx.cs.du.edu) wrote:

: Ummm, first of all ATARI is a Japanese word; it is (one of the) winning
: moves in the Chinese game of GO. The logo for ATARI is the FUJI symbol
: which is a Japanese character that resembles the revered Mount Fuji.

This may just be apocrypha, but I remember reading that the Atari logo
is actually supposed to be two people standing at an upright machine.
Does anyone have a definate source for this or any other explanation?

--
Ken Small kens@umich.edu
"I used to be disgusted; now I try to be amused."
Consulting and Support Services, University of Michigan

## 38. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 20:45:28 UTC
From: goose@umcc.umcc.umich.edu
Message-ID: <1qkhh8$7i3@umcc.umcc.umich.edu>
Source record: 23270

goose@umcc.umcc.umich.edu (Christopher L. Goosman) writes:
>johnsos@prism.CS.ORST.EDU (johnson scott andrew) writes:
>>In article <1993Apr14.172821.3260@sarah.albany.edu> vl2609@albnyvms.bitnet writes:
>>uhhhhh..... ATARI is an AMERICAN company. It is NOT Japanese.

>Uhhhh....ATARI is a Japanese company.

I was incorrect in this statement. Atari is and always has been an American
company. Sorry for any confusion I caused.

>--
>==========================================================================
>Christopher L. Goosman University of Michigan Computing Club
>Ann Arbor, MI, USA goose@umcc.ais.org
> "The fools only laugh 'cause they envy you." - Paul Weller, 1977
--
==========================================================================
Christopher L. Goosman University of Michigan Computing Club
Ann Arbor, MI, USA goose@umcc.ais.org
"The fools only laugh 'cause they envy you." - Paul Weller, 1977

## 39. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 21:18:12 UTC
From: johnson@solange.cerl.uiuc.edu
Message-ID: <C5Jn6C.J63@news.cso.uiuc.edu>
Source record: 23271

In article <1qjnkf$o3l@umcc.umcc.umich.edu> goose@umcc.umcc.umich.edu (Christopher L. Goosman) writes:
>johnsos@prism.CS.ORST.EDU (johnson scott andrew) writes:
>>uhhhhh..... ATARI is an AMERICAN company. It is NOT Japanese.
>
>Uhhhh....ATARI is a Japanese company.
>
ATARI is an american company. It was founded by Nolan Bushnell and is
currently majority owned by the Tramiel family. The stock trades on
the Amex (located in Chicago.)
The name means hit, being derived from the Japanese verb Ataru.
Nolan Bushnell derived the name from its use in Go, where it is
similar to Check in chess.
Nate Johnson
nate-halumni@nova.novanet.org

## 40. Re: Atari Popularity in Europe

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-15 22:26:03 UTC
From: erlingh@fiolilla.pvv.unit.no
Message-ID: <ERLINGH.93Apr15222603@fiolilla.pvv.unit.no>
Source record: 23268

In article <1993Apr15.160113.23394@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:

I just read on GEnie last night that a 4/65 Falcon030 was priced at the
equivalent of US$2700 in Norway (well, I think it was Norway).
^^^^^^^
Yeh, that kind of pricing strategy will sell a bunch of 'em, don't ya think?
---

Well, actually, it sells for the equivalent of US$____1____700 in Norway.
I know, I live there...
It's not cheap either way, though.

Erling

## 41. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 00:09:52 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5Jv4G.7z5@netcom.com>
Source record: 23272

From Fall 1989,

In BITnet, someone posted a message concerning the meaning of
"Atari." Here is the first and some replies.

---
A trivium from this month's "ST World":

"The word 'Atari' is shouted in the ancient oriental game called
'Go' to indicate victory."

Just think of all the other possibilities that they must have
rejected before picking this one.
---
That's an old story, and not even complete. The whole story goes
like this:

Nolan Bushnell, founder of the _original_ Atari (you know,
before Warner and Jack and the Sears Tele-games system), needed a
name for his new company. He wanted something exotic and unique,
and tossed out lots of ideas even wilder than Atari. He
eventually fell on the word "Atari" because of the Japanese game
of Go. In Go, the player says "Atari" when he is in a position to
almost completely conquer his opponent; the Western analogy is
"check" in chess.

It gets stranger. If you will recall, Nolan Bushnell started up
a new arcade game company about 5 years ago, called Sente (now
part of Bally games, guess it didn't do so hot B-). What does
"Sente" mean? "Checkmate".

[parts from the previous message]

Ya gotta admit, that Fuji logo looks neat. (The most popular
rumor is that the logo is a stylized "A", with some symbolism for
the game of Pong)

[if anyone can explain that Pong thing, please. What symbolism?]
---
The meaning of Atari in go is like check in in chess: you threaten
to conquer one or more stones and you warn your opponent that you
are doing this. This may or may not be vital (unlike in chess).
The meaning of the word sente is different from what the previous
poster said. Sente means the right to move first. If somebody
comes out of a local fight in sente he is the one who is at
liberty to choose the next confrontation. This can be a big
advantage. It can determine whether you are on the offense or on

the defense (gote).

So atari tried to put some companies in 'atari' (did capture one company but that wasn't a good move after all).

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

## 42. Falcon deliveries

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 00:33:36 UTC
From: jeffw@ficus.cs.ucla.edu
Message-ID: <jeffw.734920416@ficus.cs.ucla.edu>
Source record: 23274

My dad sent me this today:

It was reported by Atari on Monday on GEnie that the Falcons arrived in
the USA on Monday and were going through Customs. They expected to
receive them in Sunnyvale Tuesday and to check them for quality
control and start shiping them out immediately. They didn't say how
many were in the shipment. Atari's stock was listed in the Chronicle
this morning at 7/8.

Any other news?
--
0000011100000000000 Campus Address: Jeff R. Weidner
0000010010000000000 UCLA Computer Science Dept
0000011100000000100 3680A Boelter Hall
0010010010011001000 LA, CA 90024
0001100001100110000 (310) 825-8524

## 43. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 01:05:55 UTC
From: vl2609@albnyvms.bitnet
Message-ID: <1993Apr16.010555.4075@sarah.albany.edu>
Source record: 23277

In article <1qkhh8$7i3@umcc.umcc.umich.edu>, goose@umcc.umcc.umich.edu (Christopher L. Goosman) writes:
>goose@umcc.umcc.umich.edu (Christopher L. Goosman) writes:
>>johnsos@prism.CS.ORST.EDU (johnson scott andrew) writes:
>>>In article <1993Apr14.172821.3260@sarah.albany.edu> vl2609@albnyvms.bitnet writes:
>>>uhhhhh..... ATARI is an AMERICAN company. It is NOT Japanese.
>
>>Uhhhh....ATARI is a Japanese company.
>
>I was incorrect in this statement. Atari is and always has been an American
>company. Sorry for any confusion I caused.

Alright, forgiven, but I STILL DON'T KNOW WHAT ATARI STANDS FOR. I realize that the word has meanings but according to AP press it has an acronym. Its in the abbreviations guide but it doesn't say what it stands for only that it is related to the Atari corp. Please please help me,
IM GOING MAAAD!
-Vamp

**********
GOD: I am your creator, to be addressed as God, or Lord.
ADAM: Whatever you say Mr. Orlord.
GOD: Now I want you to stand up, walk around a bit
ADAM: Hey! My walkers work pretty good.
GOD: Those are called legs
ADAM: Legs huh? well how come one of them is so short?
GOD: Thats not a leg Adam.

## 44. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 01:22:59 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1ql1pjlNNj1f@life.ai.mit.edu>
Source record: 23276

In article <ekrimenC5Jv4G.7z5@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:
>From Fall 1989,
>In BITnet, someone posted a message concerning the meaning of
>"Atari." Here is the first and some replies.
>
>He
>eventually fell on the word "Atari" because of the Japanese game
>of Go. In Go, the player says "Atari" when he is in a position to
>almost completely conquer his opponent; the Western analogy is
>"check" in chess.

Jeez, I expected lots of misinformation here, but not about the name of the company!

Anyway, "atari" is indeed a term from Go, but it doesn't have this meaning at all. The word atari refers to a *state*. A piece or group of pieces is "in atari" if it has only one liberty; i.e., if the placement of a single stone by the opponent could capture the group.

Someone mentioned that you shout atari when you're about to win. That's like someone telling a Go enthusiast that in chess you club your opponent with a stick when he's about to win.

You don't *shout* anything while playing Go. Under normal circumstances it is an incredibly sedate game. Nearly comatose at times. :)

And you only say "atari" (*quietly*) if you're playing against a complete novice. No decent player would ever miss an atari, so saying "atari" is sort of insulting.

Finally, atari's happen all the time. They're an integral part of the game play. The analogy to chess would be more like announcing to a novice that you're able to take some piece (any piece).

> It gets stranger. If you will recall, Nolan Bushnell started up
>a new arcade game company about 5 years ago, called Sente (now
>part of Bally games, guess it didn't do so hot B-). What does
>"Sente" mean? "Checkmate".

This is even more silly than the last claim. "Sente" is a move that keeps the initiative by forcing a response from the opponent. A possible analogy to chess would be moving a pawn forward, thereby forcing the opponent to move his queen or lose it. I.e., the key thing is that the opponent has the option of doing nothing, but taking that option would be incredibly stupid. So you effectely take away the opponent's choice about his next move.

The second message you quoted is closer to reality.

People who are really curious should get a book on Go. Ishi press has lots of them. An excellent introduction that defines such terms is "Go For Beginners" by Kaoru Iwamoto. This book has also been published by Pantheon books, so you should be able to order it through the usual channels.

There's also a newsgroup devoted to Go: rec.games.go.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

## 45. Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 02:29:28 UTC
From: aaron@chaos.cs.brandeis.edu
Message-ID: <aaron.734927368@chaos.cs.brandeis.edu>
Source record: 23278

As an ATARI 520STm owner of 7 years who has since (under much pain in
the process, but still very wanting to promote ATARI) gone MAC, I am
wondering what the hell a Falcon is.

--

+-- Heute die Welt, /\ Aaron Greenhouse
+-- Morgens das Sonnensystem! /<>\ aaron@chaos.cs.brandeis.edu
| NORD - = Echelon Three = - /____\

## 46. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 04:48:18 UTC
From: dgb@owlnet.rice.edu
Message-ID: <C5K80I.3KM@rice.edu>
Source record: 23281

Re: The Fuji symbol for Atari

I've heard that it's both an A for Atari, and that it is also two people/players (the left and right bent lines) and the middle line is the court line (like in Pong).

May or may not be true, but it's what I've heard or read somewhere!

## 47. I just bought me a Portfolio!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 04:49:19 UTC
From: lazarus@mits.mdata.fi
Message-ID: <lazarus.734935759@mits>
Source record: 23279

OK, I lied a bit. I bought it about 3 months ago, and it cost a horrible sum
of $30. Well, nothing good comes for free, as they say...

Lazarus

--
_____________________________________________ DISCLAIMER:
! Lasse Saikkonen ! Food for the mind: ! My employers would be eager to
! lazarus@mits.mdata.fi ! " I'm vamoosing " ! have my opinions as their
---------------------------------------------- official policy, if I had any.

## 48. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 04:59:01 UTC
From: lazarus@mits.mdata.fi
Message-ID: <lazarus.734936341@mits>
Source record: 23280

rcarter@nyx.cs.du.edu (Ron Carter) writes:
>>>uhhhhh..... ATARI is an AMERICAN company. It is NOT Japanese.
>>Uhhhh....ATARI is a Japanese company.

>Ummm, first of all ATARI is a Japanese word; it is (one of the) winning
>moves in the Chinese game of GO. The logo for ATARI is the FUJI symbol
>which is a Japanese character that resembles the revered Mount Fuji.

>--
>Ron Carter \ Director \ Center for the Study of Creative Intelligence
> CSCI \ Denver, CO USA \ "A ... mind stretched by a new idea can never
> rcarter@nyx.cs.du.edu \ go back to its original dimensions." -Holmes

I just want to add my bit to create more confusion. GO is not a Chinese game,
but Japanese. Instead, Wei Chi (I think) is Chinese. They are the same game,
but not the same name.

Lazarus

--
_____________________________________________ DISCLAIMER:
! Lasse Saikkonen ! Food for the mind: ! My employers would be eager to
! lazarus@mits.mdata.fi ! " I'm vamoosing " ! have my opinions as their
---------------------------------------------- official policy, if I had any.

## 49. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 05:45:06 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993Apr16.054506.710295@sue.cc.uregina.ca>
Source record: 23285

In article <1qjnkf$o3l@umcc.umcc.umich.edu> goose@umcc.umcc.umich.edu (Christopher L. Goosman) writes:
>johnsos@prism.CS.ORST.EDU (johnson scott andrew) writes:
>>In article <1993Apr14.172821.3260@sarah.albany.edu> vl2609@albnyvms.bitnet writes:
>>> -Asians Take Another Rising Industry
>>uhhhhh..... ATARI is an AMERICAN company. It is NOT Japanese.
>Uhhhh....ATARI is a Japanese company.
Well, if ATARI was Japanese, then it wouldn't be a Rising Industry would it?
It would be a Slowly Dying Due To Lack Of Marketing Advertising And Decent
Hardware Industry. SDDTLOMAADHI. (I know it's actually American). And
Ataris are not so bad, but this is an *advocacy* group :).
--
Jeremy Konopka konopkjt@cs.uregina.ca

## 50. Re: Hardball

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 05:55:17 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12969@uqcspe.cs.uq.oz.au>
Source record: 23282

pb6755@csc.albany.edu (BROWN PHILIP H) writes:

>Does anybody know where I can get a copy of Hardball to run on my 520st?
>If you have a copy for sale, let me know. Or if you know the addresses
>(preferably email) of mail-order stores, please send them. It's a shame
>atari stuff is so hard to find. Thanks.

ARGH! Now comp.sys.atari.st stuff is appearing in comp.sys.atari.advocacy!!!

It's the End of the World! The Net will consume us all! AAAAAAAAAAAAAAsplat.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

## 51. Re: spam, Atari, and Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 06:08:30 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12970@uqcspe.cs.uq.oz.au>
Source record: 23283

96aander@ultrix.uor.edu (3) writes:

> 1)what exactly is this 'true color' mode I see on Falcon specs?

It is 65536 colours - 1 word per pixel, no colour look-up table. The bits in the word map as:

RRRRRGGGGGGBBBBB

ie. 32 intensities of red, 64 intensities of green, 32 intensities of blue.

This gives excellent displays for real-world images, and less than perfect (but almost) for computer generated images such as shaded red spheres (but even 24-bit has trouble rendering those at times).

There is a variant mode which is 32768 colours, which is 32 intensities for each of red, green, and blue, plus one bit for overlays (used by genlock, etc.)

> 2)and: My friend I mentioned earlier needs a term proggy which
>can dwnld Zmodem. He has a cool modular program but no Zmodem. Thus, he
>cannot get stuff off the net. If someone can point me to a good one, I
>can get it for him and put it on IBM 3.5 floppy.

There are tonnes of Z modem programs at atari.archive.umich.edu in the /atari/Telecomm directory. src.doc.ic.ac.uk is more accessible than atari.archive.umich.edu. wuarchive.wustl.edu also mirrors a.a.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

## 52. Re: Atari 1040 Rules? (No Acorn RISC actually)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 07:00:36 UTC
From: sdaveyj@cc.curtin.edu.au
Message-ID: <1993Apr16.160036.1@cc.curtin.edu.au>
Source record: 23286

```
[stuff removed]
>>
>> "atari" does actually mean we are about to engulf you. It is used in the
>> japanese game Go, a strategic board game and the Japanese equivalent to
> ^^^^^^^^
>
> Actually go is a Chinese game, although it's probably more popular in
> Japan than in China.

So who makes Atari's? America? Germany? Japan? I've lost track.

John

****************************************
* Acorn 32Bit RISC still rule since 1987 *
* others are still trying to catch up. *
* ARM ARM ARM ARM ARM ARM ARM ARM ARM *
* John at Curtin Uni (Comp Sys Eng) *
****************************************
```

## 53. Re: Its advocacy time !!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 07:07:36 UTC
From: sdaveyj@cc.curtin.edu.au
Message-ID: <1993Apr16.160736.1@cc.curtin.edu.au>
Source record: 23187

In article <mqq5t8-@rpi.edu>, oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>
> ATARI ATARI ATARI !!!! ATARI ATARI ATARI !!!!
> ATARI ATARI ATARI !!!!! ATARI ATARI ATARI !!!!
[ funny words removed replaced by a much nicer one]
ACORN ACORN ACORN ACORN ACORN ACORN ACORN !!!

We walk over Pea Seas, Ameboas, and HEY! there is no distortion of the
word Atari, must think of one,

Any suggestions.

"Mighty things from Acorns fo grow"
or something like that anyway.

>
> Welcome all advocates. This is the time to advocate!
> Do I hear an advocates call ?
Thank you I might pop in from time to time.
I must admit, I rolled about when I heard the Falcon processes at
4MIPs...

> All I can say is advocate with blind passion, and fanatism.
> Cross-post by all means!
> And most of all advocate!
>
> This will be fun ....

You are most welcome in Comp.Acorn.Advocacy

John

## 54. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 07:36:49 UTC
From: squish@endor.uucp
Message-ID: <1993Apr16.073649.29184@das.harvard.edu>
Source record: 23284

As a veteran of several Atari products, I am happy to have owned them (most of them still work, one broke, when I zapped it inadvertently), which includes two 800's and two 130xe's (since 1982 or 1983), I was very happy to grow up on Atari 8-bitters and learned programming and hardware very well on them.... I am now an Electrical Engineer. And back then, I repaired Apple 8-bits at the high school (my first job, during high school). Oh, yes, we have several older Atari 800 products we no longer use, such as 800, 300 bps acoustic modem, peripheral port adapter, and 810 drives. Maybe someone would like to buy them???

However, I wish I could go back and change a few things on the original design. Cheifly, the serial peripheral port. Though 19.2 Kbps was FAST for those days, it just doesn't compare to the Apple IIe's parallel port drives. During high school, I got the chance to interface a robot (for a contest) through the POKEY PIA chips (a parallel interface), but I found the darn POKEY chip just too slow to handle the task (also to be blamed on the software I wrote). In all, I can see that the Atari engineers wanted something new, simple, versatile, and easy to connect, but time has worn this point down. Good thing back then, little old and confining right now... It makes getting data in and old just ridiculously slow.

Rather than grip about this, I would like to raise the question to users out there about their experience with MIO board hard drive interfaces that plug directly into the old 800 or the 130xe expansion slot. I was also wondering if anyone had built the SIO2PC interface that allows one to use a slave IBM-PC as a file storage device (much like a hard drive). I'd like to hear your opinions and comments. I was hoping to try and test a Macintosh version, but have been bogged down with work (no time to write the software... I'm still a novice Mac programmer... Don't know OOP too well.... Just Comp Sci basics for TEXT only interfaces... As in mostly mathematical programming). Lastly, are there still makers of the MIO hard drive interface board... I also wound up with hundreds of old 5.25" disks floating around, and I'd love to have that system running for my dad, using either the Mac as a file server, or a dedicated hard drive.

By the way, I do have to protest, and say the Atari is a great computer, but it just is a little out-dated for engineering purposes. I use two macs (one laptop, one at home). And at the lab, I use 486-66MHz PC's, Sun Sparcs, and Mac Quadras. Circuit simulation, Printed Circuit Autorouting, and CAD/CAM things just wallop raw processing power. A 6502 or 68000 just will no longer do. That's why you often see them as dedicated micro-controllers or things like laser printer

micro-controllers. However, they are handy CPU's to have around, and (after years of experience), easy to (Assembly) program.

Please, no flames, just adding my $0.02 worth, and trying to find out info about FASTER hard drive/parallel port use (my chief sticky point).

==========
squish@endor.harvard.edu
==========

## 55. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 14:53:27 UTC
From: vl2609@albnyvms.bitnet
Message-ID: <1993Apr16.145327.17251@sarah.albany.edu>
Source record: 23188

In article <1ql1pjINNj1f@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:

>Someone mentioned that you shout atari when you're about to win.
>That's like someone telling a Go enthusiast that in chess you club your
>opponent with a stick when he's about to win.

If someone is just about to win at a game of chess against me, I'd club him
with a stick. Wouldn't you?

-Checkmate WHAM!
-Vamp

**********
GOD: I am your creator, to be addressed as God, or Lord.
ADAM: Whatever you say Mr. Orlord.
GOD: Now I want you to stand up, walk around a bit
ADAM: Hey! My walkers work pretty good.
GOD: Those are called legs
ADAM: Legs huh? well how come one of them is so short?
GOD: Thats not a leg Adam.

## 56. Re: Atari Popularity in Europe

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 17:11:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr16.171127.3943@newshost.lanl.gov>
Source record: 23189

In article 93Apr15222603@fiolilla.pvv.unit.no, erlingh@fiolilla.pvv.unit.no (Erling Henanger) writes:
>In article <1993Apr15.160113.23394@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
>
> I just read on GEnie last night that a 4/65 Falcon030 was priced at the
> equivalent of US$2700 in Norway (well, I think it was Norway).
> ^^^^^^^
>
>Well, actually, it sells for the equivalent of US$____1____700 in Norway.
>I know, I live there...
>It's not cheap either way, though.
>
>Erling

Ah, thanks for the correction, Erling. Like you say, it ain't cheap!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

## 57. Falcon Specs and News from GEnie

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 17:48:53 UTC
From: jeffw@ficus.cs.ucla.edu
Message-ID: <jeffw.734982533@ficus.cs.ucla.edu>
Source record: 23191

aaron@chaos.cs.brandeis.edu (Fnord) writes:

>As an ATARI 520STm owner of 7 years who has since (under much pain in
>the process, but still very wanting to promote ATARI) gone MAC, I am
>wondering what the hell a Falcon is.

At the bottom of this article are the specs for the Falcon. The specs
are from the end of last summer but apparently haven't changed since then.

First, here are 2 comments lifted from the Atari sponsored music conference on
GEnie wednesday night.

---

Tonight, we want to talk with you about Atari Music, and the Atari
Falcon030 specifically. The Atari Falcon030 is more than a
computer, it is a musical instrument. EQ Magazine recently awarded
the Atari Falcon030 it's coveted "Blue Ribbon" Award - the only
personal computer recognized by the award winning magazine as an
important new contender in the pro music and recording industries.
By blending CD quality audio, digital signal processing, video
genlock, video overlay and MIDI, the Atari Falcon030 puts
recording and video studio capabilities directly in the hands of
pro and amateur musicians. You can't find these capabilities for
this price anywhere else, proving that sometimes you have to spend
a little less to get a lot more.

Music is about self-expression. Music video and computer
assistance are tools that allow for greater expressiveness, and
the Atari Falcon030 is the one computer that can help today's
musician master both these media to create revolutionary artistic
statements.

The Atari Falcon030 offers users "Quad Processing Power"!!! The
Falcon030's exceptional performance comes from the smooth
integration of four processors:

Motorola 68030 microprocessor running at 16Mhz
Motorola 56001 DSP chip running at 32 MHz
SDMA sound coprocessor
BLiTTER(tm) co-processor for extraordinary graphics capabilities

These function in a Direct Memory Access (DMA) environment using a
multi-tasking operating system, which results in hardware so
powerful that even inexperienced users can mix audio, video,
animation, text, and graphics right out of the box. Atari has a
long-standing relationship with the music industry. In the mid-

80s, Atari was the first computer company to market to musicians at the National Association of Music Merchants (NAMM) convention and to distribute through music stores. Part of Atari's rapid acceptance was due the inclusion of MIDI ports (another Atari first), and part was Atari's "Power without the Price" philosophy. This same philosophy has culminated in the Atari Falcon030, which delivers exceptional audio and video as well as music performance.

The Atari Falcon030 ships with stereo CD quality digital audio out of the box. The system is capable of eight independent sixteen bit audio tracks. At this point in development, there are four track systems available from third party developers, such as D2D Systems Ltd. 4T/FX. Innovative products are also on the way from Barefoot Software, EMAGIC, Steinberg, Dr. T's, and many other developers. If you would like to have a complete software listing of Atari Music developers, send James email here on GEnie at JAMES-GRUNKE.

---

<BOB-BRODIE> Pat, as I indicated on Monday night, the Falcons are here. We have them in the warehouse (I personally went over to check.... I didn't want to take anyone's word on this!!!) They will be going thru a Quality Assurance process that will take a couple of days (one of which is elapsed already), so I think we will be sending them out the door on Friday. These are the demo units for our dealers, and the next shipment will be in about 2-3 weeks These dates are VERY firm, Pat. I'm very pleased that the units are in stock FINALLY, and the dealer agreements have been just POURING in since we made a little announcement in AEO, got the reps on the phone, and of course, used GEnie on Monday night to tell the world that the Falcons are truly here!!!

---

Here are the Specs (These words are from Sam Tramiel (Atari big-wig (VP?))):

---

Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz

32-bit Bus

Optional 68881 or 68882 FPU

RAM: 1,4, or 14 megs

Standard Atari Cartridge Port

Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors

True color 16 bit mode allowing a display of up to 65,536 colors

Accepts external video sync signal to allow high quality genlocking

Overlay mode for easy video titling and special effects

Overscan on TV's and ST Color monitors

262,144 possible colors

hardware-assisted horizontal fine scrolling

BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels

Stereo 16 bit digital DMA input

Stereo 16 bit DMA audio output

SDMA sound/DMA Coprocessor

Standard Ports:

SCSI II port with DMA

High speed LocalTalk compatible LAN

Connector for analog RGB color (ST or VGA) or composite video

RS232C serial port

Bidirectional parallel port

MIDI IN/MIDI OUT

Stereo microphone input, miniature stereo plug

Stereo audio out, miniature stereo plug

Two joystick connectors

Two enhanced digital/analog controller/light pen connectors

Data Storage:

1.44 Mbyte floppy disk drive

Optional internal IDE Hard Disk

System software:

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)

Inter process communication

NewDesk desktop and eXtensible control panel

Multiple window user interface; number of windows limited only by memory or software in use.

We see this computer as exceeding all of the multimedia expectations of the computer buying public. As well as being an exceptional value as a home computer system.

Extensive testing with the Falcon has already been done on existing software. We are very pleased with the high degree of compatibility. For instance, PowerNet, a increasingly popular LocalTalk networking solution works fine with no modifications. Calamus SL, PageStream, WordFlair II, Cubase 3.0, STalker 3.0, STeno, Arabesque, and many other well written applications will work perfectly.

---
--
0000011100000000000 Campus Address: Jeff R. Weidner
0000010010000000000 UCLA Computer Science Dept
0000011100000000100 3680A Boelter Hall
0010010010011001000 LA, CA 90024
0001100001100110000 (310) 825-8524

## 58. Re: My 800 and 130xe <sigh>

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 18:30:00 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qmtv8lNNcm@elroy.jpl.nasa.gov>
Source record: 23190

In article <C5FoM3.4v5@ux1.cso.uiuc.edu> michaelp@ux1.cso.uiuc.edu (Michael Pemberton) writes:
>Nice to see that there are still people out there who think fondly about
>their Ataris. Down in my basement I have my 130xe (with expanded memory)
>two 1040 disk drives (one with a Happy Drive enhancement), a 2400 baud
>external modem, an interface box (I forget the number), and about 500
>disks filled with games, utilities, educational programs, you name it.
>Spreadsheets, various word processors, databases... Even a ComputerEyes
>system that can capture video images in Graphics 9 format.
>
>I wrote my dissertation on this system, so I have a lot of fond memories
>of its capabilities. Now that I've gone on to an IBM system, I don't
>really know what to do with it though. I'm torn between donating it all
>to charity for the tax writeoff and hanging onto it until my daughter is
>old enough to want a computer of her own to play with.
>
>Maybe I'll just keep it around for sentimental value.

I would recommend hanging on to it. I used to have an 800XL with 256K of RAM, just about the entire ICD 8-bit product line, etc. Sold off all the hardware a couple years ago, but god do I miss the games. I really can't justify sinking much time or money into an 8-bit system, but I really regret having gotten rid of it. It was too much fun, even if my programming dreams lead me onto bigger systems, it was still a cool system to have around.

Perhaps the Amiga is the 90's evolved version of the 8-bit. I can't say for sure. I would have loved to be able to keep using it, but the 40 column screen got to be too much of a limitation...

Think very carefully about what you do with it. If it's really just going to sit in a box unused, perhaps you should donate it, but don't make any hasty decisions!
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

## 59. Re: Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 18:55:36 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qmvf8INN1q6@elroy.jpl.nasa.gov>
Source record: 23192

In article <aaron.734927368@chaos.cs.brandeis.edu> aaron@chaos.cs.brandeis.edu (Fnord) writes:
>As an ATARI 520STm owner of 7 years who has since (under much pain in
>the process, but still very wanting to promote ATARI) gone MAC, I am
>wondering what the hell a Falcon is.

The Atari Falcon is supposed to be the machine that will turn things around for Atari in the US. The model that's been talked about for lo these many moons, and about to be released in the US, is based on a 16 MHz 68030.

The video system is tremendously flexible, with graphics modes ranging from 1 to 16 bits per pixel, various resolutions. (The ROM supports up to 768x480, interlaced, or 640x480 noninterlaced, but you can tweak other resolutions as well...) All video resolutions are available on any color monitor, SC1224 style or VGA style. The SM124 style monitors can still only display ST hi rez, tho.

The audio system is also pretty slick, with 16 bit digital DMA-driven stereo audio onboard, and support for 8-channel audio with an external adapter. The audio section includes the same old Yamaha PSG as in old STs, for compatbility, and is also compatible with the digital audio in STes and TTs, as well as the new Falcon-specific stuff, supporting sample rates up to 50khz.

The system also includes a 32 MHz 56001 DSP chip with 96Kbytes of 0-wait state private static RAM. The DSP communicates with the main memory over a 1 MB/sec DMA channel. This is possibly the best feature of the Falcon, since the DSP is such a powerful compute engine.

Other stuff - SCSI-2 port, internal IDE port, 68882 FPU socket, 1-14 MB RAM, 2 STe style analog joystick ports, all the usual ST ports (except the ACSI DMA port), Mega STe/TT compatible Z8530 serial port, can't think of anything else offhand.

The 68030 is certainly not a screaming speed demon at 16 MHz, but it's still a very capable system. A 32 MHz version is rumored to be coming soon, probably will arrive before the 68040 version is released. (The 68040 version's existence was confirmed at Comdex, but the design was still being debugged. I dunno what's happened along those lines since then, but Atari hasn't talked about it much lately, so presumably it's still quite far from release...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

## 60. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 19:16:31 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qn0mfINN2s5@elroy.jpl.nasa.gov>
Source record: 23193

In article <1993Apr16.073649.29184@das.harvard.edu> squish@endor.uucp (Shishin Yamada) writes:
> However, I wish I could go back and change a few things on the
>original design. Cheifly, the serial peripheral port. Though 19.2 Kbps
>was FAST for those days, it just doesn't compare to the Apple IIe's
>parallel port drives. During high school, I got the chance to
>interface a robot (for a contest) through the POKEY PIA chips (a
>parallel interface), but I found the darn POKEY chip just too slow to
>handle the task (also to be blamed on the software I wrote). In all, I
>can see that the Atari engineers wanted something new, simple,
>versatile, and easy to connect, but time has worn this point down.
>Good thing back then, little old and confining right now... It makes
>getting data in and old just ridiculously slow.

I don't think it was the POKEY's fault. How could it be, when companies like Happy and ICD sold upgrade chips that would make your floppy drives transfer at 57600baud instead of 19200? But yes, I agree in general, I got very frustrated at the overall slow speed of the serial bus...
>
>programming). Lastly, are there still makers of the MIO hard drive
>interface board... I also wound up with hundreds of old 5.25" disks
>floating around, and I'd love to have that system running for my dad,
>using either the Mac as a file server, or a dedicated hard drive.

ICD is still in business, but I dunno if they still produce 8-bit stuff. They seem to still be supporting their old stuff, though.
>
> By the way, I do have to protest, and say the Atari is a great
>computer, but it just is a little out-dated for engineering purposes.
>I use two macs (one laptop, one at home). And at the lab, I use 486-66MHz
>PC's, Sun Sparcs, and Mac Quadras. Circuit simulation, Printed Circuit
>Autorouting, and CAD/CAM things just wallop raw processing power. A
>6502 or 68000 just will no longer do. That's why you often see them as
>dedicated micro-controllers or things like laser printer
>micro-controllers. However, they are handy CPU's to have around, and
>(after years of experience), easy to (Assembly) program.

I don't really see much raw processing power in 80x86s or SPARCs. Sure, you can get a 486-66, but it still takes around 6 cycles to execute the average x86 instruction, giving you an effective 11 million instructions per second. Sure, you can get a 40 MHz SPARC to execute 40 million instructions per second, but you need a bunch of instructions together to perform the equivalent of what a regular CISC processor would do. A 16 MHz 6502 can execute 16 million instructions per second, and 6502s are very well understood processors. (That's the primary reason you see them as microcontrollers, because they *are* well

understood, and easy to program...) Of course, I wouldn't really want to do any serious engineering on an 8-bit processor, but mebbe one of the newer variants would be good. At any rate, clock speed and "raw processing power" just aren't the simple factors you make them out to be...

To think that Unix grew up on PDPs with less than 64K of RAM. I must admit that I've never seen any comparable system running on a 64K 6502 system. I wonder what a really good 6502 system programming language would look like. C is pretty much a higher-level abstraction of PDP assembler... Too bad OSS's Action! language didn't get more widespread use...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

## 61. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 19:20:20 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1qn0tkINNdq2@life.ai.mit.edu>
Source record: 23194

In article <1993Apr16.145327.17251@sarah.albany.edu> vl2609@albnyvms.bitnet writes:
>In article <1ql1pjINNj1f@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>>Someone mentioned that you shout atari when you're about to win.
>>That's like someone telling a Go enthusiast that in chess you club your
>>opponent with a stick when he's about to win.
>
>If someone is just about to win at a game of chess against me, I'd club him
>with a stick. Wouldn't you?

No, I'd club him with my ST.

:)

(Hey, I had to tie it in somehow!)

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

## 62. Re: Atari Popularity in Europe

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 19:59:16 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Apr16.195916.20427@prime.mdata.fi>
Source record: 23195

In article <1993Apr15.160113.23394@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>I just read on GEnie last night that a 4/65 Falcon030 was priced at the
>equivalent of US$2700 in Norway (well, I think it was Norway).
> ^^^^^^^
>
>Yeh, that kind of pricing strategy will sell a bunch of 'em, don't ya think?

You bet. Here in Finland they are planning to sell them at ~US$2100.
Somebody ought to do something about it...

I don't think the importer is trying to get huge profits though, I
think they just get a bad price for the Falcon. I talked with the
Atari-guy at the firm that imports Falcon, and he _seemed_ sensible
:).

>---
>
>_____________________________ John "HUTCH" Hutchinson ____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
>_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
>_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
>
>

--
---
| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
---

## 63. Re: What ATARI stands for.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 21:59:21 UTC
From: jhenders@wimsey.bc.ca
Message-ID: <C5LJqx.AL1@wimsey.bc.ca>
Source record: 23199

In article <1qhsjsINNl6d@flop.ENGR.ORST.EDU> johnsos@prism.CS.ORST.EDU (johnson scott andrew) writes:
>
>uhhhhh..... ATARI is an AMERICAN company. It is NOT Japanese.
>
Yah.. Can't you tell by the way it's run? We could only wish it
was Japanese.

--
John Henders

## 64. Re: Atari Popularity in Europe

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 22:02:09 UTC
From: thwang@mentor.cc.purdue.edu
Message-ID: <C5LJvM.3L@mentor.cc.purdue.edu>
Source record: 23201

In article <1993Apr16.171127.3943@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 93Apr15222603@fiolilla.pvv.unit.no, erlingh@fiolilla.pvv.unit.no (Erling Henanger) writes:
>>In article <1993Apr15.160113.23394@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
>>
>> equivalent of US$2700 in Norway (well, I think it was Norway).
>>
>>Well, actually, it sells for the equivalent of US$____1____700 in Norway.
>>
>Ah, thanks for the correction, Erling. Like you say, it ain't cheap!

That seemed cheap (in price) when compared to my Commodore back
in November of 1992 ($2,700). :-)
>

## 65. Re: Atari 8-Bits: Still Being Made/Sold?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-16 22:13:03 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1qnb1g$ek0@usenet.INS.CWRU.Edu>
Source record: 23200

In a previous article, petitc@nuge104.its.rpi.edu (Silent Dreamer) says:

> Does anyone know if Atari is still making the 8-bit machines? And if so,
>which models (I had an 800XL, but its keyboard got fried). Have some 400 or so
>games for it (on disk).

Atari officially stopped all support for the 8-bit machines on Jan. 1,
1992. At that time that meant the 130XE, 65XE, and XE Game System.

Read comp.sys.atari.8bit for active 8-bit discussion.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

## 66. Atari in the Press (Jesus Jones & the 1040)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-17 00:29:31 UTC
From: goose@umcc.umcc.umich.edu
Message-ID: <1qnj1b$h2u@umcc.umcc.umich.edu>
Source record: 23202

I though some of you might like to see this:

PERVERSELY HIGH TECH -- JESUS JONES RECORDS ITS LATEST ALBUM STRAIGHT INTO A COMPUTER
by Gary Graff
Detroit Free Press, Fri. April 16, 1993, Page 1D reprinted without permission.

Mike Edwards is an admitted and unrepentant gadget fan.
The Current prize possession for the leader of the British rock band Jesus Jones is a Sony Video Watchman, a portable TV with built-in VCR that allows him to watch 8mm videotapes "when I can't sleep on the tour bus at 4 in the morning."
The Watchman replaces his last prize possession, a palm-sized personal organizer that holds everything from Edwards' Rolodex to lyric ideas for future songs.
But Edwards prizes all his video game ware -- the Sega Genesis and Super Nintendo system, the portable Game Boys and Game Gears.
"Echo the Dolphin" is the new addition to his list of favorite games, right up there with "Street Fighter 2."
"Then there's the politically unsound 'Desert Strike 2' " says Edwards, 28, whose other recreational passion is skateboarding.
The singer-guitarist is married, but fortunately Edwards' wife shares his passion. "She's enjoying beating the heck out of me on 'Street Fighter 2,' " he says, "but we do play with a massive handicap difference."
It's not surprising, then, to learn that Edwards and his band turned their latest album, "Perverse," into a showcase of modern recording technology.
In fact, Jesus Jones' method for recording "Perverse" -- which follows the group's 1991 smash "Right Here, Right Now" -- represents a new pinnacle in man-machine cooperation.
Unlike the standard album, which is recorded directly to tape, "Perverse" found the members of Jesus Jones -- Edwards, Ian Baker, Al Jaworski, Jerry De Borg and Gen -- recording their parts directly into the *Atari 1040* computer Edwards keeps at home. The singer-guitarist then sat at his terminal, tinkering with the sounds as he saw fit; parts originally played on guitar became keyboards or orchestral strings, bass lines became synthesizers, drum parts were turned into guitars.
The finished album, in fact, was handed to the engineer on a floppy disk rather than a reel of tape.
"All the performances consisted of a bunch of data instead of hard and fast notes on a piece of magnetic tape," says Edwards, who claims his computer literacy doesn't go beyond the basic skills needed to make "Perverse."
"We had an infinite amount of flexibility. Notes could be changed, the timing could be changed, the actual sound of an instrument could be altered into something else.

"You've still got people playing instruments, mind you. It's just that
later you can chop things up and change them around."
The key, Edwards says, was finding a way to turn this unorthodox
and largely impersonal approach to music making into a record that retained
the energy of a band performance.
"The whole point is to make this music that moves me, that induces
the adrenaline rush that I get from music I enjoy listening to," he says.
"It has to move you. Just because you use a different sort of
technology doesn't have to make it cerebral.
"I mean, there were mistakes made when we were actually playing our
instruments. And there were times where I could say 'Hmmm, this guitar part
is a bit out of time. I could hit this one button and put it into precise
mathematical time.'
"But then you say, 'Wait a second; it still has to be rock music.'
Maybe a little bit of out-of-time playing adds a little character to it,
so you don't use the technology to make it perfect."

--
==========================================================================
Christopher L. Goosman University of Michigan Computing Club
Ann Arbor, MI, USA goose@umcc.ais.org
"The fools only laugh 'cause they envy you." - Paul Weller, 1977

## 67. Re: Here's a reason why Atari gets flamed...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-17 03:42:47 UTC
From: stigb@pvv.unit.no
Message-ID: <STIGB.93Apr17034247@fiolilla.pvv.unit.no>
Source record: 23203

Ehem! I think you are forgetting what newsgroup you are reading.
I think you'll find just as much BS on other groups the first week,
_especially_ *.advocacy. Of course people post things to be flamed
here, that's the fun! For a while at least. ;)

--
-=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=-
TT ||| Stig Saether Bakken Muds: Auronthas or Wardancer
030 ||| Voice phone: +47 7 945061 Irc: Euphoriac
/ | \ Internet: stigb@pvv.unit.no
-=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=--=*=-

## 68. Re: spam, Atari, and Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-17 07:05:44 UTC
From: jhenders@wimsey.bc.ca
Message-ID: <C5M91L.E3J@wimsey.bc.ca>
Source record: 23204

In article <28951@galaxy.ucr.edu> 96aander@ultrix.uor.edu (3) writes:
>Say, it IS nice to have a place to lord over you Atari owners about my new
>Amiga 1200!
....
> 1)what exactly is this 'true color' mode I see on Falcon specs?
>not real 24 bit(NFP, we don't have it built in either)I assume or it would
>be touted as such.

The true color in the Falcon ad's means the Falcon has real colors,
not the phony ones foisted on Amiga and PC owners.

--
John Henders

## 69. Re: spam, Atari, and Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-17 19:11:42 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993Apr17.191142.7508@infodev.cam.ac.uk>
Source record: 23205

```
In article <C5M91L.E3J@wimsey.bc.ca>, jhenders@wimsey.bc.ca (John Henders) writes:
|> In article <28951@galaxy.ucr.edu> 96aander@ultrix.uor.edu (3) writes:
|> >Say, it IS nice to have a place to lord over you Atari owners about my new
|> >Amiga 1200!
|> ....
|> > 1)what exactly is this 'true color' mode I see on Falcon specs?
|> >not real 24 bit(NFP, we don't have it built in either)I assume or it would
|> >be touted as such.
|>
|> The true color in the Falcon ad's means the Falcon has real colors,
|> not the phony ones foisted on Amiga and PC owners.
|>
|>
|> --
|> John Henders

What, you mean that all the time those 262144 HAM8 colours were just an illusion?

:-) for the humourless.

Chris Brown
```

## 70. Re: spam, Atari, and Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-17 21:48:37 UTC
From: ghelect@unssun.scs.unr.edu
Message-ID: <1993Apr17.214837.8290@physics.unr.edu>
Source record: 23206

In article <C5M91L.E3J@wimsey.bc.ca> jhenders@wimsey.bc.ca (John Henders) writes:
>In article <28951@galaxy.ucr.edu> 96aander@ultrix.uor.edu (3) writes:
>>Say, it IS nice to have a place to lord over you Atari owners about my new
>>Amiga 1200!
>....
>> 1)what exactly is this 'true color' mode I see on Falcon specs?
>>not real 24 bit(NFP, we don't have it built in either)I assume or it would
>>be touted as such.
>
> The true color in the Falcon ad's means the Falcon has real colors,

Oh no, not this again..... <sigh>

You're right. My computer can only display 4 colours, I just
*think* that I can see 256k.....

<actually I don't have AGA yet... give me two months. ;)>

>not the phony ones foisted on Amiga and PC owners.
>
>
>--
> John Henders

A T A R I -- power computing for people that don't know any better

## 71. colors and resolutions

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-18 12:06:09 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <18APR93.12060989@meena.cc.uregina.ca>
Source record: 23208

Was the Atari ST ever considered to have comparatively good resolutions
and colors (i.e. when it was first announced), or was it designed with
obsolescent resolutions and colors to be cheap right from the beginning?
How would the ST's graphics compare to the IBM-PC, i.e. what graphics
mode is it comparable to..EGA,VGA,CGA?

## 72. Re: spam, Atari, and Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-18 16:25:05 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1qrvd1$7b0@usenet.INS.CWRU.Edu>
Source record: 23207

True color on the Falcon is Atari's 16-bit display mode where there is no color palette. Or rather, no color indirection. You can choose from 65536 colors (as opposed to AGA's 262144, which still hs a palette of 16.8 million).

I too used to own an Atari ST -- since 1986. But I sold out in December and got an Amiga 1200. Tired of waiting for the Falcon. And people are STILL waiting.

I lead a much more relaxed life now.

But I hold no malice toward Atari owners. Many of my friends are also Atari owners. Some are still holding their breath. I really hope the Falcon ships soon, because some of these guys are turning blue! ;)

I'm not here to start a war. There's enough of that crap going on elsewhere.

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

## 73. Returned mail: User unknown

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-18 23:20:25 UTC
From: Mailer-Daemon@dino.conicit.ve
Message-ID: <9304182316.AB06186@dino.conicit.ve>
Source record: 23209

```
----- Transcript of session follows -----
Connected to deepthought.cs.utexas.edu:
>>> RCPT To:<comp-sys-atari-advocary@cs.utexas.edu>
<<< 550 <comp-sys-atari-advocary@cs.utexas.edu>... Addressee unknown
550 comp-sys-atari-advocary@cs.utexas.edu... User unknown

----- Unsent message follows -----
Return-Path: <jramire>
Received: by dino.conicit.ve (4.1/SMI-4.1/RP-1.2)
id AA06175; Sun, 18 Apr 93 19:16:16-040
From: jramire (Jose Ramirez G. (AVINTA))
Message-Id: <9304182316.AA06175@dino.conicit.ve>
Subject: Info wanted
To: comp-sys-atari-st-tech@cs.utexas.edu
Date: Sun, 18 Apr 93 19:16:16 AST
Cc: comp-sys-atari-advocary@cs.utexas.edu, comp-sys-atari-st@cs.utexas.edu
X-Mailer: ELM [version 2.2 PL13]

Hi:

Does anybody knows where can i find this cpu?:

C025913-20 , ATARI CORP. 1,985, 8520, 3H-2130-CC

Thanks in advance,

Jose Ramirez

======================================================================
= *Jose Ramirez MSc.* =
= AVINTA - Asociacion Venezolana de Inteligencia Artificial =
= P.O. Box 67079, Caracas 1061, Venezuela. Voice: +58-2-2835156 =
= Fax: +58-2-2832689. Internet: jramire@conicit.ve =
======================================================================
```

## 74. Re: colors and resolutions

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-19 00:32:58 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1993Apr19.003258.6156@infodev.cam.ac.uk>
Source record: 23210

In article <18APR93.12060989@meena.cc.uregina.ca>, selbyr@meena.cc.uregina.ca writes:
|> Was the Atari ST ever considered to have comparatively good resolutions
|> and colors (i.e. when it was first announced), or was it designed with
|> obsolescent resolutions and colors to be cheap right from the beginning?
|> How would the ST's graphics compare to the IBM-PC, i.e. what graphics
|> mode is it comparable to..EGA,VGA,CGA?
|>

I'd say the original ST compared fairly evenly with CGA in terms of colours and resoloutions. I think the ST had a higher res (640*400), but EGA could do 16 colours in 640*350 (Not sure about this exactly, so no flames please..). The ST also had a slightly larger palette, since it had 512 colours, as opposed to EGA's 64. At the time it was pretty good, since state of the art on a PC was CGA (And even my old C64 made that look lame.)

Chris Brown

## 75. Re: colors and resolutions

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-19 00:44:38 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993Apr19.004438.6599@infodev.cam.ac.uk>
Source record: 23211

Whoops! I meant to say it compared well with EGA, not CGA. Sorry!

Chris Brown

## 76. Re: colors and resolutions

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-19 00:50:55 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Apr19.005055.11025@alw.nih.gov>
Source record: 23212

In article <18APR93.12060989@meena.cc.uregina.ca> selbyr@meena.cc.uregina.ca writes:
>Was the Atari ST ever considered to have comparatively good resolutions
>and colors (i.e. when it was first announced), or was it designed with
>obsolescent resolutions and colors to be cheap right from the beginning?
>How would the ST's graphics compare to the IBM-PC, i.e. what graphics
>mode is it comparable to..EGA,VGA,CGA?

I'll start with the facts first. The STs have 3 resolutions: high (640x400, monchrome monitor only), medium (640x200, 4 colors, color monitor), and low (320x200, 16 colors, color monitor). To use all 3, you need 2 monitors; the color graphics are more or less CGA, while the high res mono was probably aimed at the 5" screens on the early Macs (remember, this was in the mid-1980's).

When it was first introduced, the ST was competitive; the failures of Atari in competing in the U.S. market with the ST and later machines is a subject already well established, and viewed with sadness or glee depending on your peversity.

However, the TT has some higher resolution graphics modes (as does the Falcon), and the ST can display 512 color pictures (Spectrum software) with no extra hardware required, just a bit of clever programming (Thanks, Boris!).
Compared to the XTs and Macs around at the time, the ST was an incredible bargain, priced more for the home market than most competitors. The Mac was strictly a YUPPIE machine (expensive!), and IBM's gesture was the ill-fated PC Jr. (doorstop). Today, it's hard to get excited about anything less than 1280x1024 24-bit true color [no color table lookup], which isn't really available in a low cost machine (yet). Of course, I'm typing this on my ST...

## 77. Re: Kill ATARI!!!! Kill Kill Kill ATARI and everyone who has one!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-19 02:19:20 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1qt278$va@terminator.rs.itd.umich.edu>
Source record: 23213

In article <1qf6stINN3cd@stimpy.css.itd.umich.edu> kens@psc.lsa.umich.edu (Ken Small) writes:
>: If the former, Mr. Klasmeier's .sig raises the issue of the political
>: outlook of Atari owners. I own a 1986 520ST and I'm a
>: foaming-at-the-mouth right-winger. Ditto for Mr. K., unless he's being
>: ironic or is a rock fan. Also, I understand that A. Schwartzenegger was
>: seen using a Portfolio in one of the Terminator movies, and the premier
>: Atari FTP site in the United States has "terminator" in its name. So
>: that's 4 for 4 for the righties. Any left-wingers dare to tell me I'm
>: wrong?
>
>
>Trust me, the folks who run terminator are *not* right-wingers.
>
>--
>Ken Small kens@umich.edu
>"I used to be disgusted; now I try to be amused."
>Consulting and Support Services, University of Michigan

Yeah, what Ken said.

(extra lines courtesy of trn's need not post things with more
old lines than new).

Jeff

--
Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -
Coming soon to a theater near you........

## 78. Price / Availability of Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-20 00:18:16 UTC
From: jlrobins@uncc.edu
Message-ID: <C5rA6G.6zM@unccsun.uncc.edu>
Source record: 23214

Having been an Atari owned since the good old Atari 800 days, I am quite interested in hearing more about this Falcon. Tell me more about MultiTos (esp. with respect to *NIX). I take it that GEM is still around, as that it seems to be downward compatable. I've been out of the ST world for a few years, as that the community here in NC seemed to have dried up, and about the only thing I used the good old 1040 for was as a terminal for our mainframe here at UNCC.

As I was saying, can anyone give me a starting price for this beast. I still have a good color monitor. How about a good description of MultiTos? What about a good C compiler (I've grown _tired_ of my 1986 OSS pascal "system"). Has anyone seen one of these things? How about written code for one? It sounds really fun -- when can I get my hands on one?

Thanks,
James Robinson

## 79. Re: colors and resolutions

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-20 02:44:45 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13014@uqcspe.cs.uq.oz.au>
Source record: 23215

rvenable@helix.nih.gov (Richard M. Venable) writes:

>I'll start with the facts first. The STs have 3 resolutions: high (640x400,
>monchrome monitor only), medium (640x200, 4 colors, color monitor), and low
>(320x200, 16 colors, color monitor). To use all 3, you need 2 monitors; the
>color graphics are more or less CGA.

!! CGA was 16 FIXED colours! That is VERY different from 16 user defined
colours from a palette of 512... especially when you look at the 16 CGA gave
you to choose from! (or was it less than 16? Anyway, they were fixed colours).

>at the 5" screens on the early Macs (remember, this was in the mid-1980's).

And it's almost the mid-1990's and the "Mac Classic" has a similar sized
screen.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

## 80. Re: spam, Atari, and Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-20 03:20:42 UTC
From: jhenders@wimsey.bc.ca
Message-ID: <C5rIMJ.G1H@wimsey.bc.ca>
Source record: 23216

In article <1993Apr17.191142.7508@infodev.cam.ac.uk> cpb1001@phx.cam.ac.uk (C.P. Brown) writes:

>What, you mean that all the time those 262144 HAM8 colours were just an illusion?

Yup. Clever fakery is all it is. They're not really there, you
just think you see them.

--
John Henders

## 81. Re: spam, Atari, and Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-20 12:17:39 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Apr20.121739.3053@solace.hsh.se>
Source record: 23217

In <C5rIMJ.G1H@wimsey.bc.ca> jhenders@wimsey.bc.ca (John Henders) writes:

>In article <1993Apr17.191142.7508@infodev.cam.ac.uk> cpb1001@phx.cam.ac.uk (C.P. Brown) writes:

>>What, you mean that all the time those 262144 HAM8 colours were just an illusion?

> Yup. Clever fakery is all it is. They're not really there, you
>just think you see them.

Which isn't far from the truth... 8)

Must say that the HAM-modes is a pretty slick solution to keep the
video-bandwidth down and still have lots of colours to display. Allthough it
doesn't compare to a real pallette on 18 bits. But it's enough for the major
part of the available applications. Even Falcons 65536 colour mode is enough.
(Most people's monitors can't handle the resolutions anyway)

>--
> John Henders

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

## 82. Re: Price / Availability of Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-20 14:23:17 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr20.142317.21011@newshost.lanl.gov>
Source record: 23218

In article 6zM@unccsun.uncc.edu, jlrobins@uncc.edu (James Lee Robinson) writes:
>Having been an Atari owned since the good old Atari 800 days, I am quite
interested in hearing more about this Falcon.

<rest deleted>

James, a better place to ask would be the comp.sys.atari.st newsgroup
(since there is no Falcon newsgroup) but I'll try to answer your questions
via email so as not to waste the time/bandwidth of others here.

I've forgotten, however, what the suggested retail pricing in US$ is for
the various Falcon configurations. Anyone else here recall?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

## 83. Re: Price / Availability of Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-20 16:14:03 UTC
From: neurom@u.washington.edu
Message-ID: <1r17gbINNgr@shelley.u.washington.edu>
Source record: 23219

In article <1993Apr20.142317.21011@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:

> I've forgotten, however, what the suggested retail pricing in US$ is for
> the various Falcon configurations. Anyone else here recall?

Falcon030 RAM Hard Disk Cost
1 0 $799
4 65 $1,299

Now, those are the only two prices I have, and my dealer agreement w/ Atari forbids me of telling you any other. But, as a taster, our margin is HUGE so the price might (see that, MIGHT) be ALOT (say $100-300) lower.

--Neuromancer

## 84. ATARI EMPLOYEES

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-20 16:51:06 UTC
From: PCA103@psuvm.psu.edu
Message-ID: <93110.125106PCA103@psuvm.psu.edu>
Source record: 23221

If anyone reading this is an Atari Employee, or a former Atari employee, could you please email me, as I desperately need your help in locating some informati on. Your help would be unbelievablely appreciated. Thanks a million....

-Peter

## 85. Re: Price / Availability of Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-20 16:58:05 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Apr20.165805.27722@beaver.cs.washington.edu>
Source record: 23220

In article <1993Apr20.142317.21011@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>I've forgotten, however, what the suggested retail pricing in US$ is for
>the various Falcon configurations. Anyone else here recall?

Last price I got from my dealer was the following :
Falcon030 with 4MB RAM, no hard drive : $999
Falcon030 with 4MB RAM, 65MB hard drive : $1299

They said these were tentative prices but I think they will hold true.
Also they said they probably would only have the 4/65 units in to start
with (fine by me), and they didn't say anything about the 1MB/no hard drive
unit (maybe it's been recalled so that no one will get a 1MB Falcon -- let's
hope so).

>
>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____
>

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

## 86. Re: Atari posts large loss (again)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-20 19:08:54 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1299@usdtsg.DaytonOH.NCR.COM>
Source record: 23224

In article <1993Apr20.010456.12518@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
[Stock Stuff deleted]
>
>And users want to buy a computer from a failing company....
>
>Well Apple reported sales in their most recent quarter. Sales were slightly
>below the two billion mark. PowerBooks sales were up by 100%.
>I bet when the cyclone macs which will be comming out next month will be the
>choice for musicians. Musicians will glad to pay more for a machine with lots
>of horse power..

Useful information, though not in the comp.sys.atari.st group.
The comp.sys.mac group perhaps may find it more interesting...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

## 87. Atari Employee/Info Search

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-20 19:15:02 UTC
From: neurom@u.washington.edu
Message-ID: <1r1i3mlNNemt@shelley.u.washington.edu>
Source record: 23222

In article <93110.125106PCA103@psuvm.psu.edu> <PCA103@psuvm.psu.edu> writes:
> If anyone reading this is an Atari Employee, or a former Atari employee,
could
> you please email me, as I desperately need your help in locating some
informati
> on. Your help would be unbelievablely appreciated. Thanks a million....
>
> -Peter

I'm not an employee, but I believe you can email GEnie people at
user.name@genie.geis.com. i.e. bob.brodie@genie.geis.com would get you "the
people man" himself.

--Neuromancer

## 88. Re: Returned mail: User unknown

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-21 08:31:46 UTC
From: squish@endor.uucp
Message-ID: <1993Apr21.083146.10263@das.harvard.edu>
Source record: 23223

In article <9304182316.AB06186@dino.conicit.ve> Mailer-Daemon@dino.conicit.ve (Mail Delivery Subsystem) writes:
>
>Hi:
>
>Does anybody knows where can i find this cpu?:
>
> C025913-20 , ATARI CORP. 1,985, 8520, 3H-2130-CC
>
>
>Thanks in advance,
>
>Jose Ramirez
>
Hello Jose:

It looks like you have:
Part # C025913-20
Built by/on: Atari Corp 1985 (year)

Here is the guesswork:
8520 might refer to the IC part type. I think an 8520 is a
Peripheral Interface Adapter (PIA) chip. Did this come from a printer
rather than a computer? More likely, since I think the 8-bits used the
POKEY or CTIA/GTIA chips and the 6821 chipset as PIA's.

3H-2130-CC proabably refers to some other date code, or
manufacturer's code. At least that's normal for regular chips.

There's not much else I could tell you, without knowing type of
device, where it comes from, location on circuit board (usually
silkscreened, something like U4), and how many pins it has, as well as
pinout configuration (most likely DIP configuration in .800" package).

If it really is a 8520 PIA, I think that is either a 28 pin package
(maybe 40, but I don't have a databook around right now), and it comes
in a .800" spacing (0.8" width between rows of pins on either side of
chip), and .100" pin spacing (0.1" spacing between adjacent pins.
Don't quote me on that, I haven't got a databook handy. 8520's are
relatively cheap, and would probably be less than $10, if you look
around at chip dealers (try somebody like Digi-Key in Minnesota,
they're good). Can send 800 number later (it's not handy right now
either). Good luck...

squish@endor.harvard.edu

## 89. Re: Returned mail: User unknown

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-21 09:39:24 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Apr21.093924.9530@solace.hsh.se>
Source record: 23225

In <1993Apr21.083146.10263@das.harvard.edu> squish@endor.uucp (Shishin Yamada) writes:

>In article <9304182316.AB06186@dino.conicit.ve> Mailer-Daemon@dino.conicit.ve (Mail
Delivery Subsystem) writes:
>>
>>Hi:
>>
>>Does anybody knows where can i find this cpu?:
>>
>> C025913-20 , ATARI CORP. 1,985, 8520, 3H-2130-CC
>>
>>
>>Thanks in advance,
>>
>>Jose Ramirez
>>
> Hello Jose:

>It looks like you have:
> Part # C025913-20
> Built by/on: Atari Corp 1985 (year)

>Here is the guesswork:
> 8520 might refer to the IC part type. I think an 8520 is a

More probably it's the year and week the IC was manufactured.

[stuff deleted]

It would help a great deal if you (Jose) could specify how many pins it has,
and where it is located on the PCB.

>squish@endor.harvard.edu

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

## 90. Re: spam, Atari, and Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-21 14:39:09 UTC
From: peter@blade.stack.urc.tue.nl
Message-ID: <1r3mad$1kq@tuegate.tue.nl>
Source record: 23226

John Henders (jhenders@wimsey.bc.ca) wrote:
: In article <1993Apr17.191142.7508@infodev.cam.ac.uk> cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
:
: >What, you mean that all the time those 262144 HAM8 colours were just an illusion?
:
: Yup. Clever fakery is all it is. They're not really there, you
: just think you see them.

Just curious... have you ever actually *seen* HAM8? It looks just great.
All these very-many-colors modes like 16 bit or (fake) 24 bit aren't
used for fast animation, but for steady images.

And in that case, HAM8 has more colors than the Falcon...

: John Henders

Peter.
--
Peter Korsten, e-mail peter@stack.urc.tue.nl
"Rest van Nederland" Ultimate Team
"Vertigo" Eindhoven University of Technology Ultimate Team
When a ball dreams, it dreams it's a frisbee

## 91. Atari Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-21 20:18:16 UTC
From: caj8106@shiner.tamu.edu
Message-ID: <1r4a68INNft8@tamsun.tamu.edu>
Source record: 23227

I would like to know more about the Atari Falcon, could someone e-mail me the specs for the Falcon and also approx. prices. It would be most appreciated.

Thanks,

---
Curtis A. Johnson
NeXTmail : caj8106@shiner.tamu.edu
Texas A&M University

"A double bed and a stalworth lover for sure..
These are the riches of the poor."

- Morrissey, w/ The Smiths

## 92. Atari Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-21 20:19:06 UTC
From: caj8106@shiner.tamu.edu
Message-ID: <1r4a7qINNg27@tamsun.tamu.edu>
Source record: 23228

I would like to know more about the Atari Falcon, could someone e-mail me the specs for the Falcon and also approx. prices. It would be most appreciated.

Thanks,

---
Curtis A. Johnson
NeXTmail : caj8106@shiner.tamu.edu
Texas A&M University

"A double bed and a stalworth lover for sure..
These are the riches of the poor."

- Morrissey, w/ The Smiths

## 93. Atari Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-21 20:19:18 UTC
From: caj8106@shiner.tamu.edu
Message-ID: <1r4a86INNg37@tamsun.tamu.edu>
Source record: 23229

I would like to know more about the Atari Falcon, could someone e-mail me the specs for the Falcon and also approx. prices. It would be most appreciated.

Thanks,

---
Curtis A. Johnson
NeXTmail : caj8106@shiner.tamu.edu
Texas A&M University

"A double bed and a stalworth lover for sure..
These are the riches of the poor."

- Morrissey, w/ The Smiths

## 94. Atari Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-21 20:19:26 UTC
From: caj8106@shiner.tamu.edu
Message-ID: <1r4a8eINNg4f@tamsun.tamu.edu>
Source record: 23230

I would like to know more about the Atari Falcon, could someone e-mail me the specs for the Falcon and also approx. prices. It would be most appreciated.

Thanks,

---
Curtis A. Johnson
NeXTmail : caj8106@shiner.tamu.edu
Texas A&M University

"A double bed and a stalworth lover for sure..
These are the riches of the poor."

- Morrissey, w/ The Smiths

## 95. Re: Atari Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-21 22:36:08 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C5uus8.C73@ecf.toronto.edu>
Source record: 23231

In article <1r4a86INNg37@tamsun.tamu.edu> caj8106@shiner.tamu.edu (Curtis Johnson) writes:
>I would like to know more about the Atari Falcon, could someone e-mail me
>the specs for the Falcon and also approx. prices. It would be most
>appreciated.
>
>Thanks,
>
>
>---
>Curtis A. Johnson
>NeXTmail : caj8106@shiner.tamu.edu
>Texas A&M University
>
>"A double bed and a stalworth lover for sure..
> These are the riches of the poor."
>
> - Morrissey, w/ The Smiths

After FOUR messages, I hazard a guess that you must reeeeeeely want info, eh?
:]

Vaya con Dios,
AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money , ��
********** Shahir Al Rashid**aka**AcEzE ********** we're all in debt!" (tm)
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

## 96. Re: Price / Availability of Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-22 01:49:43 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5v3qv.3A9@netcom.com>
Source record: 23232

In article <1r17gbINNgr@shelley.u.washington.edu> neurom@u.washington.edu (Neuromancer) writes:
>
>Falcon030 RAM Hard Disk Cost
> 1 0 $799
> 4 65 $1,299
>
>Now, those are the only two prices I have, and my dealer agreement w/ Atari
>forbids me of telling you any other. But, as a taster, our margin is HUGE so
>the price might (see that, MIGHT) be ALOT (say $100-300) lower.
Hmm, other dealers have been saying that Atari isn't providing them with the opportunity for large margins.

I'm not saying one way is right and the other is wrong; it's just interesting to hear another dealer say something that differs.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

## 97. Re: Atari Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-22 01:52:02 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5v3ur.3Gn@netcom.com>
Source record: 23233

In article <1r4a68INNft8@tamsun.tamu.edu> caj8106@shiner.tamu.edu (Curtis Johnson) writes:
>I would like to know more about the Atari Falcon, could someone e-mail me
>the specs for the Falcon and also approx. prices. It would be most
>appreciated.

If you guys call Atari (408-745-2000), they'll send you Falcon info.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

## 98. MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-22 19:10:26 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <bv15pa_@rpi.edu>
Source record: 23236

Yes, like the title says, Micro-Computer Depot of N.C. sold 24 Falcons
on wednesday. When I last called they had only two left. They are back
ordered by 65,000 machines. I was informed that the machines were 4meg models
with harddisks in them. I do not know the validity of the statement about
back orders, but the sales rep seemed mighty happy.
SPREAD THE NEWS THE FALCONS ARE HERE.
He said the only problem is that the factory producing Falcons
produces only 2000 per week, and that can not satisfy demand.
It is sad that there is only one falcon factory, if its gone its bye bye
atari :( :(.

## 99. Re: Its advocacy time !!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-23 00:08:54 UTC
From: m92mmy@tdb.uu.se
Message-ID: <1993Apr23.000854.23141@tdb.uu.se>
Source record: 23234

sdaveyj@cc.curtin.edu.au (John) writes:

>> ATARI ATARI ATARI !!!! ATARI ATARI ATARI !!!!
>> ATARI ATARI ATARI !!!!! ATARI ATARI ATARI !!!!

>[ funny words removed replaced by a much nicer one]
>ACORN ACORN ACORN ACORN ACORN ACORN ACORN !!!

Oh yeah ?

ACORNy computer ACORNy computer ACORNy computer
ACORNy computer ACORNy computer ACORNy computer

[This one is muchnicer]

Amiga Amiga Amiga Amiga
Amiga Amiga Amiga Amiga
Amiga Amiga Amiga Amiga

>We walk over Pea Seas, Ameboas, and HEY! there is no distortion of the
>word Atari, must think of one,

Don't forget "Macintrash", the most pukable of'em all :P

Hmm...is "Atari" just a fake word, something that sounds good (Ho Ho..) ?

No offense :)

/Mattias

____
Mattias Myrberg

--
///|
/// |
\\\///--|miga: The Computer for the creative mind
\XX/ |

m92mmy@bellatrix.tdb.uu.se

## 100. Re: Top 10 Facts about Peter Sinclair-Day (Super Genius)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-23 02:56:37 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93112.225637SML108@psuvm.psu.edu>
Source record: 23235

```
In article <1993Apr22.195759.12625@iscsvax.uni.edu>,
sinclair2246@iscsvax.uni.edu says:
>
>In article <93111.141209SML108@psuvm.psu.edu>, <SML108@psuvm.psu.edu> writes:
>>
>> 10. Has a one mm penis and places a mac powerbook on his lap
>> to conceal this.
>Your jealous that you don't own own one...Hey where is Atari's ST BOOK...Real
>soon now according to Atari..

Jealous of your one mm penis? NOT!

>> 9. Believes Jon Scully has divine farting powers.
>
>Like I said your jealous that Sculley is more successful than the Tramiels

Hmmm... When exactly did you say this? Better cut down the thorazine dosage,
Pee-Pee...

>> 8. Has fantasies about being gang-raped by power-users(tm).
>>
> How about you?

Nope, I'm afraid I don't share this fantasy of yours, Skeeter... Mine
involve a phalanx of lycra clad aerobics instructors with an attitude but
that's another newsgroup...

>7. Is the long-lost brother of Robert E. Mc Elwaine.
>> 6. Keeps seeing the Atari Fuji in his dreams and misinterprets
>> this to be a sign that he should continue posting drivel
>> to this group.
>> 5. Will not eat any food with the letters A, T, R, or I in its
>> name.
>> 4. Secretly owns every piece of Atari hardware ever made.
>
>
>Just the Lynx..But it lost out to the lame boy..

Sheesh, my lynx is doing just fine, Sinc-hole. Life must be really
bleak for you...

>> 3. Was once mistaken for a gerbil by Richard Gere.
>> 2. Has a copy of the rare Irving Gould/Jack Tramiel porno flick
>> 1. Will not stop posting here until he stops wetting his bed.
>>
>> Good luck learning Bladder Control Pee-ter...
>
```

>
>You must have alot of time on your hands...Go play with your self..

Nope, I'd rather post another ten more incendiary true facts about you
and watch you go ballistic (again)...

10. Is one of those people who don't flush the toilets in public
restrooms after doing a hefty number two.
9. Does not give turn signals when he drives.
8. Is an avid Iowa cow-tipper when he is not atari-bashing.
7. Sniffs the chairs in computer labs to see which power user has
farts that smell the most like John Sculley's...
6. Frequently soils his pants while flaming Atari thus explaining
his dreary outlook.
5. Is probably stupid enough to reply to this post.
4. Has already ordered a Falcon now that they're available but
will never admit it.
3. Has never done the wild thing.
2. Is constantly running out of tissues.
1. Will continue to annoy Atari users that haven't placed him in
their killfiles.

Scott

PS - Thanks Dave for reminding what group this junk belongs in...
PPS - Take a valium Bobber, it's just a newsgroup...

## 101. Re: MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-23 08:27:47 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1r89a3Ee9m@uni-erlangen.de>
Source record: 23146

oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:

> Yes, like the title says, Micro-Computer Depot of N.C. sold 24 Falcons
>on wednesday. When I last called they had only two left. They are back
>ordered by 65,000 machines.

No joke?!

>It is sad that there is only one falcon factory, if its gone its bye bye
>atari :( :(.

Didn't Bob Brodie say at Dateline ATARI that they have 2 factories meanwhile?
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

## 102. Is the Lynx dead? (was Re: Top 10 Facts... )

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-23 12:32:35 UTC
From: Kent.Dalton@FtCollinsCO.NCR.COM
Message-ID: <KENT.DALTON.93Apr23133235@zappa.FtCollinsCO.NCR.COM>
Source record: 23140

```
>>>>> On 23 Apr 93 02:56:37 GMT, SML108@psuvm.psu.edu said:

SML108> Followup-To: alt.chinchilla

No.

SML108> sinclair2246@iscsvax.uni.edu says:
>
>Just the Lynx..But it lost out to the lame boy..

SML108> Sheesh, my lynx is doing just fine, Sinc-hole. Life must be
SML108> really bleak for you...

Is there any new software coming out for the Lynx? I have one and am really
bummed about the current state of new releases for it. Electronic Gaming
Monthly lists upcoming releases for platforms each month and has listed the
Lynx as "no new releases" for two months in a row now. They haven't had any
Lynx reviews or news of upcoming softs for even longer. The previous months
new releases were like 1 or 2 titles. My local Software Etc. just dropped the
Lynx last week as well. The two other places that carry Lynx stuff haven't
gotten anything new in almost six months! The Lynx is a neat idea but it looks
*dead* to me.

They are great little portables but I'm wishing I had gotten a Game Gear
instead, now. It's really disappointing that almost no new good games
are coming out and there is not a single fun RPG out for it (like Final
Fantasy on GB). If it weren't for STUN Runner, I'd sell my Lynx today.

--
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/*************************************************************************/
.. I want to perform cranial activities with Tuesday Weld!!
```

## 103. Re: MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-23 12:37:27 UTC
From: pgut1@cs.aukuni.ac.nz
Message-ID: <1993Apr23.123727.458@cs.aukuni.ac.nz>
Source record: 23138

In <bv15pa_@rpi.edu> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:

>It is sad that there is only one falcon factory, if its gone its bye bye
>atari :( :(.

Say that a bit louder, maybe some of the more radical comp.sys.amiga.advocacy
types who are also rec.pyro readers will hear :-)

Peter (who is neither an Amiga or Atari person but who can't resist stirring).
--
pgut1@cs.aukuni.ac.nz||p_gutmann@cs.aukuni.ac.nz||gutmann_p@kosmos.wcc.govt.nz
peterg@kcbbs.gen.nz||peter@nacjack.gen.nz||peter@phlarnschlorpht.nacjack.gen.nz
(In order of preference - one of 'em's bound to work)
-- Never ever bloody anything ever!!! --

## 104. Re: MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-23 13:41:38 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.188.735572498@dhhalden.no>
Source record: 23137

In article <bv15pa_@rpi.edu> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
[stuff deleted]
> SPREAD THE NEWS THE FALCONS ARE HERE.
> He said the only problem is that the factory producing Falcons
> produces only 2000 per week, and that can not satisfy demand.
>It is sad that there is only one falcon factory, if its gone its bye bye
>atari :( :(.

Hmm...at least we'll have to wait a *long* time for a new casing, too.
Reportedly they have made 150K casings and with a production volume of 2K a
month that means we'll *maybe* see a new casing around next X-mas...

Oh well... I just hope they get this bird off the ground fast...

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

## 105. Re: Its advocacy time !!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-23 21:34:15 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Apr23.213415.8115@beaver.cs.washington.edu>
Source record: 23139

In article <1993Apr23.000854.23141@tdb.uu.se> m92mmy@tdb.uu.se (Mattias Myrberg) writes:
>
>Hmm...is "Atari" just a fake word, something that sounds good (Ho Ho..) ?
>

Oh let's not get into this again, just read the last 50 messages and you'll get a long history of what "Atari" means. Besides, what's so good about naming your computer "friend" ? :-)

>No offense :)

Right-o...

>
>/Mattias

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

## 106. Re: MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-24 15:55:30 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Apr24.155530.1854@ugle.unit.no>
Source record: 23141

In article <1993Apr23.123727.458@cs.aukuni.ac.nz>, pgut1@cs.aukuni.ac.nz (Peter Gutmann) writes:
> In <bv15pa_@rpi.edu> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>
> >It is sad that there is only one falcon factory, if its gone its bye bye
> >atari :( :(.
>
>
> Say that a bit louder, maybe some of the more radical comp.sys.amiga.advocacy
> types who are also rec.pyro readers will hear :-)

Nah, we wouldn't do anything like THAT... Um, where did you say this factory was?

;)

> Peter (who is neither an Amiga or Atari person but who can't resist stirring).

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 107. Re: (Lynx is living large well not really) Is the Lynx dead?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-24 17:15:25 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93114.131525SML108@psuvm.psu.edu>
Source record: 23142

In article <KENT.DALTON.93Apr23133235@zappa.FtCollinsCO.NCR.COM>,
Kent.Dalton@FtCollinsCO.NCR.COM (Kent.Dalton) says:
>
>>>>>> On 23 Apr 93 02:56:37 GMT, SML108@psuvm.psu.edu said:
>
>SML108> Followup-To: alt.chinchilla
>
>No.

Why not, there haven't been any articles on there for ages... Have
a heart man! :-)

>SML108> sinclair2246@iscsvax.uni.edu says:
>>
>>Just the Lynx..But it lost out to the lame boy..
>
>SML108> Sheesh, my lynx is doing just fine, Sinc-hole. Life must be
>SML108> really bleak for you...
>
>Is there any new software coming out for the Lynx? I have one and am really
>bummed about the current state of new releases for it. Electronic Gaming
>Monthly lists upcoming releases for platforms each month and has listed the
>Lynx as "no new releases" for two months in a row now. They haven't had any
>Lynx reviews or news of upcoming softs for even longer. The previous months
>new releases were like 1 or 2 titles. My local Software Etc. just dropped the
>Lynx last week as well. The two other places that carry Lynx stuff haven't
>gotten anything new in almost six months! The Lynx is a neat idea but it looks
>*dead* to me.

Two new games: Power Factor and Dinolympics are not in stores but can be
ordered direct from Atari by dialing 1-800-FAR-5151... Battlewheels, the
upcoming 3D multiplayer Road Warrior game is just around the corner...
Reviews in the electronic gaming rags have stated this is possibly the
best game ever written for the lynx... I suspect that the lull in
lynx activity has been due to the trials and tribulations involved
in finally getting the falcon out. Yes, it's out in the US NOW...

Remember, this is Atari, the niche market company. That's the way they
do things. That's why they never seem to die but never dominate the
industry either... These guys can survive anything but the key word
is survive... The word thrive doesn't seem to be in their vocabulary...

>They are great little portables but I'm wishing I had gotten a Game Gear
>instead, now. It's really disappointing that almost no new good games
>are coming out and there is not a single fun RPG out for it (like Final
>Fantasy on GB). If it weren't for STUN Runner, I'd sell my Lynx today.

Hmmmm... What about Shadow of the Beast? Electrocop? Dracula?
Bill & Ted's Excellent Adventure? And if you don't like Warbirds or
Checkered Flag, perhaps you should have indeed bought a Game Gear
as these are the games that the lynx is best for and which seem
stink on the Game Gear...

>--
>.. I want to perform cranial activities with Tuesday Weld!!

Why? She's old and oogy now... Kind of like Madonna in about
five years... I think I'd prefer playing my Atari 2600 to playing
with Tuesday Weld...

Scott

"Atari Computers - Little, Grey, Indifferent."

## 108. Re: MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-24 20:15:16 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr24.141516.12664@iscsvax.uni.edu>
Source record: 23143

In article <1993Apr23.123727.458@cs.aukuni.ac.nz>, pgut1@cs.aukuni.ac.nz (Peter Gutmann) writes:
> In <bv15pa_@rpi.edu> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>
>>It is sad that there is only one falcon factory, if its gone its bye bye
>>atari :( :(.
>
>
> Say that a bit louder, maybe some of the more radical comp.sys.amiga.advocacy
> types who are also rec.pyro readers will hear :-)
>
> Peter (who is neither an Amiga or Atari person but who can't resist stirring).

Your wrong on both counts...I own an Atari lynx. The lynx is a superior
product compared to others, but was doomed because of inferior marketing. The
samething will happen to the Falcon...

I am an Amiga 1200/80 meg HD owner- I love it. At least I did not have to
wait. for mine..

Later..

"Atari competed on the cheap" - Nintendo Lawyer

> --
> pgut1@cs.aukuni.ac.nz||p_gutmann@cs.aukuni.ac.nz||gutmann_p@kosmos.wcc.govt.nz
> peterg@kcbbs.gen.nz||peter@nacjack.gen.nz||peter@phlarnschlorpht.nacjack.gen.nz
> (In order of preference - one of 'em's bound to work)
> -- Never ever bloody anything ever!!! --
>

## 109. Re: Its advocacy time !!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-25 21:43:23 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Apr25.214323.11747@alw.nih.gov>
Source record: 23144

In article <1993Apr23.213415.8115@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>In article <1993Apr23.000854.23141@tdb.uu.se> m92mmy@tdb.uu.se (Mattias Myrberg) writes:
>>
>>Hmm...is "Atari" just a fake word, something that sounds good (Ho Ho..) ?
>>
>
>Oh let's not get into this again, just read the last 50 messages and you'll get a long
>history of what "Atari" means. Besides, what's so good about naming your computer
>"friend" ? :-)
>

Not just "friend"; the final 'a' makes it feminine, so amiga == "girlfriend"

Hey, I just translate from Spanish; you can draw your own conclusions...

## 110. Re: Its advocacy time !!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-26 00:23:29 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Apr26.002329.13315@beaver.cs.washington.edu>
Source record: 23145

In article <1993Apr25.214323.11747@alw.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:
>
>Not just "friend"; the final 'a' makes it feminine, so amiga == "girlfriend"
>
>Hey, I just translate from Spanish; you can draw your own conclusions...
>

Well, not quite correct : a more accurate translation would be :
girl friend, i.e. a friend who happens to be female. 'Novia' means
girlfriend.

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

## 111. testing .....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-26 09:55:04 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.52.735818104@dhhalden.no>
Source record: 23147

```
this is just a test .......
```

## 112. testing again ....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-26 10:16:13 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.53.735819373@dhhalden.no>
Source record: 23148

```
just a test ....
```

## 113. Re: testing again ....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-26 12:57:40 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr26.135740@cs.bham.ac.uk>
Source record: 23151

Roger, I think it works!

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

## 114. Re: MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-26 13:51:37 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr26.075137.12702@iscsvax.uni.edu>
Source record: 23149

In article <1r89a3Ee9m@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>
>
>> Yes, like the title says, Micro-Computer Depot of N.C. sold 24 Falcons
>>on wednesday. When I last called they had only two left. They are back
>>ordered by 65,000 machines.

Yea..Apple can top that, they have about a million unit back order...

>
> No joke?!
>
>>It is sad that there is only one falcon factory, if its gone its bye bye
>>atari :( :(.
>
> Didn't Bob Brodie say at Dateline ATARI that they have 2 factories meanwhile?
> --
> Harald Schoenfeld | I'm sorry Dave,
> (mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

## 115. Re: MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-26 16:14:24 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C63MG1.A7K@ecf.toronto.edu>
Source record: 23150

In article <1993Apr26.075137.12702@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>In article <1r89a3Ee9m@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>>
>>
>>> Yes, like the title says, Micro-Computer Depot of N.C. sold 24 Falcons
>>>on wednesday. When I last called they had only two left. They are back
>>>ordered by 65,000 machines.
>
>Yea..Apple can top that, they have about a million unit back order...
>
At ONE outlet?!?!!?? Yeah, right...I guess pigs really DO fly!!!!

Ba ha ha ha ha....etc

Vaya con Dios,
AcEzE.

--
********** WHO AM I, YOU SAY? ********** "If time is money , ��
********** Shahir Al Rashid**aka**AcEzE ********** we're all in debt!" (tm)
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

## 116. Re: MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-27 14:41:11 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr27.144111.8524@newshost.lanl.gov>
Source record: 23154

In article 12702@iscsvax.uni.edu, sinclair2246@iscsvax.uni.edu () writes:
>In article <1r89a3Ee9m@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>>
>>
>>> Yes, like the title says, Micro-Computer Depot of N.C. sold 24 Falcons
>>>on wednesday. When I last called they had only two left. They are back
>>>ordered by 65,000 machines.
>
>Yea..Apple can top that, they have about a million unit back order...

Hehehehehe... hoo boy. Another brilliant post by "Mr." Sinclair. I like Apple's toys too, but even Guy Kawasaki isn't as much a Mac evangelist as _this_ guy. Sinclair, you don't even know enough to avoid taking the bait of such an obvious trap as this one. MCD backordered by 65,000 units? Yeh... surrrre they are. Hahahahahahaha

And besides, if Apple's entire manufacturing facilities consisted of the kitchen of a one Taiwanese family, how many could THEY pump out per day? :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

## 117. Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-27 16:32:42 UTC
From: pierz@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Apr27.103242.3305@msus1.msus.edu>
Source record: 23152

Sorry, I'm new to this neighborhood. Just what is this Falcon? Could anyone give a few specs on it? Thanx.

Wes Pierz
SCSU - St. Cloud MN

## 118. Re: Its advocacy time !!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-27 19:41:11 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Apr27.194111.6627@apgea.army.mil>
Source record: 23153

```
In article <1993Apr23.000854.23141@tdb.uu.se> m92mmy@tdb.uu.se (Mattias Myrberg) writes:
>sdaveyj@cc.curtin.edu.au (John) writes:
>
>>> ATARI ATARI ATARI !!!! ATARI ATARI ATARI !!!!
>>> ATARI ATARI ATARI !!!!! ATARI ATARI ATARI !!!!
>
>>[ funny words removed replaced by a much nicer one]
>>ACORN ACORN ACORN ACORN ACORN ACORN ACORN !!!
>
>Oh yeah ?
>
>ACORNy computer ACORNy computer ACORNy computer
>ACORNy computer ACORNy computer ACORNy computer
>
>[This one is muchnicer]
>
>Amiga Amiga Amiga Amiga
>Amiga Amiga Amiga Amiga
>Amiga Amiga Amiga Amiga
>
>>We walk over Pea Seas, Ameboas, and HEY! there is no distortion of the
>>word Atari, must think of one,
>
>Don't forget "Macintrash", the most pukable of'em all :P
>
>Hmm...is "Atari" just a fake word, something that sounds good (Ho Ho..) ?
>
>No offense :)
>
>/Mattias
>
>____
>Mattias Myrberg
>
>--
> ///|
> /// |
>\\\///--|miga: The Computer for the creative mind
> \XX/ |
>
>m92mmy@bellatrix.tdb.uu.se

This is strange... Amiga and Atari people fighting...still...
```

Look People, its not 1983, its 1993. Both of the companies that make your computers are not doing well. In fact, their very sick. (Atari more so at 75 cents a share)

Am I the only one that see's how strange this is? 90% of the people out there don't even realize that computers other than IBMs or Apples exist anymore! Why can't you just enjoy your choice of computer without name calling?

BTW, if anyone is looking to get rid of their Atari 8 bit computers, email me.

Rob Merritt

```
+-------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+-------------------------------------------------------------------+
```

## 119. Re: MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-27 20:35:30 UTC
From: pinelr@jec328.its.rpi.edu
Message-ID: <7w65k2c@rpi.edu>
Source record: 23156

In article <1993Apr26.075137.12702@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>In article <1r89a3Ee9m@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>>
>>
>>> Yes, like the title says, Micro-Computer Depot of N.C. sold 24 Falcons
>>>on wednesday. When I last called they had only two left. They are back
>>>ordered by 65,000 machines.
>
>Yea..Apple can top that, they have about a million unit back order...

Oh yeah? Well... _my_ dad can beat up _your_ dad! So nyeah!

--
||| | Rob Pinelli |5\ "Don't have your chimney swept... chimney fires
/ | \ | pinelr@rpi.edu |18\ are _cool!_ There's nothing better than walking
Atari ST| 203 North Hall |276\ down your block and seeing flames spewing 20
Mega 2 | Troy, NY 12180 |7080\ feet out of your neighbor's chimney!" --E.J.N.

## 120. atari.archive.umich.edu bi-annual faq

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 02:22:48 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1rkppo$m57@terminator.rs.itd.umich.edu>
Source record: 23155
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,umich.archives,umich.post.myke.post,alt.felching.gerbils

The atari.archive.umich.edu "Just the 'faqs' faq" - an Umich Atari Posse Product

This faq has been revamped to provide just the "faqs", less talk
and more rock. Ready?

1. How the hell do I get to atari.archive?

By order of preference:
1. AFS (if you don't know what it is, you don't have it, forget I
mentioned it).

2. Gopher (Other gophers/North America/USA/Michigan/Merit/Software
Archives).

3. FTP - Be sure to check for mirrors that are closer to home. For
instance src.doc.ic.ac.uk (/computing/systems/atari/umich) and
wuarchive.wustl.edu (/mirrors/archive.umich.edu/atari).

4. Mail - Send mail to atari@atari.archive.umich.edu with a body
of help for the help file. Questions about BART to
brode@atari.archive.umich.edu

2. Uploads?

You bet we want 'em. Via afs, cp into /afs/umich.edu/group/itd/archive
/atari/New. Via ftp, ftp into atari/New (will not work at mirrors).
Via gopher, impossible, see mail. By mail, uuencoded chunks to
weiner@atari.archive.umich.edu.

3. Sacrifices in our honour?

You bet. Small children and farm animals only please.

4. Why the hell do things take so long to get from New to the
archive?

Lack of spare time. Lack of sacrifices. We're working on it. Really.

5. I'm completely confused by this post, who can clarify it for me?

I'll do my best, weiner@atari.archive.umich.edu. If that don't work,
weiner@terminator.rs.itd.umich.edu. If that don't work,
weiner@stat.umn.edu. If that don't work, weiner@beryl.labmed.umn.edu.
If that don't work, Jeff Weiner 414 Erie St SE #14, Mnpls, MN 55414.

Good night,
--

Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -
Coming soon to a theater near you.....

## 121. Re: Its advocacy time !!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 08:47:51 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Apr28.084751.21602@ugle.unit.no>
Source record: 23157

In article <1993Apr27.194111.6627@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

> This is strange... Amiga and Atari people fighting...still...
>
> Look People, its not 1983, its 1993. Both of the companies that make your
> computers are not doing well. In fact, their very sick. (Atari more so at
> 75 cents a share)

Oh yeah, doom gloom, heards it before...

> Am I the only one that see's how strange this is? 90% of the people out
> there don't even realize that computers other than IBMs or Apples exist anymore!
> Why can't you just enjoy your choice of computer without name calling?

Where's the fun in THAT? I *like* flaming the ST... It's known as 'tradition'.
The fact that I'd rather have a Falcon than either a peesea OR Mack don't enter
into it... That's just the way it is. So :P (My Amiga is still better though ;)

> BTW, if anyone is looking to get rid of their Atari 8 bit computers, email me.

NEVER! Nice, aren't they? ;)

> Rob Merritt

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 122. Re: Its advocacy time !!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 09:00:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13165@uqcspe.cs.uq.oz.au>
Source record: 23158

bgilbert@cs.washington.edu (Ben Gilbert) writes:

>Oh let's not get into this again, just read the last 50 messages and
>you'll get a long history of what "Atari" means. Besides, what's so
>good about naming your computer "friend" ? :-)

Hey, "Amigo" is friend! "Amiga" is the feminine. SNICKER.

--
Warwick
(yeah, I know it's not true, but hey, what an EXCELLENT stir!)
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|

## 123. Re: MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 14:37:53 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Apr28.143753.2961@apgea.army.mil>
Source record: 23159

```
>>> Yes, like the title says, Micro-Computer Depot of N.C. sold 24 Falcons
>>>on wednesday. When I last called they had only two left. They are back
>>>ordered by 65,000 machines.
>
>Yea..Apple can top that, they have about a million unit back order...
>

Yeah.. but does it matter? So long as it sells well, who cares if you have
a million or 65000 back order?

Yes I know that means the mac will get more software but as long as we have
some software, we'll be happy.

The PC probably has 50 million back ordered between all the clone companies.
Being number on isn't the point here.
The point is that the Falcon IS SELLING and probably outselling its ability
to produce te buggers. This is a good sign.

Rob Merritt
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+---------------------------------------------------------------------+
```

## 124. Re: Which is the best QWK

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 17:46:08 UTC
From: tdarcos@access.digex.net
Message-ID: <1rmft0$94l@access.digex.net>
Source record: 23164

```
PA>Newsgroups: alt.usenet.offline-reader
>From: patlee@panix.com (Patrick Lee)
>Subject: Re: Which is the best QWK
>Organization: PANIX Public Access Unix, NYC
>Date: Tue, 27 Apr 1993 04:07:48 GMT
>Lines: 20

PA>PR> The "answer" is to accept *all* RFC 841 headers in the text
>PR> of a message, if a line starts with anything else, then
>PR> that's where the message is. So if there isn't a colon in
>PR> the first 15 characters (Which is the longest header:
>PR> "Resent-Reply-To:"?)

PA>There is really no longest header tag length because there is
>also the X-whatever type which any program may define. Also,
>just from your header, there is one that has 17 characters:

PA> NNTP-Posting-Host: access.digex.net

NNTP-Posting-Host is a news header, not an RFC841 mail header.
(BTW - what is the news header list, RFC-1036? )

PA>Keep in mind that uqwk is piping the message into ``mail'' which
>does not accept headers other than those specified on the command
>line. If you want full header to be included, you would need to
>interface with ``sendmail'' directly.

Yes, you would. But you *can* use "~ escapes" in a message to give
commands to mail; it says so in the documentation. It's called a tilde
escape and is done by putting a ~ in column 1 along with a 1 letter
code, t for additional addressees, s for new subject, and the mailer
will take these as additional commands. The answer is to make sure
there is a line with a single . and a blank line so that the piped
incoming message skips the damned cc: prompt mail makes if you send it a
message with tilde escapes. Now the eof on the pipe might work for that
purpose, who knows.

I'm going to edit a test reply of this for the mailer as well, so you
will both see this in news and receive it in mail, since the
off-line-reader easily makes carbon copies. No reply will be needed,
it's mostly to confirm what I suspect, that I can use tilde escapes to
send a message mailed to someone.

* OLX 2.1 TD * AT&GETMAIL&UNPACKMAIL&READMAIL&LOADREPLY&STEALTAG
```

## 125. Re: qwk and usenet

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 17:46:22 UTC
From: tdarcos@access.digex.net
Message-ID: <1rmfte$966@access.digex.net>
Source record: 23165

>From: ppg@oasis.icl.co.uk (Philippe Goujard)
>Newsgroups: alt.usenet.offline-reader
>Subject: Re: qwk and usenet
>Date: 25 Apr 93 17:23:10 GMT

PP>Paul Robinson (tdarcos@access.digex.com) wrote:
>: PP>Path: digex.com!uunet!pipex!Q.icl.co.uk!dsbc!ozz!ppg

PP>Is there a real need to include the header in a reply? If this is the defaul
>in uqwk I think it has to change.

I was simply showing that the system *does* give me the header of a
message; it was for demonstration purposes only. In normal messages I
just keep the "important" parts (so other people reading know who I'm
responding to, which may not be evident from the material written.)

PP>: Please do; post it again. Once everyone has their two cents, we can
>: submit the specification to be published as an Internet RFC. I am going
>: to do so for the QWK format.

PP>Do you really want to propose the QWK format as an RFC???
>Fair enough we still have some QWK programs because most BBS use that but
>I definitly don't want to see this format as a standard for the future!

Why not? It is in use by perhaps 100,000 people or more, based on
perhaps 5,000 US BBSs and and an average of 20 per board using them.

PP>The sooner we get rid of that ugly format the better!
>(this is not an attack against uqwk or other off-line readers who
>try to do their best with the qwk format).

Like it or not, 'ugly' or not (beauty is in the eye of the beholder) the
QWK format has many advantages: the software is here, now; the
implementation of a reader is easy; the format is published and easily
implementable; it is essentially non proprietary (the claims of
Sparkware to the contrary notwithstanding, as it's been figured out by
other people); and there are public domain implementations with source.
Both sides - door and reader.

Other people have come up with proprietary formats for their own
specialized readers. Nobody bothers with the formats for Megamail,
because Kip Compton has them as proprietary, same as his message format
for the RIME network. As a result, Megamail now accepts QWK packets.

PPP and POP-3 are methods of doing the same thing on internet. They are
also not very popular because you need either a TCP/IP connection or you
need a slip dialup. Then you get into issues of having to debug your

connections to the host, and so on.

To use QWK packets requires: 1. A QWK packet reader (100K); 2. an editor (many come with one or you can use your own if the reader can spawn to it) (30K); 3. a packer and an unpacker like ZIP, ZOO or LHA (100K); 4. a comm program and a means to upload and download packets (250k).

Outside of the disk space used for the packets, the whole thing can be done on a 360K floppy-only system since you don't use all of these at once. I've done it. As long as you keep the packets small, you can fit everything in. It's work, but it's still small.

I have heard someone even implemented a qwk processor to operate on a TRS-80. Remember that? A 64-K 8080 processor.

PP>I may post SLNR again today.

I'd love to see the specifications.
>: ---
>: ~ OLX 2.1 TD ~ Close your eyes and press escape three times.

PP>I don't know where this "---" comes from but it is not the standard of a
>usenet signature. If possible you should configure your off-line reader to
>use "-- ".

I can't do anything about that. The standard in QWK is to use three dashes for the tear line. However, to fit in to usenet, I switched to "fido" style tags which simply put no tear line and an * on each end of the Reader Trademark.

* OLX 2.1 TD * Our Telex service runs at a blinding 50 baud.

## 126. Re: qwk and usenet

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 17:46:27 UTC
From: tdarcos@access.digex.net
Message-ID: <1rmftj$96h@access.digex.net>
Source record: 23166

```
>From: rl@access.digex.com (Rich)
>Newsgroups: alt.usenet.offline-reader
>Subject: Re: qwk and usenet
>Date: 26 Apr 1993 00:26:58 -0400

RL>ppg@oasis.icl.co.uk (Philippe Goujard) writes:

RL>>Paul Robinson (tdarcos@access.digex.com) wrote:
>>: PP>Path: digex.com!uunet!pipex!Q.icl.co.uk!dsbc!ozz!ppg

RL>>Is there a real need to include the header in a reply? If this is the defau
>>in uqwk I think it has to change.

RL>It is the default; it's up to the reader to delete the redundant header
>(take note please)

RL>>Do you really want to propose the QWK format as an RFC???
>>Fair enough we still have some QWK programs because most BBS use that but
>>I definitly don't want to see this format as a standard for the future!

RL>The QWK format cannot be proposed as an RFC without the permission of the
>original authors. I can't recall who that was offhand; I think it might
>have been Mark Herring (Deluxe^2, QMail4)

I'm talking about informational rfcs, not proposed standards.

Considering that published documentation of this format has been
released by no less than three different groups, one who released a
complete document specifying the format, and others who released all of
the information about it, it would be a little hard to claim that this
is proprietary in nature. If that is true, then if someone creates a
method of doing something who fails to police any rights in it, but
still claims it is proprietary, it could never be documented.

That also depends on whether you consider the QWK format to still be
proprietary. I don't; he's failed to police any proprietary interest in
the protocol by not cracking down on people who wrote competing programs
using the QWK standard without either requiring them to license the
protocol or making them stop creating unlicensed released. This assumes
the method was proprietary since most of it was lifted verbatim from the
PCBoard message specifications which were stolen from RBBS anyway.

RL>>The sooner we get rid of that ugly format the better!
>>(this is not an attack against uqwk or other off-line readers who try to do
>>their best with the qwk format).

RL>vi has been ugly since it's inception; however, it is functional and
>robust, and that has kept it around
```

RL>"The standard of a UseNet signature" is an oxymoron.

ROFL! Really. I didn't know there *were* any standards for Usenet!

* OLX 2.1 TD * Tag-line ! You're `it' !!!

## 127. Re: qwk and usenet

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 17:46:35 UTC
From: tdarcos@access.digex.net
Message-ID: <1rmftr$96q@access.digex.net>
Source record: 23167

>From: seb3@harvey.gte.com (Steve Belczyk)
>Newsgroups: alt.usenet.offline-reader
>Subject: Re: qwk and usenet
>Date: 26 Apr 93 15:14:27 GMT

SE>In article <4144@ozz.oasis.icl.co.uk> ppg@oasis.icl.co.uk (Philippe Goujard)
>tes:
>>Is there a real need to include the header in a reply? If this is the defau
>>in uqwk I think it has to change.

SE>The default in uqwk is to include headers in *messages* which it is
>packing. Whether or not the text of a message is included in a *reply*
>is up to the offline reader.

And to the user running it.

To modify a quote used in driving, now we have a quote for news:

"What's the most dangerous part of the hardware used to access Usenet?
The screwball in front of the keyboard."
- Paul Robinson <TDARCOS@MCIMAIL.COM>

* OLX 2.1 TD * My company loves misery.

## 128. Re: qwk and usenet

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 17:46:38 UTC
From: tdarcos@access.digex.net
Message-ID: <1rmftu$970@access.digex.net>
Source record: 23168

>From: ppg@oasis.icl.co.uk (Philippe Goujard)
>Newsgroups: alt.usenet.offline-reader
>Subject: Re: qwk and usenet
>Date: 26 Apr 93 17:13:13 GMT

PP>Steve Belczyk (seb3@harvey.gte.com) wrote:
>: In article <4144@ozz.oasis.icl.co.uk> ppg@oasis.icl.co.uk (Philippe Goujar
>rites:
>: >Is there a real need to include the header in a reply? If this is the def
>: >in uqwk I think it has to change.

PP>: The default in uqwk is to include headers in *messages* which it is
>: packing. Whether or not the text of a message is included in a *reply*
>: is up to the offline reader.

PP>Makes sense. But this points out the problem of using a generic qwk off-line
>reader with usenet messages. The offline reader will quote everything and
>if the poster doesn't remove the lines manually we end up with message
>headers quoted in responses, which is quite boring.

I only left the complete header in the first time because I wanted to
demonstrate how the system works. Now, since this reader doesn't
generate

In a message from some scumbag named His Most Excellency
<SATAN@HOTTEST.HELL.INT> who was dumb enough on <Friday, April 30,
1993 6:06:06 Z> to write the following tripe:

I leave the three lines on the message. This stuff is brand new on
Usenet, I've only been able to use it for three days. As a result,
there is no "historical guide" to advise people on what should be
done. To quote a song from a few months ago,

"Let's wait a while. Before we go too far..."

Meaning, let's take some time to figure out what is appropriate before
flaming people. We all have to start somewhere.

* OLX 2.1 TD * So many messages, so little time

## 129. Re: qwk and usenet

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 17:46:45 UTC
From: tdarcos@access.digex.net
Message-ID: <1rmfu5$976@access.digex.net>
Source record: 23169

PA>Newsgroups: alt.usenet.offline-reader
>From: patlee@panix.com (Patrick Lee)
>Subject: Re: qwk and usenet
>Date: Tue, 27 Apr 1993 04:07:42 GMT

PA>PR> UQWK, which is in release 1.2 does.

PA>It is now in released 1.4 and handles > 25 character long email
>addresses. It may be obtained by anonymous FTP from:

PA>ftp.gte.com:/pub/uqwk/uqwk1.4.tar.Z

Good. I'm going to pick it up, and ask my admin to install it.
If it isn't already.

PA>In addition to handling longer To address for email, it can also
>access news from NNTP servers.

PA>PR> (It identifies itself to readers as QMAIL, so any ADD/DROP
>PR> commands would be sent to QMAIL; but its "name" (for config
>PR> purposes) is UQWK and it mails the user nasty messages if
>PR> they send it a QMAIL command).

PA>Actually, uqwk will accept commands sent to Qmail, MarkMail, and
>a number of others too. But yes, it does not like the tradi-
>tional add/drop commands but it provides option to obtain the
>entire .newsrc file, for example, which is nice.

uqwk - in the release we have - specifically REFUSES with a "nastygram"
(a mailed message back to the poster) that QMAIL is not a valid command
name to send config requests to.

PA>This message is coming into the network using a PC-based QWK
>reader and uqwk. It contains full header with > 25 character
>long subject line as well as reference line for threaded news
>reader to use.

Good! What reader do you use?

PA>I can't think of an easier way to read news off-line from a UNIX
>system. And no, setting up uucp or Waffle is definitely not
>easy!

Oh yes. An off-line reader is the *easiest* way to handle message
transfers that has been developed. Everything else requires
work, work, work. Lots of it.

* OLX 2.1 TD * I'd be glad to help you out...which way did you come in?

## 130. Re: qwk and usenet

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 17:46:50 UTC
From: tdarcos@access.digex.net
Message-ID: <1rmfua$97g@access.digex.net>
Source record: 23170

PA>Newsgroups: alt.usenet.offline-reader
>From: patlee@panix.com (Patrick Lee)
>Subject: Re: qwk and usenet
>Date: Tue, 27 Apr 1993 04:07:45 GMT

PA>PR> Do you really want to propose the QWK format as an RFC???

PA>This will never work as the QWK format is a constantly changing
>format.

Would you like to say the same thing about RFC-841 mail? Mime came out
to add multimedia capabilities. The old stuff still works. New
features update the old stuff.

Do you know that in SMTP there is, in addition to the old HELO query to
tell sendmail what system you are, there is an EHLO command to use the
new features provided for MIME capability? Yet most sendmail / SMTP
systems do not implement EHLO. (Yet.)

Would you like to say the same thing about Telnet since there were
options added for 3270 terminals, special processing and more?

>In fact, there will be two major changes to it in the
>not too distant future. One involves adding netmail support into
>the header itself. The other involves secondary headers, which
>is some new feature in PCBoard 15 which no one can tell me yet
>because they are bounded by non-disclosure statements. But once
>PCBoard 15 goes into wide beta, we can all see the changes. And
>according to someone in the works, it has wide support from many
>authors.

So? When the method changes, change the specification to add the new
features. As long as the changes do nothing to old reader programs,
there should be no problem.

PA>PR> I definitly don't want to see this format as a standard for
>PR> the future!

PA>Unforuntately, it is here, and it is popular, and it has support
>on virtually every computer platform now.

And now that it's available for UNIX (and by derivation, any system that
has spawnable news and mail, which includes VMS and possibly VM, it
could start propagating out to the rest of the Internet.)

PA>So far, I have not seen a real effort in creating a new standard
>to replace it. And I have been around long enough to see all
>such efforts rise and fall -- since 1988. Blue Wave format is

>supposedly a nice format. But its owner has not released it yet!
>Though it still may be too limited for USENET & Internet pur-
>poses because it is bounded by a fixed header structure.

Every other proposed "standard" fails for failure to release and publicize. Kip Compton won't release details on Megamail's interface to a bbs except under an nde. Megamail fell by the wayside because of this and now accepts QWK packets too. You mentioned Blue Wave as another undocumented format. All of these and others that came along had serious problems, the biggest being trying to use a proprietary format when open is the most common method.

* OLX 2.1 TD * Usenet: The place to share ideas and help each other.

## 131. Re: qwk and usenet

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 17:46:53 UTC
From: tdarcos@access.digex.net
Message-ID: <1rmfud$97i@access.digex.net>
Source record: 23171

```
>From: ppg@oasis.icl.co.uk (Philippe Goujard)
>Newsgroups: alt.usenet.offline-reader
>Subject: Re: qwk and usenet
>Date: 27 Apr 93 10:29:26 GMT

PP>Mind you, the SLNP/heeldiver format is an effort in creating a new
>standard. It may still need discussion and above all support from
>developpers but at least it is opening the debate.

I have never seen word one about "SLNP" or "heeldiver format" until
AFTER the QWK format blasted onto the Unix arena via UQWK.

* OLX 2.1 TD * Usenet: The place to bash ideas and flame each other.
```

## 132. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 19:23:12 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Apr28.192312.7248@apgea.army.mil>
Source record: 23160
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Ok, I've posted this message acrose the 3 main atari groups.

Is there a good history of atari and its machines?
Here is what I have constructed from word of mouth, my memory and old
issues of Compute!.

1. Early 70's. Atari founded by Bushnell releases the pong arcade game. It
was a use sucess and atari began its climb.
2. 1976, Atari had made a cartridge game system called the VCS (Video computer
system, later called the 2600). However it took a year to reach to market
because most stores didn't think people would buy such an expensive toy.
3. 1979, the VCS was a huge success. With the release of the Apple, Atari
started to develop its own home computer. I'm not sure when the 400 was
released but I assume before 1981.
The computer they release was the 400. it has 16k ram and uses the 6502
chip for the CPU. As far as I can tell it ran a 1 mhz. An upgrade
version called the 800 was released with a real keyboard and 48 k ram.
4. 1983. While the computers sold well, they appear to be losing a war against
the commadore 64 and other computers. And while their billion dollar baby
the VCS keeps making money, systems like the Intellivision, Collecovision
, computers and time itself has warn it down.
(at some tome they released the 5200. A video game system based on the
atari 400. I'm not sure when this happened. It was a failer)
5. 1984. The video game industry when bust and alot of companies where
destoryed by it. The company that own it, warner bros sold it to Jack Tramiel
in mid 84.
Also, atari developed the 7800. a revolutionary game system that was delayed
for so long ~(I think 86 was when it offical was released in real numbers and`
the nintendo, a surperior machine, although also developed in 84 had bet them
to the punch)
5. 1985. With the winter CES Tramiel Atari released the 130ST, the 520 ST and
the 65 XE. The ST line (ST stands for Sixteen/Thirtytwo) were revolutionary
machines that were twice as power as anything else on the market. They used
the GEM windowing system and had Color and used the 68000 chip. They were
nick-named the Jackintosh.
The 65 XE and the 130 XE were updated 8bit versions of the 800xl. I can't
find what xl were released and when.
6. the time between 86 and 91 is very hard for me to track info down. I was
very into the IBM PC world and got few mags that said anything about Atari.
I do know at some time the 5200 and 2600 (VCS) were dropped. The 8bit
line was taken down to one game computer called the XEGS. And ST's didn't
sell well or were run over by PCs Also there were other ST models released
called 1024, STE, and the TT.
7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled

the 7800 and the XEGS.
8. 1992 to present. Things look pretty bad..

ok, anyone care to fill in details or point out my mistakes in the time line?

Rob Merritt
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+---------------------------------------------------------------------+
If you have any 8bit Atari Computers you'd like to get rid of. email me.

## 133. Re: MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-28 23:01:11 UTC
From: jhenders@wimsey.bc.ca
Message-ID: <C67uLz.21q@wimsey.bc.ca>
Source record: 23161

In article <1993Apr27.144111.8524@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>And besides, if Apple's entire manufacturing facilities consisted of the
>kitchen of a one Taiwanese family, how many could THEY pump out per day? :)
>
They moved into the KITCHEN? Wow! Increased production
coming.

--
John Henders

## 134. Re: Its advocacy time !!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-29 04:29:57 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Apr29.042957.173294@zeus.calpoly.edu>
Source record: 23162

In article <1993Apr27.194111.6627@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>Look People, its not 1983, its 1993. Both of the companies that make your
>computers are not doing well. In fact, their very sick. (Atari more so at
>75 cents a share)
>
>Rob Merritt

Yeah. I unfortunately am one of the ones that own a little Atari stock. It reached a high of $13 somenthing since I bought it. (This was several years ago)...

Now it is hovering around 75 cents as you said.

- mike

## 135. Re: Its advocacy time !!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-29 10:19:08 UTC
From: m92mmy@tdb.uu.se
Message-ID: <1993Apr29.101908.14912@tdb.uu.se>
Source record: 23163

Robert C. Merritt writes:

>This is strange... Amiga and Atari people fighting...still...

Hey, calm down.. it was just some friendly bitching :)

>Look People, its not 1983, its 1993. Both of the companies that make your
>computers are not doing well. In fact, their very sick. (Atari more so at
>75 cents a share)

The world is a sad place :(

>Am I the only one that see's how strange this is? 90% of the people out
>there don't even realize that computers other than IBMs or Apples exist anymore!
>Why can't you just enjoy your choice of computer without name calling?

Well, I'd take a **Falcon** over a PC or a Mac any day.. I HATE Macs.

/Mattias

____
Mattias Myrberg

--
///|
/// |
\\\///--|miga: The Computer for the creative mind
\XX/ |

m92mmy@bellatrix.tdb.uu.se

## 136. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-29 17:46:21 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C69ApD.Eyw@cbnewsc.cb.att.com>
Source record: 23172
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

From article <1993Apr28.192312.7248@apgea.army.mil>, by (Robert C. Merritt):
>
> Ok, I've posted this message acrose the 3 main atari groups.
>
> Is there a good history of atari and its machines?

Last year Jim Trageser posted a summary or the different models of the
Atari computers which was also a kind of history of Atari. I can repost
his article if he isn't around to do it again himself.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

## 137. Re: Any US Falcons Yet?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-29 22:13:30 UTC
From: legrand@chem.psu.edu
Message-ID: <C69n2I.Hxp@cs.psu.edu>
Source record: 23174
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Apr29.144601.12776@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
|> How do Atari dealers survive without CPU's to sell for most of the time. I bet
|> they are Amiga dealers too and are moonliting as Atari dealers. Atari dealers
|> can't survive without the Amiga...

Just why does this guy post anywhere? He's already convinced people that
they should buy an Atari ST rather than an amiga or an apple. Could it
be that Pee-Pee Sinkhole-Duh is actually a deep cover mole for Atari
attempting to make Apple and Commodore look bad? If so, then perhaps
he is the most brilliant Atari salesman who ever lived! Yes, even
though with atari you have to put up with lies, delays, and abandonments
from the company, at least you don't have to own the same computer as that
Poo-Poo Slinger-Douche guy...

Keep it up Plopper! You may save Atari yet!

|> ==========================================================================
|>
|>
|> Amiga 1200/80 meg HD. I love it ----- Is there a god...

SGI Indigo 8 Mflops/2 HD. Better than you'll ever have...

|> "Atari competed on the Cheap" Quoted by a Nintendo Lawyer

"Peter, you didn't flush again!" Petey's mommy

|> My Dream: Amiga 4000 with the Video Toaster 4000. Oh yea....

No wonder you're such a putz...

|> "Amiga users had multitasking since '85'

"Pooper has had multicooties since '75"

## 138. Palmtop for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-30 01:09:55 UTC
From: stewart@yvax.byu.edu
Message-ID: <1993Apr29.180955.1832@yvax.byu.edu>
Source record: 23173

For sale:

Atari Portfolio Palmtop.

including Smart Parall Interface, 4 memory cards, case

$200 or best offer. Plus I'll pay shipping.

this pofo is only a year old, plus lotss of the stuff I've got with it really increases the value. It is ideal to use as an electronic day planner, text editor, and address book. Also it has a nice Lotus 123 spreadsheet.

I don't need it cause I left school but its great for students. Also it is DOS compatable.

please mail soon if you are interested.
Stewart@yvax.byu.edu

## 139. Re: MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-30 03:12:46 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr29.211247.12784@iscsvax.uni.edu>
Source record: 23175

In article <C67uLz.21q@wimsey.bc.ca>, jhenders@wimsey.bc.ca (John Henders) writes:
> In article <1993Apr27.144111.8524@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>
>>And besides, if Apple's entire manufacturing facilities consisted of the
>>kitchen of a one Taiwanese family, how many could THEY pump out per day? :)
>>
> They moved into the KITCHEN? Wow! Increased production
> coming.
>

Yep..Apple sold 2.75 million Macs in 1992....

Commodore sold 1.6 million units in 1992...

==========

Amiga 1200/80 -- Its like God!! ----- I love it!

My Dream: Amiga 4000 with Toaster --- I wish..

"Atari competed on the Cheap" Nintendo Lawyer

==========

>
>
> --
> John Henders

## 140. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-30 06:48:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13213@uqcspe.cs.uq.oz.au>
Source record: 23176
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

>The computer they release was the 400. it has 16k ram and uses the 6502
>chip for the CPU. As far as I can tell it ran a 1 mhz. An upgrade
>version called the 800 was released with a real keyboard and 48 k ram.

The Atari 400 on PAL systems ran at 2MHz. I think on non-PAL it was 1.7MHz,
or something like that.

>And ST's didn't sell well or were run over by PCs Also there were
>other ST models released called 1024, STE, and the TT.

ST's were actually VERY successful (they aren't now, true).

>7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled
>the 7800 and the XEGS.

HUH? Aren't you going to mention any more about the Lynx? Falcon?

(Oh, and I guess the couple of ATWs that were sold should also get a mention)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

## 141. Re: Orphan TT's

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-30 19:59:41 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Apr30.195941.3832@beaver.cs.washington.edu>
Source record: 23177

In article <1993Apr29.120628.5777@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>
>The person who has probably single-handedly kept Atari out of Chapter 11
>is David Small. His sense of business ethics, as well as an array of
>well supported upgrades for Atari computers is what keeps the "faithful"
>going.

Ok, I don't mean to criticize Dave Small, I'm sure he's a great guy and he has done a lot for the Atari Community. But your statement that he is somehow single-handedly responsible for "saving" it sounds completely bogus. Shouldn't you give credit to the numerous other dedicated dealers, software houses, and users who have kept Atari afloat? I don't own a single product from Gadgets yet somehow I don't feel the need to run off and buy an IBM because they have better "business ehitcs," as you put it. Do you really think that 90% of all Atari business is a result of one particular product. I doubt it.

Let's give credit where credit it due here, there are a lot of great people all trying to support the Atari Community and I don't think it's fair to point at one particular person as the savior of Atari.

>
>Cheers,
>
>Chris

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

## 142. Re: Any US Falcons Yet?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-30 20:09:41 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Apr30.200941.4204@beaver.cs.washington.edu>
Source record: 23178
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Sorry for the crosspost, but any flaming Amiga users please note : there is
a comp.sys.atari.advocacy for these kind of messages now, please take
advantage of it instead of posting to comp.sys.atari.st.

In article <1993Apr29.144601.12776@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>In article <C67Evp.H2q@cbnewse.cb.att.com>, trek@cbnewse.cb.att.com (wayne.a.booth)
writes:
>>
>> Was I excited - you bet. Haven't felt that good about my computing
>> since Dave Small's Spectre GCR. Hope all your local dealer's get
>> their demo units in so we too can join the rest of the world in
>> exploring this new beast. Wayne Booth
>
>How do Atari dealers survive without CPU's to sell for most of the time. I bet
>they are Amiga dealers too and are moonliting as Atari dealers. Atari dealers
>can't survive without the Amiga...
>

What exactly is your point? The guy comes on with a normal, friendly post about
how he likes the Falcon, and you respond with some sort of half-cocked generality
that is obviously inflammatory. Who really cares if Atari and Amiga dealers are
coexisting now? Neither one of them has enough market share to compete with MS-DOS
so they might as well try and stay together... (or would you rather all Amiga/Atari
dealers were really MS-DOS dealers moonlighting as Amiga/Atari dealers?)

Our local dealer is exactly that right now : An Atari dealer selling mostly MS-DOS
software/hardware, with a small Amiga section as well. The way I see it, I'd
rather have a small Atari section than no Atari section!

Note the followup is to comp.sys.atari.advocacy, let's keep it here. Thanks...

[16-line information-less .sig deleted]

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

## 143. Re: Any US Falcons Yet?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-30 21:52:55 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr30.155255.12808@iscsvax.uni.edu>
Source record: 23179
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <C69n2I.Hxp@cs.psu.edu>, legrand@chem.psu.edu (Scott Legrand) writes:
> In article <1993Apr29.144601.12776@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
> |> How do Atari dealers survive without CPU's to sell for most of the time. I bet
> |> they are Amiga dealers too and are moonliting as Atari dealers. Atari dealers
> |> can't survive without the Amiga...
>
> Just why does this guy post anywhere? He's already convinced people that
> they should buy an Atari ST rather than an amiga or an apple. Could it
> be that Pee-Pee Sinkhole-Duh is actually a deep cover mole for Atari
> attempting to make Apple and Commodore look bad? If so, then perhaps
> he is the most brilliant Atari salesman who ever lived! Yes, even
> though with atari you have to put up with lies, delays, and abandonments
> from the company, at least you don't have to own the same computer as that
> Poo-Poo Slinger-Douche guy...
>
> Keep it up Plopper! You may save Atari yet!

Do I bother you and get under your skin. Thanks for replying, at least I am doing my job..

At least I am not stupid to buy a CPU from a failing company that is insignificant. Atari users must be idiots to do business with the Tramiels who are scum and disregard their customers..

One day, you will get a clue..

>
> |>
==========
> |>
> |>
> |> Amiga 1200/80 meg HD. I love it ----- Is there a god...
>
> SGI Indigo 8 Mflops/2 HD. Better than you'll ever have...

Don't make me jealous!!

>
> |> "Atari competed on the Cheap" Quoted by a Nintendo Lawyer
>
> "Peter, you didn't flush again!" Petey's mommy

At least I have a mother. Was your mother a hooker and where you a mistake?
>

> |> My Dream: Amiga 4000 with the Video Toaster 4000. Oh yea....
>
> No wonder you're such a putz...

You must be an Atari nerd....

>
> |> "Amiga users had multitasking since '85'
>
> "Pooper has had multicooties since '75"

Still going through puberty..
>

## 144. Re: Any US Falcons Yet?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-04-30 22:44:22 UTC
From: legrand@chem.psu.edu
Message-ID: <C6BJ5z.Mwv@cs.psu.edu>
Source record: 23180
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Apr30.155255.12808@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
|> Do I bother you and get under your skin. Thanks for replying, at least I am
|> doing my job..

Ah, the Robert E. Mc Elwaine philosophy, I should have known. Next thing we
know you'll be posting proof that Atari users overestimate the magnitude
of the Holocaust and that one can obtain unlimited free energy from the
video toaster or perhaps that Atari computers have the mark of the beast...

|> At least I am not stupid to buy a CPU from a failing company that is
|> insignificant. Atari users must be idiots to do business with the Tramiels who
|> are scum and disregard their customers..

Yeah, just like Commodore and Irving Gould... and NeXT and Steve Jobs and
Apple and anyone with an older model mac etc... Blow it out your SCSI...

|> One day, you will get a clue..

I have all the balled yarn I need... Would you perhaps like some?

|> >
|> > |>
==========
|> > |>
|> > |>
|> > |> Amiga 1200/80 meg HD. I love it ----- Is there a god...
|> >
|> > SGI Indigo 8 Mflops/2 HD. Better than you'll ever have...
|>
|> Don't make me jealous!!
|>
|> >
|> > |> "Atari competed on the Cheap" Quoted by a Nintendo Lawyer
|> >
|> > "Peter, you didn't flush again!" Petey's mommy
|>
|> At least I have a mother. Was your mother a hooker and where you a mistake?

Was your mother a mistake and were you a hooker? It would explain a lot...

|> >
|> > |> My Dream: Amiga 4000 with the Video Toaster 4000. Oh yea....
|> >
|> > No wonder you're such a putz...
|>
|> You must be an Atari nerd....

No, an SGI Dweeb, get it right, Piddle...

```
|> >
|> > |> "Amiga users had multitasking since '85'
|> >
|> > "Pooper has had multicooties since '75"
|>
|>
|> Still going through puberty..
```

That would explain the cooties... Thanks for clearing that up...

## 145. PowerBook 145B ------$1500---------

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-01 04:57:04 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr30.225704.12819@iscsvax.uni.edu>
Source record: 23181

What ever happened to the fabled ST Book that I kept hearing from Atari" Real soon now"....Thats the onlything that they are good at...

Once again Apple is head of the curve. Next month will start another round of product introductions..

PowerBook 145B a cost reduced version of the 145 with the exact functionality and features will have a price of $1500 for the 4/40 config(street prices may below $1000) and the 4/80 is $1700...

Later...

## 146. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-01 14:06:45 UTC
From: generic@rahul.net
Message-ID: <C6Cpv9.5xI@rahul.net>
Source record: 23182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

The Atari 800 and 400 almost identical internally. The key differences
that make an Atari 400 different than an 800 are the plastic membrane
keyboard and only one rom cartridge slot instead of two. Things like the
processor, graphics chips, etc are the same.

Atari 800/400 cpu is a 6502B running at 1.79 megahertz.
The orginal graphics chip was the CTIA followed some years laster by the GTIA.

The 800 was introduced with only 8k of memory, (I have seen a 4k cartridge
so I assume at one point they were thinking about that).

It may interest some of you to know that the 16k cartridge and the 8k cartridge
are also very nearly identical. Both carry 16k chips, but the 8k cartridge
has been wired so that only 8 of the 16k are accessable. For those with
some soldering experience the conversion of the 8k board to the 16k board
is not difficult.

Chris (generic@rahul.net)

--
Chris Rosenthal <generic@rahul.net>

## 147. Re: PowerBook 145B ------$1500---------

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-01 16:40:48 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May1.164048.19881@ugle.unit.no>
Source record: 23183

In article <1993Apr30.225704.12819@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
> What ever happened to the fabled ST Book that I kept hearing from Atari" Real
> soon now"....Thats the onlything that they are good at...
>
> Once again Apple is head of the curve. Next month will start another round of
> product introductions..
>
> PowerBook 145B a cost reduced version of the 145 with the exact functionality
> and features will have a price of $1500 for the 4/40 config(street prices may
> below $1000) and the 4/80 is $1700...

Yeah. Too bad it's a Mac.

> Later...

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 148. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-01 19:43:59 UTC
From: malak@grebyn.com
Message-ID: <1993May1.194359.5917@grebyn.com>
Source record: 23184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993Apr28.192312.7248@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>Ok, I've posted this message acrose the 3 main atari groups.
>
>Is there a good history of atari and its machines?
>Here is what I have constructed from word of mouth, my memory and old
>issues of Compute!.
>
>1. Early 70's. Atari founded by Bushnell releases the pong arcade game. It
>was a use sucess and atari began its climb.
>2. 1976, Atari had made a cartridge game system called the VCS (Video computer
>system, later called the 2600). However it took a year to reach to market
>because most stores didn't think people would buy such an expensive toy.
>3. 1979, the VCS was a huge success. With the release of the Apple, Atari
>started to develop its own home computer. I'm not sure when the 400 was
>released but I assume before 1981.
>The computer they release was the 400. it has 16k ram and uses the 6502
>chip for the CPU. As far as I can tell it ran a 1 mhz. An upgrade
>version called the 800 was released with a real keyboard and 48 k ram.

The Atari 400 and 800 were released in 1979. They ran at 1.79 MHz,
exactly half the NTSC colorburst frequency. The 800 was released at
the same time as, if not before, the 400. It also came with 16K of RAM,
officially upgradable to 48K (as opposed to the 400 which had no Atari-
supported RAM upgrade path).

>4. 1983. While the computers sold well, they appear to be losing a war against
>the commadore 64 and other computers. And while their billion dollar baby
>the VCS keeps making money, systems like the Intellivision, Collecovision
>, computers and time itself has warn it down.
>(at some tome they released the 5200. A video game system based on the
>atari 400. I'm not sure when this happened. It was a failer)

Commodore had better marketing than Atari. Their advertisments actually
made it look like a better machine.

>5. 1984. The video game industry when bust and alot of companies where
>destoryed by it. The company that own it, warner bros sold it to Jack Tramiel
>in mid 84.
>Also, atari developed the 7800. a revolutionary game system that was delayed
>for so long ~(I think 86 was when it offical was released in real numbers and`
>the nintendo, a surperior machine, although also developed in 84 had bet them
>to the punch)

I've said it on many other newsgroups, and I'll say it here. My belief is that Warner's selling of Atari to Jack Tramiel was the _cause_ of the industry downslide, not the result. If Warner had not split apart and sold Atari, the 7800 would have been released in 1984, possibly holding Nintendo to a tiny market share. Also, Atari probably would have retained the Amiga, and with Atari's arcade licenses intact all the popular arcade games would have been available for the Amiga.

Atari was the undisputed videogame maker from 1977 - 1984, from videogames to computers to arcade games. But as Atari grew it was managed more as a traditional big business, a fatal mistake for a market that requires creativity and innovation. Warner, instead of trying to salvage the company, took a tax write-off and sold it.

The intense interest in comp.sys.atari.8bit and rec.games.video.classic proves that the videogame demand was not dead in the early 80's. It was the _supply_ that was dead. With Atari out of the picture, there was no supply.

>5. 1985. With the winter CES Tramiel Atari released the 130ST, the 520 ST and
>the 65 XE. The ST line (ST stands for Sixteen/Thirtytwo) were revolutionary
>machines that were twice as power as anything else on the market. They used
>the GEM windowing system and had Color and used the 68000 chip. They were
>nick-named the Jackintosh.
>The 65 XE and the 130 XE were updated 8bit versions of the 800xl. I can't
>find what xl were released and when.

The introduction of the Atari ST was an incredible marketing coup against Amiga. When Commodore stole the Amiga from Jack Tramiel, Jack had the ST designed in six months. The price/performance ratio was phenominal, mostly because the entire OS, a very much Apple-like GUI, fit in less than 512K of ROM. Compare that to 10MB of hard drive space for Microsoft Windows. Coupled with 3.5" floppy drives that weren't brain-dead like the Amiga's, it was not necessary to purchase a hard drive for an ST. In fact, with an entire megabyte of memory to burn, you just put everything in a RAMdisk which of course was even faster than a hard drive. The slowness of followups, couple with the release of the Amiga 500, 2000, and its Kickstart 1.3 OS killed the ST a bit prematurely.

>6. the time between 86 and 91 is very hard for me to track info down. I was
>very into the IBM PC world and got few mags that said anything about Atari.
>I do know at some time the 5200 and 2600 (VCS) were dropped. The 8bit
>line was taken down to one game computer called the XEGS. And ST's didn't
>sell well or were run over by PCs Also there were other ST models released
>called 1024, STE, and the TT.

That's 1040ST.

>7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled
>the 7800 and the XEGS.
>8. 1992 to present. Things look pretty bad..
>

>ok, anyone care to fill in details or point out my mistakes in the time line?

You did not cover the splitting of Atari explicitly. When Warner sold Atari to Jack Tramiel, it kept the arcade games division. Warner eventually broke that off too, and it became Atari Games. Last I heard, Warner bought back Atari Games. Also, Tengen is a subsidiary of Atari Games; Tengen makes software for the NES, Genesis, Amiga, etc.

## 149. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-01 21:28:38 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993May1.212838.1524@mnemosyne.cs.du.edu>
Source record: 23185
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

One interesting note about the 'price wars' that Atari and
Commodore engaged in. While Commodores marketing did indeed
tend to depict the C-64 as a better machine than the Atari,
the ultimate victim of this battle was Texas Instruments.
The TI-99 was being sold for *less* than it cost TI to
produce the thing. We all know what happened.
TI dropped out of both the war, and the market to produce
a viable home machine.

I can also remember some stuff that K-Mart was using to sell
the C-64 over the Atari. It was a 4 or 5 page comparison of
the two machines that was loaded with blatant lies and
mis-truths about the Atari. Too bad Atari didn't sue the
crap out of them for that, but 'tis no use crying over spilt
milk. When it comes to aggresiveness, Atari had and still has,
a backbone made of jelly.

Uncle Fester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

## 150. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-01 22:12:43 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May1.221243.24597@ugle.unit.no>
Source record: 23186

In article <1993May1.194359.5917@grebyn.com>, malak@grebyn.com (Michael Malak) writes:

> The introduction of the Atari ST was an incredible marketing coup
> against Amiga. When Commodore stole the Amiga from Jack Tramiel, Jack

Commodore did not 'steal' anything. Commodore offered to pay Amiga more for the
Lorraine, so Amiga sold to Commodore. That's business.

> had the ST designed in six months. The price/performance ratio was

Well... The ST was already being designed when Atari was offered the Lorraine.
that's why Commodore could outbid them (well, OK, so C= had more money, too ;)

> phenominal, mostly because the entire OS, a very much Apple-like GUI,

Ah yes. Remember the Apple vs. DRI lawsuit? ;)

> fit in less than 512K of ROM. Compare that to 10MB of hard drive space

Nope, the original 520 ST had TOS on disk.

> for Microsoft Windows. Coupled with 3.5" floppy drives that weren't

MS-Windows? NOBODY used MS-Windows when the ST came out. People were using GEM
(the PC version) back then (and boy did THAT suck).

> brain-dead like the Amiga's, it was not necessary to purchase a hard

*cough* Amiga drives are NOT brain-dead. They support both MFM and GCR encoding,
and store 160k more than PC or ST drives... And the ST didn't have properly PC-
compatible drives until TOS 1.4 anyway. So :P

> drive for an ST. In fact, with an entire megabyte of memory to burn,

Yeah, RIGHT. 520ST == 512K ram. The 1040STF didn't come out until later...

> That's 1040ST.

'The first 1meg computer for under 1000 pounds.' Looong time ago ;)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 151. Vore roligt om det funka!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-02 00:20:04 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May2.002004.4272@tdb.uu.se>
Source record: 23088

Vem vet, det kanske t.o.m. funkar.

Fast jag tvivlar starkt...

---
Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

## 152. Re: Vore roligt om det funka!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-02 00:21:58 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May2.002158.4331@tdb.uu.se>
Source record: 23089

000000000000000000000000PS!

Something went REALLY wrong when I tried UQWK. Sorry!

---
Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

## 153. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-02 00:41:19 UTC
From: erlingh@fiolilla.fiolilla.pvv.unit.no
Message-ID: <ERLINGH.93May2004119@fiolilla.fiolilla.pvv.unit.no>
Source record: 23087

In article <1993May1.221243.24597@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:

> fit in less than 512K of ROM. Compare that to 10MB of hard drive space

Nope, the original 520 ST had TOS on disk.

Uhmm, that was very preliminary, and version 0.9 of the OS.
Yes, I actually have one of those, with mushrooms instead of bombs.
I still think it is sad that they removed the mushrooms...

*cough* Amiga drives are NOT brain-dead. They support both MFM and GCR encoding, and store 160k more than PC or ST drives... And the ST didn't have properly PC-compatible drives until TOS 1.4 anyway. So :P

Sort of wrong...

The st has always been able to read/write MS-dos disks. The trouble was with MS-dos, which didn't (and still don't) bother to check what is said in the boot sector about #sectors/tracks etc. and always assumed that floppies are 9 sector, 80 tracks. And they also needed a little magic value in the bootsector. ST-FORMATTED disk could not be read/written on a PC unless the disks were 9/80 and that magic number was there. Thus, to make an ST disk readable for a PC, the only thing that had to be changed was 2 bytes in the boot-sector. Oh well...

> drive for an ST. In fact, with an entire megabyte of memory to burn,

Yeah, RIGHT. 520ST == 512K ram. The 1040STF didn't come out until later...

Yeah, but everybody I knew at the time upgraded to 1 Mb ram as soon as they received their machines... :-)

Erling

## 154. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-02 18:54:36 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993May02.185436.35477@sue.cc.uregina.ca>
Source record: 23090
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May1.194359.5917@grebyn.com> malak@grebyn.com (Michael Malak) writes:
>In article <1993Apr28.192312.7248@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>>Ok, I've posted this message acrose the 3 main atari groups.
>>Is there a good history of atari and its machines?
>>Here is what I have constructed from word of mouth, my memory and old
>>issues of Compute!.
[... deleted ...]
>>5. 1984. The video game industry when bust and alot of companies where
>>destoryed by it. The company that own it, warner bros sold it to Jack Tramiel
>>in mid 84.
>I've said it on many other newsgroups, and I'll say it here. My belief
>is that Warner's selling of Atari to Jack Tramiel was the _cause_ of the
>industry downslide, not the result. If Warner had not split apart and
>sold Atari, the 7800 would have been released in 1984, possibly holding
>Nintendo to a tiny market share. Also, Atari probably would have
>retained the Amiga, and with Atari's arcade licenses intact all the
>popular arcade games would have been available for the Amiga.
The Amiga-Lorraine was developed by a company seperate from Atari was it
not? I know that many of the people working on it were ex-Atarians, but
Atari really could not retain it since they did not own it.
>>5. 1985. With the winter CES Tramiel Atari released the 130ST, the 520 ST and
>>the 65 XE. The ST line (ST stands for Sixteen/Thirtytwo) were revolutionary
>>machines that were twice as power as anything else on the market. They used
No, they had the same CPU as the Mac so were not twice as powerful.
>The introduction of the Atari ST was an incredible marketing coup
>against Amiga. When Commodore stole the Amiga from Jack Tramiel, Jack
How could Commodore steal something that did not belong to Atari? Or do
you mean the bad old days when J.T. ran Commodore and may have had something
to do with Commodore's interest in Amiga?
>had the ST designed in six months. The price/performance ratio was
>phenominal[sic], mostly because the entire OS, a very much Apple-like GUI,
>fit in less than 512K of ROM. Compare that to 10MB of hard drive space
>for Microsoft Windows. Coupled with 3.5" floppy drives that weren't
>brain-dead like the Amiga's, it was not necessary to purchase a hard
Umm, the Amiga 1000 that I have has an original drive and can read 720k
DOS disks, and Atari disks with a simple utility. It also allows long file
names, something that is still a problem for Atari, as evidenced by talks
on the other Atari newsgroup. Mac drives are the brain dead ones.
>drive for an ST. In fact, with an entire megabyte of memory to burn,
>you just put everything in a RAMdisk which of course was even faster
>than a hard drive. The slowness of followups, couple with the release
How do Atari RAM disks work? Like Amiga RAM: (grows and shrinks and is

always there), or like RAD: (has to be mounted and is fixed size, and recoverable after warm boot), or like MS-DOG (has to be mounted is fixed size, can cause conficts with some progs, dies after warm boot)? Just curious.
>of the Amiga 500, 2000, and its Kickstart 1.3 OS killed the ST a bit
>prematurely.
The original Kickstart ROM release was 1.2. It did not support autobooting hard-drives. I always liked having a kickstart disk, instead of ROM.
>>7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled
>>the 7800 and the XEGS.
>>8. 1992 to present. Things look pretty bad..
>>ok, anyone care to fill in details or point out my mistakes in the time line?
>
>You did not cover the splitting of Atari explicitly. When Warner sold
>Atari to Jack Tramiel, it kept the arcade games division. Warner
>eventually broke that off too, and it became Atari Games. Last I heard,
>Warner bought back Atari Games. Also, Tengen is a subsidiary of Atari
>Games; Tengen makes software for the NES, Genesis, Amiga, etc.
What happened to Atarisoft? They made Atari games for other platforms.

## 155. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 01:01:51 UTC
From: malak@grebyn.com
Message-ID: <1993May3.010151.7760@grebyn.com>
Source record: 23091
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May02.185436.35477@sue.cc.uregina.ca> konopkjt@mercury.cs.uregina.ca (Jeremy Konopka) writes:
>
>The Amiga-Lorraine was developed by a company seperate from Atari was it
>not? I know that many of the people working on it were ex-Atarians, but
>Atari really could not retain it since they did not own it.

Atari loaned money to Amiga, Inc. to fund the development of the Amiga. While Atari was being sold to Jack Tramiel, Commodore bought Amiga and paid off their debt to Atari. Apparently legal, but the ethics are questionable.

>Umm, the Amiga 1000 that I have has an original drive and can read 720k
>DOS disks, and Atari disks with a simple utility. It also allows long file
>names, something that is still a problem for Atari, as evidenced by talks
>on the other Atari newsgroup. Mac drives are the brain dead ones.

Reading ST & IBM disks on an Amiga is even slower than reading Amiga disks. As you probably know, to read a single disk sector the Amiga must read the entire track of _raw_ data, then the 680x0 decodes the MFM encoding. Coupled with the fact that the directory structure is a linked list, practically the entire disk has to be read every time you want a directory.

>How do Atari RAM disks work? Like Amiga RAM: (grows and shrinks and is
>always there), or like RAD: (has to be mounted and is fixed size, and
>recoverable after warm boot), or like MS-DOG (has to be mounted is fixed
>size, can cause conficts with some progs, dies after warm boot)? Just
>curious.

Due to the abundance of memory, it seems everyone and his brother wrote his own RAMdisk. I just used the first one I found, which was fixed-size non-recoverable (and with the huge capacitor on the 1040ST's power supply, the RAMdisk could retain its information after 10 seconds of no power -- handy for thunderstorms).

>The original Kickstart ROM release was 1.2. It did not support autobooting
>hard-drives. I always liked having a kickstart disk, instead of ROM.

My mistake. I meant to say Kickstart 1.2. When 1.2, the 500, and the 2000 were released in 1986, it was the death of the ST.

>What happened to Atarisoft? They made Atari games for other platforms.

I believe that was just a product name used by Atari and not a separate entity. I could be wrong.

Basically, Jack Tramiel wanted to turn Atari into a computer company, not a game company. That is why he killed the 7800 just as it was being shipped to distributors. And presumably, that is what happened to Atarisoft as well. Actually, it's Tengen (a subsidiary of Atari Games) that now makes the software for the other platforms. I guess all the arcade license went with Atari Games in the split and not to Atari, because I believe it is Tengen that makes the arcade conversions for the Lynx, not Atari.

## 156. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 03:32:41 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May3.033241.27735@ugle.unit.no>
Source record: 23092
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May3.010151.7760@grebyn.com>, malak@grebyn.com (Michael Malak) writes:
> In article <1993May02.185436.35477@sue.cc.uregina.ca> konopkjt@mercury.cs.uregina.ca
(Jeremy Konopka) writes:

[...]

> >Umm, the Amiga 1000 that I have has an original drive and can read 720k
> >DOS disks, and Atari disks with a simple utility. It also allows long file
> >names, something that is still a problem for Atari, as evidenced by talks
> >on the other Atari newsgroup. Mac drives are the brain dead ones.
>
> Reading ST & IBM disks on an Amiga is even slower than reading Amiga
> disks. As you probably know, to read a single disk sector the Amiga

I don't find Amiga disks slow... And, of course, with FFS they're even faster
(:P to anyone still running 1.3 ;)

> must read the entire track of _raw_ data, then the 680x0 decodes the MFM
> encoding. Coupled with the fact that the directory structure is a

Wrong, wrong, wrong. The BLITTER does the MFM decoding & encoding. And it does
it FAST.

> linked list, practically the entire disk has to be read every time you
> want a directory.

Linked list? It's a HASHED list.

[...]

> Due to the abundance of memory, it seems everyone and his brother wrote
> his own RAMdisk. I just used the first one I found, which was
> fixed-size non-recoverable (and with the huge capacitor on the 1040ST's
> power supply, the RAMdisk could retain its information after 10 seconds
> of no power -- handy for thunderstorms).

Yeah, not too good for viri, though 8)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 157. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 05:59:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1s2ccuINNn0g@golem.wcc.govt.nz>
Source record: 23093
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
] I don't find Amiga disks slow... And, of course, with FFS they're even f
] (:P to anyone still running 1.3 ;)

Amiga disks not slow? You've obviously not used an IBM-floppy drive!
```

## 158. 4sale (australia) 600xl etc.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 07:47:25 UTC
From: s893971@minyos.xx.rmit.OZ.AU
Message-ID: <1s2imdINNic5@escargot.xx.rmit.OZ.AU>
Source record: 23100

For sale,
Atari 600xl
1064 64k expansion module
atari plotter (model no. currently escapes me)
810 tape drive.

Expressions of interest will be met with surprise at first.
Adrian

--

---
Bart, you think I can ever find another girl like her??
You're asking the wrong guy, Millhouse. They all look the same to me.

## 159. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 12:23:38 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993May3.122338.3821@iplmail.orl.mmc.com>
Source record: 23094
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May3.010151.7760@grebyn.com>, malak@grebyn.com (Michael Malak) writes:
|>
|> My mistake. I meant to say Kickstart 1.2. When 1.2, the 500, and the
|> 2000 were released in 1986, it was the death of the ST.
|>
|>

Gee, that's odd. According to the Atari ST User and St Review that I just
picked up (April issues), there is new software being produced for the ST
even as we speak. Pretty active for a dead machine.

Larry Richardson

## 160. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 12:56:57 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May3.135658@cs.bham.ac.uk>
Source record: 23095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s2ccuINNn0g@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
|> ] I don't find Amiga disks slow... And, of course, with FFS they're even f
|> ] (:P to anyone still running 1.3 ;)
|>
|> Amiga disks not slow? You've obviously not used an IBM-floppy drive!

Yup. You can't really try and tell us that Amiga drives aren't very peculiar. I'd love to know why Amiga did their directory structures like they did (though I think I remember hearing something about disk-fixing), because my friend's A500 GVP harddrive used to take as long to read a directory as my Atari floppy drive, especially the root directory!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

## 161. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 15:26:07 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993May3.152607.20831@news.uit.no>
Source record: 23096
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:
>Atari loaned money to Amiga, Inc. to fund the development of the Amiga.

Wrong. Amiga Inc. was founded by 7(?) doctors etc. who wanted to invest money in something profitable. After a while (sometime 1984/1985) the money was all gone. Amiga Inc needed more money and Atari loaned them $$$. The development(sp?) went on. They came to a point where the loan from Atari took an end, and they had to look for more financial backing. Atari made a shitty offer for the stocks in Amiga Inc, and at the last moment C= made an offer which was twice what the pesimistic people at Amiga Inc. had hoped to get. So Amiga Inc. pays back the loan to Atari and becomes part of C=.
There might be finer legal points to the story, but I don't know those :).

>While Atari was being sold to Jack Tramiel, Commodore bought Amiga and
>paid off their debt to Atari. Apparently legal, but the ethics are
>questionable.

_IF_ Atari had paid for the initial development I would have agreed, but they didn't.

[about the Amiga diskdrives]
Much of the speed/slowness of disks of the Amiga boils down to a question of software. If 1.0 had the same optional filesystems that 3.0 has then Amiga disk drives would never have been called slow I think. The caching of directory entries is rather smart.

(And I still would like to find the source to StXformer :)
--
|/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
|// Box 218, 9001 Tromsoe, Norway | Remember to :-) when needed \\|
|/ The worlds northernmost university | Life is worth living. \|
#Disclaimer: This university does not speak for me.

## 162. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 15:37:59 UTC
From: I.A.Inman@newcastle.ac.uk
Message-ID: <C6GJFC.n1B@newcastle.ac.uk>
Source record: 23101
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

>Ok, I've posted this message acrose the 3 main atari groups.

>Is there a good history of atari and its machines?
>Here is what I have constructed from word of mouth, my memory and old
>issues of Compute!.

>1. Early 70's. Atari founded by Bushnell releases the pong arcade game. It
>was a use sucess and atari began its climb.
>2. 1976, Atari had made a cartridge game system called the VCS (Video computer
>system, later called the 2600). However it took a year to reach to market
>because most stores didn't think people would buy such an expensive toy.
>3. 1979, the VCS was a huge success. With the release of the Apple, Atari
>started to develop its own home computer. I'm not sure when the 400 was
>released but I assume before 1981.
>The computer they release was the 400. it has 16k ram and uses the 6502
>chip for the CPU. As far as I can tell it ran a 1 mhz. An upgrade
>version called the 800 was released with a real keyboard and 48 k ram.
>4. 1983. While the computers sold well, they appear to be losing a war against
>the commadore 64 and other computers. And while their billion dollar baby
>the VCS keeps making money, systems like the Intellivision, Collecovision
>, computers and time itself has warn it down.
>(at some tome they released the 5200. A video game system based on the
>atari 400. I'm not sure when this happened. It was a failer)
>5. 1984. The video game industry when bust and alot of companies where
>destoryed by it. The company that own it, warner bros sold it to Jack Tramiel
>in mid 84.
>Also, atari developed the 7800. a revolutionary game system that was delayed
>for so long ~(I think 86 was when it offical was released in real numbers and`
>the nintendo, a surperior machine, although also developed in 84 had bet them
>to the punch)
>5. 1985. With the winter CES Tramiel Atari released the 130ST, the 520 ST and
>the 65 XE. The ST line (ST stands for Sixteen/Thirtytwo) were revolutionary
>machines that were twice as power as anything else on the market. They used
>the GEM windowing system and had Color and used the 68000 chip. They were
>nick-named the Jackintosh.
>The 65 XE and the 130 XE were updated 8bit versions of the 800xl. I can't
>find what xl were released and when.

Again, Atari were beaten to it, when the even more revolutionary Amiga appeared
before it. However, Commodore overpriced their machine (256K RAM and WB1.1),
which gained a reputation until WB1.3, of crashing so regularly that you could
set your watch by it.

I'm still sure 'ST' meant Super Tramiel. :)

>6. the time between 86 and 91 is very hard for me to track info down. I was
>very into the IBM PC world and got few mags that said anything about Atari.
>I do know at some time the 5200 and 2600 (VCS) were dropped. The 8bit
>line was taken down to one game computer called the XEGS. And ST's didn't
>sell well or were run over by PCs Also there were other ST models released
>called 1024, STE, and the TT.
>7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled
>the 7800 and the XEGS.
>8. 1992 to present. Things look pretty bad..

>ok, anyone care to fill in details or point out my mistakes in the time line?

>Rob Merritt
>+-----------------------------------------------------------------+
>I Disclaimer: My opinions are mine alone, not of my employer, not I
>I of my friends and family, and not of a co-worker. I
>I I
>I "When a Girl like K3-Myrlu bonds with you, you got to remember I
>I two things. First, its for life. Second, its with your Central I
>I Nervous System!" I
>+-----------------------------------------------------------------+
>If you have any 8bit Atari Computers you'd like to get rid of. email me.

## 163. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 15:44:23 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May3.154423.13836@ugle.unit.no>
Source record: 23097
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s2ccuINNn0g@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
> ] I don't find Amiga disks slow... And, of course, with FFS they're even f
> ] (:P to anyone still running 1.3 ;)
>
> Amiga disks not slow? You've obviously not used an IBM-floppy drive!

Yeah, I have, actually. I'm a comp.sci student, and PCs are hard to avoid. Why?

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 164. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 15:50:49 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May3.155049.14062@ugle.unit.no>
Source record: 23098

In article <1993May3.122338.3821@iplmail.orl.mmc.com>, richards@elmer.orl.mmc.com (Larry) writes:
> In article <1993May3.010151.7760@grebyn.com>, malak@grebyn.com (Michael Malak) writes:
> |> My mistake. I meant to say Kickstart 1.2. When 1.2, the 500, and the
> |> 2000 were released in 1986, it was the death of the ST.
>
> Gee, that's odd. According to the Atari ST User and St Review that I just
> picked up (April issues), there is new software being produced for the ST
^^^^^^^^^^^^
> even as we speak. Pretty active for a dead machine.

Ah, well, if they're *April* issues... ;)

> Larry Richardson

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 165. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 15:56:15 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May3.155615.14282@ugle.unit.no>
Source record: 23099

In article <1993May3.135658@cs.bham.ac.uk>, dxo@cs.bham.ac.uk (David Oakley) writes:
> In article <1s2ccuINNn0g@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells)
writes:
> |> ] I don't find Amiga disks slow... And, of course, with FFS they're even f
> |> ] (:P to anyone still running 1.3 ;)
> |>
> |> Amiga disks not slow? You've obviously not used an IBM-floppy drive!
>
> Yup. You can't really try and tell us that Amiga drives aren't very peculiar. I'd
> love to know why Amiga did their directory structures like they did (though I
> think I remember hearing something about disk-fixing), because my friend's A500
> GVP harddrive used to take as long to read a directory as my Atari floppy drive,
> especially the root directory!

Uh huh, yeah, right! I have a 65meg partition on my GVP, and even a recursive
listing is pretty damn fast. Sounds like a fragmentation problem.

> David.

> ST7 8QQ England.| [Peace at last!] |_/ |_| _|/
^^^^^^^^^^^^^^

...yeah, except that this thread is crossposted to just about everywhere :^\

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 166. Re: MCD sells 24 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 16:58:18 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993May3.165818.25359@apgea.army.mil>
Source record: 23102

In article <1993Apr29.211247.12784@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>In article <C67uLz.21q@wimsey.bc.ca>, jhenders@wimsey.bc.ca (John Henders) writes:
>> In article <1993Apr27.144111.8524@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>>
>>>And besides, if Apple's entire manufacturing facilities consisted of the
>>>kitchen of a one Taiwanese family, how many could THEY pump out per day? :)
>>>
>> They moved into the KITCHEN? Wow! Increased production
>> coming.
>>
>
>Yep..Apple sold 2.75 million Macs in 1992....
>
>Commodore sold 1.6 million units in 1992...

And OS/2 2.0 sold 3.1 million units in 1992. And its still not getting
much development in the way of software from major firms. Apple has been
selling lots of units for a long time and people are willing to buy
expensive packages for it.

The Amiga on the otherhand probably doesn't have 7 million units yet and
just about every major company is abandoning it.

Now, what does that mean to Atari Falcon? Probably nothing good. But lets face
it. If you have less than 10 million units out there, your just as a hopeless
cause as the person with 65000 units.

>Amiga 1200/80 -- Its like God!! ----- I love it!

God created the world in 7 days. Commadore can't even come up with a descent
software base in 7 years. God? I think not.
>> --
>> John Henders

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+---------------------------------------------------------------------+

## 167. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 17:25:27 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C6GoEK.G8n@cbnewsc.cb.att.com>
Source record: 23103
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

From article <C69ApD.Eyw@cbnewsc.cb.att.com>, by (Kit Kimes@AT&T/NCR):

> From article <1993Apr28.192312.7248@apgea.army.mil>, by (Robert C. Merritt):
>>
>> Ok, I've posted this message acrose the 3 main atari groups.
>>
>> Is there a good history of atari and its machines?
>
> Last year Jim Trageser posted a summary or the different models of the
> Atari computers which was also a kind of history of Atari. I can repost
> his article if he isn't around to do it again himself.

Well, I've had a couple of email requests for this article, so here it is.
I make no claims as to it's accuracy.

==========

SUMMARY OF DIFFERENT ATARI MODELS FOR ISSUE 1004

by Jim Trageser (trag@pnet01.cts.com)

For a company that has never learned how to market its products, Atari
has produced some of the best computer hardware in the history of home
computing. From the ground-breaking Video Computer System game machine
that revolutionized consumer electronics through the 400/800 family of
8-bit computers to the powerful ST/Mega/TT line of 16- to 32-bit
machines, Atari computers have generally been at the cutting edge of
electronic technology.

Atari's founder, Nolan Bushnell, is the man who made it all possible.
Inventor and developer of early electronic arcade games, Bushnell
targeted the home market in the mid-1970s with the legendary "Pong"
system. "Pong" was a largish console with two knobs on each side to
control the "paddles" on the television screen. With only one game,
the tennis-like "Pong," built into the system and no cartridge
capability, this primitive ancestor to modern electronic games was a
best-seller in its time.

A few years later, in 1977, the VCS (later designated the 2600) system
was released. With removable joysticks and/or paddles and a variety of
games available on cartridge, this system stormed the United States,
setting sales records that wouldn't be broken until the Nintendo
Entertainment System in the late 1980s. In addition to the Atari
games, companies such as Parker Brothers and Activision also developed
and marketed games for the 2600 as well as the Sears version of the
system, sold under license from Atari.

In 1979, Atari responded to the success of the Apple II and Radio Shack TRS-80 computers by releasing the Atari 400 and 800 home computers. Originally sold with just 8K and 16K of memory, respectively, and a cassette tape storage system, the two computers were based on the 6502 microprocessor, the same chip as used in the Apple and Commodore 64 machines. But the Atari computers were designed to use enhanced graphics, including 256 colors, by use of a separate graphics processor.

The 400 had a membrane keyboard, making it useless for touch typing, while the 800 had a regular keyboard. Both were upgradable to 48K of RAM. Soon, floppy disk storage systems became available for both computers, along with printers and modems, making them complete home computer system. Both Atari computers could also use televisions as monitors.

Both the 400 and 800 had cartridge slots for running cartridge- based software, although these carts were different from and incompatible with the 2600 game machines and subsequent game machines. In addition, the 800 had a second "right-hand" cartridge slot for future development, although few -- if any -- applications for it were ever released. Both computers could also use the 2600 joysticks, and had four joystick ports as on the game machines.

After Jack Tramiel left Commodore in the mid-'80s and purchased Atari from Warner Communications (who had purchased it from Bushnell shortly after the development of the 400/800), Atari upgraded the 8-bit computers with the XL variants. The XLs featured more memory (up to 64K), a different operating system than the 400/800, built-in BASIC, only two joystick ports and a sleeker case. Early XLs (600, 800 and 1200) had compatibility problems with the 400/800 software, crashed too often, and few were sold.

Atari also released the 5200 game machine as a replacement for the 2600 around this time. But the new machine couldn't use 2600 cartridges at first (an adapter was later sold) or joysticks. In addition, the graphics weren't much improved over the 2600 and not nearly as good as the 400/800. As a result of these problems, the 5200 never sold well either.

By around 1985, when the XE (65XE and 130XE) machines were released, Atari had ironed out most of the OS problems and all Atari 8-bit software, cartridges and disks, was running on most of the computers. The XEs had even more memory -- up to 128K -- than the XLs, the same built-in BASIC of the XLs and a more modern look tailored after the just-released ST line of computers built around the Motorola 6800 chip (which also drives the Apple Macintosh and Commodore Amiga).

Atari also released a third-generation game machine, the 7800. The 7800, which can still be found, escaped many of the 5200's problems. The 7800 has built-in 2600 compatibility, although it does not support the 5200 cartridges. The 7800 actually allows more colors on the screen at one time than the 8-bit computers, but the resolution is the

same.

Atari even released an XE game system. It was basically a 65XE with a detached keyboard and option keys. A few cartridge games were released, but the system died due to a lack of marketing.

The XL and XE 8-bit computers represented the last stages of 8- bit development in the computer world. They ran at a then- incredible speed of 1.79 MHz, and were probably the most-advanced 8-bit machines ever.

But by the time the XEs were being released, Atari was ready to push its new ST line of computers built around the already- mentioned 68000 Motorola processor. A few years earlier, Tramiel blew a deal Atari had with the Amiga company (founded by former Atari engineer Jay Miner, designer of the Atari 800) to develop a new 68000 computer and game machine, and had to start from scratch when Tramiel's former company, Commodore, purchased Amiga.

Atari then created the ST series of computers employing the same "Windows"-type environment as used on the Macintosh and Amiga machines. In addition, the STs can run Minix, a Unix-like environment from a third-party developer.

The 520ST (512K) and 1040ST (1028K) were released in 1985. At 8 MHz speed and able to address up to 4 megs of memory, the STs were far superior to the IBM XTs and ATs and far cheaper (less than $1,000 for a 1 meg ST) than the Macintoshes. A planned 260ST never made it to distribution, since 260K was not going to be enough with the desktop (TOS) taking up too much memory. The 520ST could be used with a television, while the 1040ST needed a monitor. Both had built-in Midi support and two joystick ports (one is always used for the mouse).

Within a few years, the STfm series was released, offering a built-in floppy drive, which was soon upgraded to double-sided, double density. And almost immediately after the ST was released came the first third-party emulators: devices which could allow the ST to run Macintosh or PC software. Today, several of these emulators offer over 90 percent compability with commercial Mac or PC software.

In 1989, the Mega series of ST computers was released, offering 2 or 4 megs of RAM (Mega 2 and Mega 4, respectively), room for internal hard drives and built-in clocks. In addition, the Megas had 16 MHz CPUs, as compared to the 8 MHz STs. The Megas also had detachable keyboards, while the STs had built-in keyboards. As with the XL 8-bit computers, the Megas offered compatibility problems with existing ST software. In addition, some of the Megas could not have simple memory upgrades.

Released shortly after the Mega machines, and utilizing a new operating system, were the STe (the "e" standing for "enhanced"). The new OS (called TOS 1.4) can be installed on older STs as well, although most current software supports both new and old TOS. The STe and Mega STe machines also offer stereo sound, up to 4,096 colors and

analog joystick input. A 1040 STe runs for less than $500, and a Mega4 STe costs about $1,200.

The Mega STe also allows for editing external video sources, and can read MS-DOS disks, converting the files to Atari format.

In the early '90s, Atari purchased the Lynx handheld game machine (similar to the Game Boy from Nintendo) from Epyx, and that system has met with great popularity.

Atari also purchased the Portfolio handheld MS-DOS computer from a third-party developer, and that machine has also met great success. Although marketed by Atari, it does not support any ST software and is a PC clone-type computer.

Last year, Atari also released its ABC (Atari Business Computers) line of MS-DOS machines, although they are being distributed mostly in Europe and do not support Atari software. These, too, are PC clones.

More importantly, in 1991 Atari offered peaks at the STacy and ST Book portables, both of which do support ST software. The ST Book features a "vector pad" instead of a mouse, up to 4 megs of memory, a high-resolution (640X400) LCD display, and built-in hard drive -- up to 120 megs. Both should be available within months.

Atari's latest and hottest domestically available machine is the TT/030, based on the Motorola 68030 32 MHz machine. While little software from the ST and Mega machines is compatible with the TT, the new machine is available with either TOS or Unix operating systems. The TT can handle up to 26 megs of RAM, has a math co-processor, multiple serial ports and extra graphics modes. In addition, the TT can utilize a 19-inch monochrome monitor. The TTs start at about $1,800.

The TT, Mega STe and ST Book can all access CDROM drives, bringing Atari owners back to the front edge of computer technology.

Rumors for '92 include a 64-bit video game system, a new series of ST computers that may be compatible with the new video game system, and maybe even a TT/040. Also, Atari enthusiasts are hoping for a domestic release of the Atari Transputer Workstation, currently sold only in Europe and running a version of the Unix OS, Helios.

Reposted by:

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

## 168. German-> English Translator wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 17:30:28 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May3.173028.5861@newshost.lanl.gov>
Source record: 23104
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech

Once again, I am in need of someone to translate some docs for a German language Atari program into English. I also expect to have a future need (RSN) for an English->German translation project.

If you are fluent in both languages and are looking for some fame (lots) and fortune (not much) then please contact me via email or leave a message at (505) 662-7236. I'll provide details at that time.

Ideally, I prefer someone with both Internet and GEnie access.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

## 169. Eight Track Digital Recording with the Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-03 21:43:24 UTC
From: rbuskens@muug.mb.ca
Message-ID: <1993May3.214324.3432@muug.mb.ca>
Source record: 23105

I have read one article about the Falcon in Byte. They mention that with some additional hardware the Falcon will support 8 channel direct to disk recording at beyond DAT sampling rates. The standard Falcon appears to support 2 channel recording (or one stereo track).

Does anyone know how much the hardware/software package that provides the additional capabilities costs? I am not including the costs of the large SCSI disks required for file storage, just the extra recording hardware and software.

## 170. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-04 02:41:17 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993May4.024117.22244@mnemosyne.cs.du.edu>
Source record: 23106
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

If I am not mistaken, did not Atari sue Commodore over the issue
of just who owned the Amiga?
I was under the impression that the Amiga Lorraine was to be
Atari's baby, but somehow Commodore pulled a fast one.

Can anybody here give the _real_ story and not just hearsay?

Uncle Fester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

## 171. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-04 02:52:43 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993May4.025243.22822@mnemosyne.cs.du.edu>
Source record: 23107
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May4.024117.22244@mnemosyne.cs.du.edu> thester@nyx.cs.du.
du (Uncle Fester) writes:
>
> If I am not mistaken, did not Atari sue Commodore over the issue
> of just who owned the Amiga?
> I was under the impression that the Amiga Lorraine was to be
> Atari's baby, but somehow Commodore pulled a fast one.
>
> Can anybody here give the _real_ story and not just hearsay?
>
> Uncle Fester
>
Nevermind. :)

I just read several accounts of this, and my curiosity
is satiated.

Sorry for the wasted bandwidth. Really.
I'm not pround, am I?

Uncle Fester

>--
> : What God Wants : God wants gigolos :
> : God gets : God wants giraffes :
> : God help us all : God wants politics :
> : *thester@nyx.cs.du.edu* : God wants a good laugh :

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

## 172. Re: Eight Track Digital Recording with the Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-04 04:27:01 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <C6HJ12.5rv@mach1.wlu.ca>
Source record: 23111

In article <1993May3.214324.3432@muug.mb.ca> rbuskens@muug.mb.ca (Rob Buskens) writes:
>I have read one article about the Falcon in Byte. They mention that with
>some additional hardware the Falcon will support 8 channel direct to disk
>recording at beyond DAT sampling rates. The standard Falcon appears to
>support 2 channel recording (or one stereo track).
>
>Does anyone know how much the hardware/software package that provides the
>additional capabilities costs? I am not including the costs of the large
>SCSI disks required for file storage, just the extra recording hardware
>and software.

I have been watching this pretty carefully and last i heard was their are at
least two companys with a finished product and some more companys still
working on it. The only price i heard was under 400$, It was for the
hardware and the software. Actually though the hardware should be pretty
easy because I have been told all it is, is an adaptor from the DSP port
that has 8 line in's (and out i would assume.)

Keith

## 173. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-04 04:49:21 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1993May4.004921.1@drycas.club.cc.cmu.edu>
Source record: 23108
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <C6GoEK.G8n@cbnewsc.cb.att.com>, kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:
> From article <C69ApD.Eyw@cbnewsc.cb.att.com>, by (Kit Kimes@AT&T/NCR):
>
>> From article <1993Apr28.192312.7248@apgea.army.mil>, by (Robert C. Merritt):
>>>
>>> Ok, I've posted this message acrose the 3 main atari groups.
>>>
>>> Is there a good history of atari and its machines?
>>
>> Last year Jim Trageser posted a summary or the different models of the
>> Atari computers which was also a kind of history of Atari. I can repost
>> his article if he isn't around to do it again himself.
>
> Well, I've had a couple of email requests for this article, so here it is.
> I make no claims as to it's accuracy.
>
> ========================================================================
>
> SUMMARY OF DIFFERENT ATARI MODELS FOR ISSUE 1004
>
> by Jim Trageser (trag@pnet01.cts.com)
>
>
> After Jack Tramiel left Commodore in the mid-'80s and purchased Atari
> from Warner Communications (who had purchased it from Bushnell shortly
> after the development of the 400/800), Atari upgraded the 8-bit
> computers with the XL variants.

Wrong. The XL series of 8-bit Atari computers was developed under
the old Warner owned Atari. It was an attempt to reduce the cost
of producing the 8-bit machines so Atari could lower their price
to compete with the C64.

> Atari also released the 5200 game machine as a replacement for the
> 2600 around this time. But the new machine couldn't use 2600
> cartridges at first (an adapter was later sold) or joysticks. In
> addition, the graphics weren't much improved over the 2600 and not

Again the 5200 was developed by the Warner owned Atari and it was
nothing more than a redesigned 8-bit Atari computer and used all
the same chips and had exactly the same graphics capabilities.
Atari boneheadedly moved the memory locations of the chips in the
5200 and changed the pinout of the cartridge port so that 400/800

game cartridges wouldnt run on the 5200.

At one time there were no less than 3 versions of every game Atari
put out, the 400/800 version, the 5200 version and the 2600 version.
Retailers were none too happy having to carry 3 different versions
of the same game. Developers also werent too happy to have to rewrite
and repackage 400/800 games for the 5200 when they wouldnt
have had to if Atari hadnt changed the pinouts of the cartridges
and the memory locations of the chips in the 5200.

> Atari also released a third-generation game machine, the 7800. The
> 7800, which can still be found, escaped many of the 5200's problems.
> The 7800 has built-in 2600 compatibility, although it does not support
> the 5200 cartridges. The 7800 actually allows more colors on the
> screen at one time than the 8-bit computers, but the resolution is the
> same.

Yet again the 7800 was developed by the Warner owned Atari. They just
never got it to market in a big way before Warner sold the home game
division and home computer division to Jack Tramiel. Jack didnt want
to spend the money to tool up and properly market the 7800 even though
it was a better machine (100 sprites, anyone) than the NES. Instead
he tried to recycle the old 8-bit computer technology which had long
since been paid for and came out with the XE game machines.

> In 1989, the Mega series of ST computers was released, offering 2 or 4
> megs of RAM (Mega 2 and Mega 4, respectively), room for internal hard
> drives and built-in clocks. In addition, the Megas had 16 MHz CPUs, as
> compared to the 8 MHz STs. The Megas also had detachable keyboards,
> while the STs had built-in keyboards. As with the XL 8-bit computers,
> the Megas offered compatibility problems with existing ST software. In
> addition, some of the Megas could not have simple memory upgrades.
>

More misinformation. The Mega STs came out in 1988 and were exactly
the same as the regular ST except for the clock, the detachable
keyboard and a pseudo expansion slot. They did not have 16mhz CPUs.
The Megas ran at 8 mhz just like the regular STs. They also did not
come with the capability to use an internal hard disk. 3rd party
companies found a way to hack them in. As for the memory upgrades,
no ST model before the STE offered the ability to perform memory
upgrades. A lot of 3rd party companies came up with hacks to allow
this.

> In the early '90s, Atari purchased the Lynx handheld game machine
> (similar to the Game Boy from Nintendo) from Epyx, and that system has
> met with great popularity.

Atari didnt purchase the Lynx from Epyx, they got it when Epyx defaulted
on some loans that Atari had made them.

> Last year, Atari also released its ABC (Atari Business Computers) line
> of MS-DOS machines, although they are being distributed mostly in

> Europe and do not support Atari software. These, too, are PC clones.

Atari canceled its line of PC clones over a year ago.

> More importantly, in 1991 Atari offered peaks at the STacy and ST Book
> portables, both of which do support ST software. The ST Book features
> a "vector pad" instead of a mouse, up to 4 megs of memory, a high-
> resolution (640X400) LCD display, and built-in hard drive -- up to 120
> megs. Both should be available within months.

No more than a handful of either machine was ever produced and both
have now been canceled.

> Atari's latest and hottest domestically available machine is the
> TT/030, based on the Motorola 68030 32 MHz machine. While little
> software from the ST and Mega machines is compatible with the TT, the
> new machine is available with either TOS or Unix operating systems.

Quite a lot of ST software will run on the TT and Atari Unix was never
released to the general public. Only a handful of copies of the Unix
OS were released and its now been canceled.

> Rumors for '92 include a 64-bit video game system, a new series of ST
> computers that may be compatible with the new video game system, and
> maybe even a TT/040. Also, Atari enthusiasts are hoping for a domestic
> release of the Atari Transputer Workstation, currently sold only in
> Europe and running a version of the Unix OS, Helios.

Again only a few ATWs were released and those were never available in
the US. The ATW has been canceled.

Scott Corley

spice@drycas.club.cc.cmu.edu

## 174. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-04 12:18:41 UTC
From: csg019@cch.coventry.ac.uk
Message-ID: <C6I4v6.3JC@cck.coventry.ac.uk>
Source record: 23110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:

>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
>disks. As you probably know, to read a single disk sector the Amiga
>must read the entire track of _raw_ data, then the 680x0 decodes the MFM
>encoding. Coupled with the fact that the directory structure is a
>linked list, practically the entire disk has to be read every time you
>want a directory.

You sounded like a man than knew what he is talking about. Right up to the
point where you said that the Amiga has to read practically all the disk
when you want a directory. The directory is hashed, this makes the seek
a lot faster than scanning the entire disk. Only 512 bytes of data is stored
for each filename unless it is a massive file. Traversing this is very quick
as usually only the tracks near the root block need to be searched. It is
very unlikely to see file information more than 10 tracks from the root block.

Also the blitter is used to decode the track data *not* the 680x0. This makes
is very fast. Far more versatile than the outdated WD1771 could evedr be.
You can have the best of both worlds - MFM and GCR.

Steve.

--
**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********
* There is the law of GRAVITY, there is the law of CONSERVATION, there is the *
* law of DREDD. You can break the first two, but the last one plays for keeps!*
**********- 2000AD on Judge Dredd.*******

## 175. Re: Its advocacy time !!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-04 12:38:27 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993May4.123827.26644@apgea.army.mil>
Source record: 23109

In article <1993Apr29.042957.173294@zeus.calpoly.edu> mcookson@flute.calpoly.edu (Mark Cookson) writes:
>In article <1993Apr27.194111.6627@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>>Look People, its not 1983, its 1993. Both of the companies that make your
>>computers are not doing well. In fact, their very sick. (Atari more so at
>>75 cents a share)
>>
>>Rob Merritt
>
> Yeah. I unfortunately am one of the ones that own a little Atari
>stock. It reached a high of $13 somenthing since I bought it. (This
>was several years ago)...
>
> Now it is hovering around 75 cents as you said.
>
> - mike

Geee.. I hope you didn't buy alot. :(

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
```
+-------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+-------------------------------------------------------------------+
```

## 176. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-05 12:33:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1s8c7aINN4rk@golem.wcc.govt.nz>
Source record: 23112
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <C6I4v6.3JC@cck.coventry.ac.uk>, csg019@cch.coventry.ac.uk (-~=Zaphod=~-)
writes:
>In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:
>
>>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
>a lot faster than scanning the entire disk. Only 512 bytes of data is stored
>for each filename unless it is a massive file. Traversing this is very quick

ONLY 512 bytes for every File Name, gee how in the hell do you get Data on your
Disks..??

>
>Also the blitter is used to decode the track data *not* the 680x0. This makes
>is very fast. Far more versatile than the outdated WD1771 could evedr be.
>You can have the best of both worlds - MFM and GCR.

It can't even do CRC checks on Data only Sum Checks, gee how outdated can you
be, also its so slow it can't read HD 1.4 meg disks, they had to slow down
the disk drive on the 4000, it runs at 150 rpm.....

No one in the right mind uses Sum Checks on valuable data, but then do
Amigaoids have right minds......

> Steve.
--
>**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********

Roger..... sheppard_r@kosmos.wcc.govt.nz

## 177. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-05 13:54:06 UTC
From: billiksh@carson.u.washington.edu
Message-ID: <1s8gtuINNbra@news.u.washington.edu>
Source record: 23113
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

If the blitter can decode MFM and GCR, then why can't AMAX read Mac disks without a Mac drive?

## 178. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-05 16:26:24 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May5.162624.21855@ugle.unit.no>
Source record: 23114

In article <1s8c7aINN4rk@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

> No one in the right mind uses Sum Checks on valuable data, but then do
> Amigaoids have right minds......

Coming from someone who apparently thinks eleven-character filenames are OK, I'm
not all that offended.

> Roger..... sheppard_r@kosmos.wcc.govt.nz

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 179. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-05 16:29:09 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May5.162909.21950@ugle.unit.no>
Source record: 23115

In article <1s8gtuINNbra@news.u.washington.edu>, billiksh@carson.u.washington.edu (Shoshana Billik) writes:
> If the blitter can decode MFM and GCR, then why can't AMAX read Mac disks
> without a Mac drive?

Mac drives are variable-speed. And I *think* that the latest A-Max reads Mac disks on an Amiga drive (don't quote me on this :). Besides, an Amiga HD drive can read a Mac HD disk directly (I think they're the same as PC HD disks or something...)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 180. Atari ST w/ Color monitor for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-05 19:38:30 UTC
From: stewart@yvax.byu.edu
Message-ID: <1993May5.123830.1854@yvax.byu.edu>
Source record: 23116

FOR SALE

Atari ST

SC1224 Stereo newish color monitor

2400 baud modem

Tons of LEGIT software including Dungeon Master, Battle Chess, Arkanoid, Dark Castle, StormLord, Streetfighter and lots of PD stuff.

1 meg ram
DS disk drive

With all packaging and manuals and stuff.

$350 or best offer and I'll pay shipping.

Mail Soon. email: stewart@yvax.byu.edu

## 181. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-05 21:02:52 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993May05.210252.35752@sue.cc.uregina.ca>
Source record: 23118
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s8gtuINNbra@news.u.washington.edu> billiksh@carson.u.washington.edu (Shoshana Billik) writes:
>If the blitter can decode MFM and GCR, then why can't AMAX read Mac disks
>without a Mac drive?
Why don't you ask in comp.sys.AMIGA.emulations?
Now for my question.
Can a 520 ST be expanded over 1 MB? I would think so, since the 68000 can address over 1 meg. Also, can the ST's use a more advanced 680x0chip? Will it work with a multiscanning monitor? If I find a used one in the paper I'm tempted to buy it. I'm bored with my present machine.

## 182. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-05 22:11:50 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993May5.221150.13751@infodev.cam.ac.uk>
Source record: 23117
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s8c7aINN4rk@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> In article <C6I4v6.3JC@cck.coventry.ac.uk>, csg019@cch.coventry.ac.uk (-~=Zaphod=~-) writes:
|> >In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:
|> >
|> >>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
|> >a lot faster than scanning the entire disk. Only 512 bytes of data is stored
|> >for each filename unless it is a massive file. Traversing this is very quick
|>
|>
|> ONLY 512 bytes for every File Name, gee how in the hell do you get Data on your
|> Disks..??
|>

Look at it this way, if you loose a directory block on an AmigaDOS disk, you can loose 1 file. How many files do you loose on an ST disk if a directory block gets corrupted?

|>
|> >
|> >Also the blitter is used to decode the track data *not* the 680x0. This makes
|> >is very fast. Far more versatile than the outdated WD1771 could evedr be.
|> >You can have the best of both worlds - MFM and GCR.
|>
|>
|> It can't even do CRC checks on Data only Sum Checks, gee how outdated can you
|> be, also its so slow it can't read HD 1.4 meg disks, they had to slow down
|> the disk drive on the 4000, it runs at 150 rpm.....
|>
|> No one in the right mind uses Sum Checks on valuable data, but then do
|> Amigaoids have right minds......

This is ridiculous, The AmigaDOS OFS format is one of the most secure formats in existance.

On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per track, how outdated can you be?

Chris Brown

## 183. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-05 22:41:35 UTC
From: rb10006@cl.cam.ac.uk
Message-ID: <1993May5.224135.15353@infodev.cam.ac.uk>
Source record: 23119
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s8gtuINNbra@news.u.washington.edu>, billiksh@carson.u.washington.edu (Shoshana Billik) writes:
|> If the blitter can decode MFM and GCR, then why can't AMAX read Mac disks
|> without a Mac drive?
|>

Ummm, maybe because, although the blitter is pretty good, it can't do THAT much about the speed of the disk drive? (For those that don't know, the Mac has (had?) a variable-speed disk drive, something like that used for CDs...)

Robert Brown.

## 184. Complete ATARI 1200xl system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 07:15:48 UTC
From: fritsky@remus.rutgers.edu
Message-ID: <May.6.03.15.47.1993.27990@remus.rutgers.edu>
Source record: 23045
Cross-posted to: comp.sys.atari.advocacy,misc.forsale

```
COMPLETE ATARI 1200xl SYSTEM TO Best Offer
includes:
ATARI 1200xl
2 1050 5 1/4 Disk Drives
OKIDATA COLOR PRINTER
Tape Drive (broken)
A dozen cartridges: BASIC, Pilot, Galaxia, Centipede, and more
Dozens of games and programs on disks
Flight Simulator, Space Shuttle Simulator, Spy vs. Spy, many more with original
boxes and manuals.
All cables and manuals included.

Name your price. SERIOUS INQUIRES ONLY!!!!
+s/h

mail to fritsky@remus.rutgers.edu
```

## 185. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 09:19:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1sal7mINN96h@golem.wcc.govt.nz>
Source record: 23122
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May5.221150.13751@infodev.cam.ac.uk>, cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
>|>
>|> It can't even do CRC checks on Data only Sum Checks, gee how outdated can you
>|> be, also its so slow it can't read HD 1.4 meg disks, they had to slow down
>|> the disk drive on the 4000, it runs at 150 rpm.....
>|>
>|> No one in the right mind uses Sum Checks on valuable data, but then do
>|> Amigaoids have right minds......
>
>This is ridiculous, The AmigaDOS OFS format is one of the most secure formats in
>existance.

I am a Computer Eng and for one thing, you NEVER EVER USE SUM CHECKS on VALID DATA, so I don't think you know what you are on about..

>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
>track, how outdated can you be?

NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga has PLUS CRC data checking...beat that ..

Plus we can Format 10/11 sector disk with external programs..

Facts man just facts..

>Chris Brown

Roger.............. sheppard_r@kosmos.wcc.govt.nz

## 186. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 14:00:21 UTC
From: njale@dhhalden.no
Message-ID: <njale.89.736696821@dhhalden.no>
Source record: 23123
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1sal7mINN96h@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
>>track, how outdated can you be?
>
>
>NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
>has PLUS CRC data checking...beat that ..
>
>Plus we can Format 10/11 sector disk with external programs..
>
>Facts man just facts..
>
>
How can a system that only handles one disk-format (IBM) be superior to a
system that handles numerous (including IBM) ?

What so great about CRC when it doesn't prevent write-errors?
Just wondering.

NjE

## 187. test message

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 14:36:42 UTC
From: dogbowl@acme.gen.nz
Message-ID: <9305061436.AA8749.V1.4@acme.gen.nz>
Source record: 23120
Cross-posted to: alt.znet.aeo,comp.sys.atari.advocacy

```
Testing AEO mail list -> news gateway at dogbox.acme,gen.nz
```

## 188. tet message

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 14:37:27 UTC
From: dogbowl@acme.gen.nz
Message-ID: <9305061437.AA8754.V1.4@acme.gen.nz>
Source record: 23121
Cross-posted to: alt.znet.pc,comp.sys.atari.advocacy

```
Testing Z*NET mail list -> news gateway at dogbox.acme.gen.nz
```

## 189. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 14:51:24 UTC
From: bdiederi@flute.calpoly.edu
Message-ID: <1993May06.145124.183414@zeus.calpoly.edu>
Source record: 23124
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <njale.89.736696821@dhhalden.no> njale@dhhalden.no (NJAL EIDE) writes:
>In article <1sal7mINN96h@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>
>>>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
>>>track, how outdated can you be?
>>
>>NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
>>has PLUS CRC data checking...beat that ..
>>
>>Plus we can Format 10/11 sector disk with external programs..
>>
>>Facts man just facts..
>>
>How can a system that only handles one disk-format (IBM) be superior to a
>system that handles numerous (including IBM) ?

My ST can fromat from 360K to 1.66MB per floppy, depending on the
Tracks/Sector combinations... IBM can't read 'em all... ;)
However, most people will agree that the IBM is almost the standard in
disk format (I mean most programs/data are written on them!) WHY would
you want a different format unless you were planning on living under a
rock and not exploring the world! (My friend uses my ST to sector-edit
his IBM files and games).

Besides, one format makes life easier for Software Developers and
programmers alike.

>
>What so great about CRC when it doesn't prevent write-errors?
>Just wondering.
>
>NjE
>

## 190. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 15:03:50 UTC
From: bjgrier@bnr.ca
Message-ID: <C6M1uE.9BL@news.rich.bnr.ca>
Source record: 23125
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May5.221150.13751@infodev.cam.ac.uk>, cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
|> In article <1s8c7aINN4rk@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> |> In article <C6I4v6.3JC@cck.coventry.ac.uk>, csg019@cch.coventry.ac.uk (-~=Zaphod=~-) writes:
|> |> >In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:
|> |> >
|> |> >>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
|> |> >a lot faster than scanning the entire disk. Only 512 bytes of data is stored
|> |> >for each filename unless it is a massive file. Traversing this is very quick
|> |>
|> |>
|> |> ONLY 512 bytes for every File Name, gee how in the hell do you get Data on your
|> |> Disks..??
|> |>
|>
|> Look at it this way, if you loose a directory block on an AmigaDOS disk, you can
|> loose 1 file. How many files do you loose on an ST disk if a directory block gets
|> corrupted?
|>
|> |>
|> |> >
|> |> >Also the blitter is used to decode the track data *not* the 680x0. This makes
|> |> >is very fast. Far more versatile than the outdated WD1771 could evedr be.
|> |> >You can have the best of both worlds - MFM and GCR.
|> |>
|> |>
|> |> It can't even do CRC checks on Data only Sum Checks, gee how outdated can you
|> |> be, also its so slow it can't read HD 1.4 meg disks, they had to slow down
|> |> the disk drive on the 4000, it runs at 150 rpm.....
|> |>
|> |> No one in the right mind uses Sum Checks on valuable data, but then do
|> |> Amigaoids have right minds......
|>
|> This is ridiculous, The AmigaDOS OFS format is one of the most secure formats in
|> existance.
|>
|> On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
|> track, how outdated can you be?
|>
|> Chris Brown

Every once in a while we do swap information with people that own clones, and in that area you must have 9 sectors per 720k disk and 18 sectors per 1.44meg disk. But I normally format my disks with more than the standard number of sectors and tracks. This nicely provides security from an IBM user taking stuff snooping around my collection of disks at work. :)

I can read all of his 3.5" disks but the same is not true.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

## 191. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 15:43:27 UTC
From: bjgrier@bnr.ca
Message-ID: <C6M3oG.9yI@news.rich.bnr.ca>
Source record: 23126
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <njale.89.736696821@dhhalden.no>, njale@dhhalden.no (NJAL EIDE) writes:
|> In article <1sal7mINN96h@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
|> >
|> >>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
|> >>track, how outdated can you be?

The same reason you waste .5k per file, you have to store the directory
information someplace. Granted the Amiga method is more efficient for floppies
with few files on it, but it is not interchangable with other micro processors
platforms.

|> >
|> >
|> >NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
|> >has PLUS CRC data checking...beat that ..
|> >
|> >Plus we can Format 10/11 sector disk with external programs..
|> >
|> >Facts man just facts..
|> >
|> >
|> How can a system that only handles one disk-format (IBM) be superior to a
|> system that handles numerous (including IBM) ?

Please define numerous. Are you referring to MFM and GCR, which is two
physical formats. Are you referring to the ability to handle more than
IBM 360k, 720k and 1.44meg formats, which is also more than 1 format.

How about the following:
Capacity Sides Tracks Sectors
360k 2 40 9
364k 1 81 9
368k 1 82 9
360k 1 80 9
400k 1 80 10
404k 1 81 10
409k 1 82 10
440k 1 80 11
444k 1 81 11
449k 1 82 11
720k 2 80 9
728k 2 81 9
736k 2 82 9
800k 2 80 10

808k 2 81 10
816k 2 82 10
880k 2 80 11
888k 2 81 11
896k 2 82 11
1440k 2 80 18
1449k 2 81 18
1458k 2 82 18
1520k 2 80 19
1529k 2 81 19
1538k 2 82 19
1600k 2 80 20
1609k 2 81 20
1618k 2 82 20

Now if you consider all these as formats, then Atari's support a lot more than 1 disk format under TOS-2.06. TOS 1.xx does not support the HD drives without add-on software. If you do not consider all these as formats that is your perogative, but please be a little more specific in the future.

With the add-on hardware of Spectre GCR all GCR coded disks are available, though no one has bothered to write a driver to decode Amiga disks. (The corallary to the old law of supply and demand: if there is no demand why bother to supply)

|>
|> What so great about CRC when it doesn't prevent write-errors?
|> Just wondering.
|>
|> NjE
|>

It will let you know that when you wrote to the disk that there was a media error and you can change disks and rewrite your file, so you do not have bad backups. It will also let you know if your disk has been corrupted since you wrote it. Typically I believe it is good to know that you have a problem with your media. Though you can disable write verify on your floppies I do not recommend it.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

## 192. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 16:39:11 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993May6.163911.4001@ultb.isc.rit.edu>
Source record: 23127
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article sheppard_r@kosmos.wcc.govt.nz writes:
>In article cpb1001@phx.cam.ac.uk (C.P. Brown) writes:

>I am a Computer Eng and for one thing, you NEVER EVER USE SUM CHECKS on VALID
>DATA, so I don't think you know what you are on about..
>
>NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
>has PLUS CRC data checking...beat that ..

oooooo...I'm so impressed. Eleven character filenames, ooooooo! :-)
Standard IBM format is NOT better than anything the Amiga has... time to
use your Comp. Eng. knowledge to find out about it. OFS, FFS, DCFS...
any meaning to you?

>Plus we can Format 10/11 sector disk with external programs..

Yuk,yuk,yuk snort! :-)

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

## 193. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 17:21:35 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May6.172135.9925@ugle.unit.no>
Source record: 23128

In article <1sal7mINN96h@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> In article <1993May5.221150.13751@infodev.cam.ac.uk>, cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
> >|>
> >|> It can't even do CRC checks on Data only Sum Checks, gee how outdated can you
> >|> be, also its so slow it can't read HD 1.4 meg disks, they had to slow down
> >|> the disk drive on the 4000, it runs at 150 rpm.....
> >|>
> >|> No one in the right mind uses Sum Checks on valuable data, but then do
> >|> Amigaoids have right minds......
> >
> >This is ridiculous, The AmigaDOS OFS format is one of the most secure formats in
> >existance.
>
> I am a Computer Eng and for one thing, you NEVER EVER USE SUM CHECKS on VALID
> DATA, so I don't think you know what you are on about..

OK, pop quiz: Have you ever used an Amiga? Have you ever lost data due to the Amiga file system? 'cos I haven't, and I've been using it since '87.

> >On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
> >track, how outdated can you be?
>
> NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
> has PLUS CRC data checking...beat that ..

Far better? Far less data per disk, sure. Eleven character filenames, sure. If i wanted a PC file system, I'd buy a PC.

> Plus we can Format 10/11 sector disk with external programs..

Really? We can format 11 sectors/track from Workbench... Can you get 880k per disk with your 10/11 sector disks? Does your filesystem allow more than 8 chars +3 char extender for filenames? Eleven character filenames were outdated when the 8-bit Ataris came out (God knows why Atari chose to keep them...)

> Facts man just facts..

*heh* yeah, you take the fact that you have 720k per disk and eleven character filenames, PLUS the fact that you use the PC filesystem (THIS is an advantage? Thank you, I'd prefer trusting my data to an amnesiac with Alzheimer's), and say the ST's fs is better than the Amiga's? *sigh* go back to your sheep.

> >Chris Brown

> Roger..... sheppard_r@kosmos.wcc.govt.nz

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 194. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 18:19:47 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May6.181947.11206@ugle.unit.no>
Source record: 23129

In article <C6M1uE.9BL@news.rich.bnr.ca>, bjgrier@bnr.ca (Brian Grier) writes:

> Every once in a while we do swap information with people that own clones, and
> in that area you must have 9 sectors per 720k disk and 18 sectors per 1.44meg
> disk. But I normally format my disks with more than the standard number of
> sectors and tracks. This nicely provides security from an IBM user taking stuff
> snooping around my collection of disks at work. :)
>
> I can read all of his 3.5" disks but the same is not true.

Same goes for me. And every other Amiga owner with AmigaDOS 2.1 and above or a
3rd-party MS-DOS disk reader (there's even a PD one :)

> Brian, WS1S (ST/TT User/Developer)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 195. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 18:29:36 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May6.182936.11401@ugle.unit.no>
Source record: 23130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <C6M3oG.9yI@news.rich.bnr.ca>, bjgrier@bnr.ca (Brian Grier) writes:
> In article <njale.89.736696821@dhhalden.no>, njale@dhhalden.no (NJAL EIDE) writes:
> |> In article <1sal7mINN96h@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> |> >
> |> >>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
> |> >>track, how outdated can you be?
>
> The same reason you waste .5k per file, you have to store the directory
> information someplace. Granted the Amiga method is more efficient for floppies
> with few files on it, but it is not interchangable with other micro processors
> platforms.

No, but the Amiga can format, read and write MS-DOS (and, of course, ST) disks.

> |> >NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
> |> >has PLUS CRC data checking...beat that ..
> |> >
> |> >Plus we can Format 10/11 sector disk with external programs..
> |> >
> |> >Facts man just facts..
> |> >
> |> >
> |> How can a system that only handles one disk-format (IBM) be superior to a
> |> system that handles numerous (including IBM) ?
>
> Please define numerous. Are you referring to MFM and GCR, which is two
> physical formats. Are you referring to the ability to handle more than
> IBM 360k, 720k and 1.44meg formats, which is also more than 1 format.

He's referring to the ability of reading PC, ST and native Amiga disks (DD and
HD). Plus of programming your own sectors/track, tracks/disk *yawn*

[...]

> Now if you consider all these as formats, then Atari's support a lot more
> than 1 disk format under TOS-2.06. TOS 1.xx does not support the HD drives
> without add-on software. If you do not consider all these as formats that
> is your perogative, but please be a little more specific in the future.

Sure, but the Amiga can be programmed to read more/fewer tracks/sectors as
necessary, simply by adding a new device handler. I'd assume it can read all the
formats you mention (since they don't rely on variable-speed drives, and are all
MFM-encoded). Plus, of course GCR blah blah blah.

> With the add-on hardware of Spectre GCR all GCR coded disks are
> available, though no one has bothered to write a driver to decode Amiga
> disks. (The corallary to the old law of supply and demand: if there is no
> demand why bother to supply)

Amiga disks are MFM coded. And, of course, since the Amiga reads and writes ST disks very simply, why would you want to have some complex hack to allow the ST to read/write Amiga disks?

> |> What so great about CRC when it doesn't prevent write-errors?
> |> Just wondering.

> It will let you know that when you wrote to the disk that there was a
> media error and you can change disks and rewrite your file, so you do
> not have bad backups. It will also let you know if your disk has been
> corrupted since you wrote it. Typically I believe it is good to know
> that you have a problem with your media. Though you can disable write
> verify on your floppies I do not recommend it.

*shrug* again, I've never had a problem with lost files; I did have a screwed-up disk once (no-name cheep one... Never bought those again :), and the OS returned a "Disk screwed. Waste it" message. So what's the big deal?

> Brian, WS1S (ST/TT User/Developer)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 196. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 19:24:43 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C6MDx7.D6r@ecf.toronto.edu>
Source record: 23131
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
> 400k 1 80 10
> 404k 1 81 10
> 409k 1 82 10
> 440k 1 80 11
> 444k 1 81 11
> 449k 1 82 11
> 720k 2 80 9
> 728k 2 81 9
> 736k 2 82 9
> 800k 2 80 10
> 808k 2 81 10
> 816k 2 82 10
> 880k 2 80 11
> 888k 2 81 11
> 896k 2 82 11
```

Hey! You missed the 12 sector/track formats!! :)
I usually (if I reeeelly need the space) format to about 912 k...
(82 tracks, 12 sectors)!

Vaya con Dios,
AcEzE.

.sig deleted by admin!

## 197. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-06 19:38:23 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C6MEJz.Ens@ecf.toronto.edu>
Source record: 23132

[whole lotta stuff deleted]
> > Plus we can Format 10/11 sector disk with external programs..
>
>Really? We can format 11 sectors/track from Workbench... Can you get 880k per
>disk with your 10/11 sector disks? Does your filesystem allow more than 8 chars

Errrm, I can get MORE out of my disks than 880k..... Just format using
12 sectors..... Works fine by me.... Never screwed up on me.... Gets me
9xx k (can't remember the numbers exactly)..... What the hell is the big deal
ANYWAY???

Vaya con Dios,
AcEzE.

.sig deleted by admin!

## 198. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 00:50:45 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <aVm63B9w165w@cyberden.sf.ca.us>
Source record: 23037
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

COmp.sys.atari.advocacy?

hmmm

also, re 100 sprites on 7800..

wellllllllllll :) Ever see the ou5soft demo?

counting up colored sprites, there are only 10, but counting TRUE
"sprites", there are 29 .. at least! :)

that aint too bad for a computer that actually only has >5!<

and NO, they arent all seperated vertically on the screen! 8 of them!
(the 8 3-colored ones = 24 true plaer/missles!) are all bouncing around
in the same location on the screen!

RIGHT SMACK DAB IN THE MIDDLE of >3< graphics modes per scanline!

wowowowoowoww1!!!!!! id like to see some of those games developed by
our5oft..

that reminds me, i still need to write them! :)

>>> phbill@cyberden.sf.ca.us <<<

## 199. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 01:10:48 UTC
From: lazarus@mits.mdata.fi
Message-ID: <lazarus.736737048@mits>
Source record: 23133

eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:

>OK, pop quiz: Have you ever used an Amiga? Have you ever lost data due to the
>Amiga file system? 'cos I haven't, and I've been using it since '87.

1. I have (I know this quiz wasn't meant for me, but I just can't pass one)
2. I have. Let me clarify:

In January, this year, I still owned an A1200. I was downloading a file from
a local BBS. One of the files wouldn't come. JR-Comm informed me cheerfully
' Asyncronous write error', so I quit the d/l and exited. I went to my
download directory, and tried to delete the file. All I got, was ' Sorry, bud.
No can do.' I tried to get a directory listing; no dice.

'OK' I thought, 'let it be. I try to rmember not to access that file, since it
is broken. So, I tried to run some other program (I don't remember, what), but
it also had stopped working. I tried others, many of them didn't work anymore.

So I salvaged all I could, which wasn't much, since I couldn't get directory
listings from many dirs. I couldn't use Diskmaster etc. for that reason. I
couldn't use wildcards for that reason. I just had to remember each file name,
and copy them to another partition individually. I managed to salvage about
10%. Well, a week later I didn't own the A1200, anymore.

Lazarus
--
_____ DISCLAIMER:
! Lasse Saikkonen ! Food for the mind: ! My employers would be eager to
! lazarus@mits.mdata.fi ! " I'm vamoosing " ! have my opinions as their
----------------------------------------------- official policy, if I had any.

## 200. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 02:44:05 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1scidlINNdjb@golem.wcc.govt.nz>
Source record: 23134
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

] >On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors
] >per track, how outdated can you be?

PC's use 9-sectors, they are hardly outdated!

I can quite happily format 1 to 11 sectors per track (inclusive)
1 to 82 tracks per disk (inclusive)
1 or 2 sides per disk!

So, I can easilly format my disks to over 900K!

] No, but the Amiga can format, read and write MS-DOS (and, of course, ST)

Not without additional software though!

## 201. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 03:01:07 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.736743667@pv0a27.vincent.iastate.edu>
Source record: 23136
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

<<< a bunch of people arguing about whose floppy is better >>

just trying to get this thread out of comp.sys.atari.8bit
(isn't this what the .advocacy group was created for?)
--
Todd Greenfield
tgreen@iastate.edu

## 202. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 03:07:01 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1993May7.030701.13283@thunder.mcrcim.mcgill.edu>
Source record: 23135
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

This was quite funny at first, but now I think it's just gone plain stupid.

In article <1993May6.182936.11401@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>
>No, but the Amiga can format, read and write MS-DOS (and, of course, ST) disks.
>

Next time you log on, please remember to plug your brain in. You (and other Amigoids) seem to make a whole point about how you have an OS that does it all for you ... well, I'll tell you what : It stinks !!
You can read ST/DOS disks ? well so can *ANY* computer that can read a floppy. Just because those who wrote the OS thought of a specific way of representign the data, does not mean the entire computer must work with that. If I knew what the disk format was on the Amiga, I could write the driver myself. Sure, it'll be slower because I won't be using specific hardware, but it'll work just the same.
The fact that the OS does everything goes to show how incompetent you guys are in writing software. If commodore didn't put it in, then no one will !
What a strange way of thinking ...
And disk formats isn't the only thing like that. Just take the 4096 colors you guys always brag about. Well, if on my ST (Which allows only 16 colors out of 512) I can display 512 colors anyways, why don't you try having those 4000 colors without using what's provided to you. go into the lower modes, and try to write something that will allow you to have more colors and/or lines. Could YOU write an overscan for the amiga, or is setting your video controler to that pre-chewed mode the only thing you can do ?

So please, if your computer does more, it's not because it's better. It's just because others have thought it out so your poor mushy brain won't have to. Hardly anything to be proud about.

>Sure, but the Amiga can be programmed to read more/fewer tracks/sectors as
>necessary, simply by adding a new device handler. I'd assume it can read all the
>formats you mention (since they don't rely on variable-speed drives, and are all
>MFM-encoded). Plus, of course GCR blah blah blah.

wow ! what an achievement ! getting a controlleer that can access X sectors to read less than that ! Gee, you sound like a genius ! Care to tell us how to obtain such greatness ?

>Amiga disks are MFM coded. And, of course, since the Amiga reads and writes ST
>disks very simply, why would you want to have some complex hack to allow the ST
>to read/write Amiga disks?

Again, why do you think it can read them ? because the "complex hack" has
been dne by people who knew you'd be incapable of doing it yourself.

>*shrug* again, I've never had a problem with lost files; I did have a screwed-up
>disk once (no-name cheep one... Never bought those again :), and the OS returned
>a "Disk screwed. Waste it" message. So what's the big deal?
>

Never did I. But maybe if you had the check, then you could have known
before the entire disk was good for the trash bin, and saved everything
except the last one written (The one that screwed things up).

Patrick.

## 203. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 08:39:39 UTC
From: thwang@mentor.cc.purdue.edu
Message-ID: <C6nEq4.I60@mentor.cc.purdue.edu>
Source record: 23038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.030701.13283@thunder.mcrcim.mcgill.edu> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>
>This was quite funny at first, but now I think it's just gone plain stupid.

>Next time you log on, please remember to plug your brain in. You (and other
>Amigoids) seem to make a whole point about how you have an OS that does it
>all for you ... well, I'll tell you what : It stinks !!

First, I think this topic has gone too far. I personally feel that
it does not belong here. Please take it to the .advocacy group.

Secondly, I personally do own an Commodore A4000/040 as well and I
find your generalization of "Amigoids" as people who takes prides
in havind "OS that does it all for you ..." as being rude. Maybe another
Commodore user had started the whole argument, but who knows by now.

As I said before, I think this topic should move on to
the .advocacy group COMPLETELY now.

-TKH '93

## 204. Re: MACophiles and Amigoids, please go awa

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 10:32:55 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1sddsn$c1k@golf.cc.strath.ac.uk>
Source record: 23039
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

I think people aren't getting the jist of this continued post. It's not even cross-posted to the advocacy group. This post is, to maybe the next person could delete the comp.sys.atari.st bit, and let us alone :)

Dave.

---

o=============================================o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o=============================================o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o=============================================o +----+

## 205. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 11:00:27 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1sdfgb$d8k@golf.cc.strath.ac.uk>
Source record: 23040

In article 736743667@pv0a27.vincent.iastate.edu, tgreen@iastate.edu (Todd Greenfield) writes:

> << a bunch of people arguing about whose floppy is better >>
>
>just trying to get this thread out of comp.sys.atari.8bit
>(isn't this what the .advocacy group was created for?)

Ah ha, that's what I've been saying for a long time, but posters at comp.sys.atari.st (are you reading this ?) seem to think anything's fair game there (grrrrrrr !).

I'd just like to make a few comments about Atari:

1. I don't care what ANY person says about Atari ST's or other computers, I think my ST is great.
2. Atari did well in 1986 to produce a neat computer. By neat I mean, when I'm programming on it, I feel at home.
3. Classic Car Syndrome: I have an original 520ST, upgraded inside, new leather seats ... etc. The suspensions the same, and I plan to widen the boot (no pun --- I'm refering to memory :).

I LOVE DRIVING IN MY CAR - madness.

Dave.

PS: 4. Slag me if you like --- I'm in a foul mood at the mo. !!
5. Support me if you like --- no harm in enjoying what you have :)
6. I support Atari, even though at the moment, it could do with a shake of its corporate shoulders ... their computers are NICE.

---

o=============================================o +-----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o=============================================o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o=============================================o +-----+

## 206. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 12:14:09 UTC
From: njale@dhhalden.no
Message-ID: <njale.90.736776849@dhhalden.no>
Source record: 23041

In article <C6M3oG.9yI@news.rich.bnr.ca> bjgrier@bnr.ca (Brian Grier) writes:
>|> How can a system that only handles one disk-format (IBM) be superior to a
>|> system that handles numerous (including IBM) ?
>
>Please define numerous. Are you referring to MFM and GCR, which is two
>physical formats. Are you referring to the ability to handle more than
>IBM 360k, 720k and 1.44meg formats, which is also more than 1 format.
>

(Sigh. Could that really be misunderstood.)
The Amiga reads both ST/PC-disks and off course Amiga-disks. In addition you can mount various filehandlers and read various Unix-format disks. OK ? Soon a Mac filehandler will be available as well. And the beauty of a filehandlers is that it's totally transparant. Applications will never know that they just loaded a file from a PC/UNIX/Mac-disk.

>With the add-on hardware of Spectre GCR all GCR coded disks are
>available, though no one has bothered to write a driver to decode Amiga
>disks.

Off course you can buy new hardware. But I was comparing the two systems as is, and with that in mind, there shouldn't be (but still is) much discussion about which is the most flexible.

>|> What so great about CRC when it doesn't prevent write-errors?
>|> Just wondering.

>It will let you know that when you wrote to the disk that there was a
>media error and you can change disks and rewrite your file, so you do
>not have bad backups. It will also let you know if your disk has been
>corrupted since you wrote it. Typically I believe it is good to know
>that you have a problem with your media. Though you can disable write
>verify on your floppies I do not recommend it.
>
Just as if the Amiga won't let you verify disks. And still, if you for some obscure reason shouldn't trust native Amiga-format, then use the "superior" PC-format. That is the beauty of having a choice.

And it really sounds suspect when at same time as talking about disk-security, boosts about beeing able to format disk 81/82 through some 3-party disk-hack. I guess you'll continue doing that the day your disk-head gets stuck.

NjE

>Brian, WS1S (ST/TT User/Developer)
>Bell Northern Research

>Research Triangle Park, NC

## 207. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 13:28:46 UTC
From: csg019@cch.coventry.ac.uk
Message-ID: <C6ns42.Cs0@cck.coventry.ac.uk>
Source record: 23056
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s8gtuINNbra@news.u.washington.edu> billiksh@carson.u.washington.edu (Shoshana Billik) writes:
>If the blitter can decode MFM and GCR, then why can't AMAX read Mac disks
>without a Mac drive?

I may not be right on this one (so no flames please), but i belive that Mac disk drives spin at different speeds depending on where the disk head is (ala CD-ROM).

If it was MFM or GCR the Amiga would be able to read it.

-Steve,

--
**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********
* There is the law of GRAVITY, there is the law of CONSERVATION, there is the *
* law of DREDD. You can break the first two, but the last one plays for keeps!*
**********- 2000AD on Judge Dredd.*******

## 208. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 13:57:15 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May7.135715.23852@ugle.unit.no>
Source record: 23042

In article <1scidlINNdjb@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
> ] >On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors
> ] >per track, how outdated can you be?
>
> PC's use 9-sectors, they are hardly outdated!

Do you really believe this? Please say you don't...

> I can quite happily format 1 to 11 sectors per track (inclusive)
> 1 to 82 tracks per disk (inclusive)
> 1 or 2 sides per disk!
>
> So, I can easilly format my disks to over 900K!

Sounds good, I didn't know this. Of course, the Amiga can format disk up to track 81/82 (not sure) as well ;)

> ] No, but the Amiga can format, read and write MS-DOS (and, of course, ST)
>
> Not without additional software though!

YES without additional software! It's INCLUDED on the WORKBENCH (in the current versions of the OS).

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 209. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 14:18:41 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1993May7.141841.13081@thunder.mcrcim.mcgill.edu>
Source record: 23044
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Well, I think I should apologize for my previous post. I was not quite aware of the kind of people I was refering to.
After many hours of wondering why they even bother posting here, I decided to make a little trip down to their place : comp.sys.amiga.advocacy.
It was, how should I say ? weird. Yes, just plain weird. There were a number of threads (Not too many). The main one was debating between the Amiga and PC's, almost along the same lines as here. Another was criticizing the QUERTY keyboard, and others were comparing "old technology" with the new one (Like the PET and C64 !!). Others were wondering who in their midst will be the last one to post on their group. One even posted an article (Subject : Amiga is #1) and says quite frankly that he posted it so it'll start a new flame thread, and behold ! It's working !!
But one thing that *really* shocked me, was to see that there was no thread on the ST! Sure, it may be that during a Amiga-PC debate, one would go "Oh, and the ST sucks by the way" out of nothingness, but there were no major attacks. So, we just happen to have amongst us those frustrated ones who feels they cannot let a platform untouched by them.

I'm sure not all Amiga owners are like that. I know some who are very aware of what the different systems can and cannot do, including their own. I think we're just unlucky. I mean, here they are, posting in our group about how their new A1200 (Which came out when ? less than a year ago ?) with our 520ST (First released back in '85, so the design is even older).
They might as well be comparing the ZX81 with the latest from SUN. Has anyone noticed that they *never* flame about the TT, just because they know it's more powerful than the ST, and thus they can't say much bad about it?

And I will reiterate my previous post saying that the power of a computer is not the same as that of the OS it has. I totally agree the ST's desktop sucks real bad, but there are alternatives. If your Amiga OS allows you to read all disk formats, then good. Ours doesn't simply because we never needed it, and so no one ever wrote anything to do so. Generally speaking, the ST does not have as much as the Amiga when you buy it, but it doesn't mean you *can't* have it, just that you're not forced to pay for something if you're never going to use it. How many Amiga users run their WP in full 4096 color mode ? OK, maybe they will use it for games, but that's about it. And if you don't want to play games, you bought an expensive piece of hardware for no reason whatsoever.
Sure, you'll say "But if we want to use something, we don't have to go anywhere, because it's already in there". I agree. But on the ST, if you wanted it from the start, you would have bought the required hardware along with the machine. And what you don't need, you don't pay for.

I've had my ST for 6 years now, and I still like it a lot. It seems, however, that most Amiga owners feel they have to buy the newest release everytime. Many of you say you've had (And probably still have) the 500, 3000 and now the 1200, plus all the others whose number I don't remember (Why can't Amiga get those number to grow, and not jump up and down randomly).
If the computer had indeed been well made, you wouldn't have to change it every year. No one with an ST (At least no one with a sane mind) would have sold it to get the STe. Not enough difference. Buying a TT or Falcon is another matter. They're way more powerful than the STfm, and thus are good reasons for changing.

Anyways, I'm sick of those wars. They're stupid, pointless, and make it look like all Amiga owners are nerds, when that really isn't the case. Just a couple of them (There are Atari nerds I'm sure, but they keep silent)

Patrick.

## 210. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 14:26:16 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May7.142616.24673@ugle.unit.no>
Source record: 23043
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.030701.13283@thunder.mcrcim.mcgill.edu>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>
> This was quite funny at first, but now I think it's just gone plain stupid.

Congratulations. This post has got to be THE most incredibly brain-dead drivel I have EVER read. I just hope to God Dr. Kevorkian drops by your wing of the asylum.

> So please, if your computer does more, it's not because it's better. It's
> just because others have thought it out so your poor mushy brain won't
> have to. Hardly anything to be proud about.

I think this sums you up fairly well. What are you doing with an ST? I mean, it has BUILT-IN routines, right? I mean, you wouldn't be caught DEAD calling an AES routine, now would you? No, I guess you'd rather program the 68000 in microcode, using a 5v power supply and pencil and paper (wel HELL what do you want memory chips for?)

> Again, why do you think it can read them ? because the "complex hack" has
> been dne by people who knew you'd be incapable of doing it yourself.

I assume, of course, that when your ST boots up, it uses your own disk loading routine, hand-fed in at boot time by you setting individual bits of memory.

> >*shrug* again, I've never had a problem with lost files; I did have a screwed-up
> >disk once (no-name cheep one... Never bought those again :), and the OS returned
> >a "Disk screwed. Waste it" message. So what's the big deal?
>
> Never did I. But maybe if you had the check, then you could have known
> before the entire disk was good for the trash bin, and saved everything
> except the last one written (The one that screwed things up).

Actually, that's what happened. I didn't lose any data; I just saved to another disk, and that was that.

> Patrick.

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 211. Atari ST sells 150.000 units recently ?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 16:43:20 UTC
From: endres@ifi.uio.no
Message-ID: <1993May7.164320.14809@ifi.uio.no>
Source record: 23046

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nice?

ok... now to my letter... ;-)

Hi!

I just popped into this newsgroup to see how everything is going..

Now to my question... I read on the cover of ST User / ST Format that
the ST sold 150.000 units recently..

Is this true?

Has this something to do with the lowering of the price on ST?
Here in Norway you can pick up ST's now at a very good price..

well..well.. :-)

Are there beeing produced many new games on the ST nowadays?
If those rumors about St's beeings sold are true, it would renew
developers interest in games-programming on ST..

I just remembered reading in one of my amiga mags that Dino Dinis Goal
were advertised for the Amiga and the ST...
(Advertised for no other than those two... but versions will come for other
machines i think...But looks like Amiga/St get it first.)

Greetings from a friendly Amiga-user .

____ ____
/ __/ / __/ Contact me : Endre Stray - endres@ifi.uio.no
/ /_ / /_
/ __/ /_ / .....

```
/ /_ __ __/ / Me and my little A1200 are getting along just fine:)
/___/ /_/ /___/
```

## 212. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 17:53:07 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993May7.175307.23878@ultb.isc.rit.edu>
Source record: 23047
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.030701.13283@thunder.mcrcim.mcgill.edu> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>
>This was quite funny at first, but now I think it's just gone plain stupid.

As advoacy threads are prone to do. :-)

>In article <1993May6.182936.11401@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>>
>Next time you log on, please remember to plug your brain in. You (and other
>Amigoids) seem to make a whole point about how you have an OS that does it
>all for you ... well, I'll tell you what : It stinks !!

No it doesn't, its professional, supported software. Something you're
not used to on the Atari? :-) :-) :-)

>You can read ST/DOS disks ? well so can *ANY* computer that can read a
>floppy. Just because those who wrote the OS thought of a specific way of
>representign the data, does not mean the entire computer must work with
>that. If I knew what the disk format was on the Amiga, I could write the
>driver myself. Sure, it'll be slower because I won't be using specific
>hardware, but it'll work just the same.

No it won't.. does TOS have replaceable disk drivers? Probably not.
I seriously can't believe that ANY Atari user thinks like you do,
who WOULDN'T want the OS to automatically support these features?

>The fact that the OS does everything goes to show how incompetent you guys
>are in writing software. If commodore didn't put it in, then no one will !
>What a strange way of thinking ...

Actually, it shows how ignorant you are. Like MultiDOS for the
falcon, many of the OS enhancements though the years have been sparked
by third party products. Arexx, CrossDOS, arp.library, etc, etc...

>And disk formats isn't the only thing like that. Just take the 4096 colors
>you guys always brag about. Well, if on my ST (Which allows only 16 colors
>out of 512) I can display 512 colors anyways, why don't you try having
>those 4000 colors without using what's provided to you. go into the
>lower modes, and try to write something that will allow you to have more
>colors and/or lines. Could YOU write an overscan for the amiga, or is
>setting your video controler to that pre-chewed mode the only thing you
>can do ?

You REALLY need an education. Dynamic hires, SHAM, PCHG, and assorted other display tricks. GO back to your 512 color atari and enjoy your ignorance. If you really think doing everything yourself is such an advantage, why dont you throw out your 1040 or whatever and get an atari 2600... you dont need a keyboard of course, just use the joystick buttons... only incompetent people need a keyboard. duh.

>So please, if your computer does more, it's not because it's better. It's
>just because others have thought it out so your poor mushy brain won't
>have to. Hardly anything to be proud about.

Whatever dude.

>wow ! what an achievement ! getting a controlleer that can access X sectors
>to read less than that ! Gee, you sound like a genius ! Care to tell us
>how to obtain such greatness ?

Easy, GET A CLUE. Do you know anything about the Amiga's floppy disk system? With all your bragging, I bet you couldn't even write an Amiga MFM disk loader.

>Again, why do you think it can read them ? because the "complex hack" has
>been dne by people who knew you'd be incapable of doing it yourself.

This incompentent tint again. Why do you use TOS? Why not write your own OS, since otherwise you'd be "incompetent".

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

## 213. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 19:09:28 UTC
From: Werenfried Spit <SPIT@EVALUN11.BITNET>
Message-ID: <93127.140928SPIT@EVALUN11.BITNET>
Source record: 23052
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1scidlINNdjb@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) says:
>
>] >On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors
>] >per track, how outdated can you be?
>
>PC's use 9-sectors, they are hardly outdated!
PC's are outdated since their introduction. If you want to defend an ST by pointing out its similarities to a PC you're a long way from home.

## 214. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 21:25:09 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993May7.212509.2210@infodev.cam.ac.uk>
Source record: 23048
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
In article <1scidlINNdjb@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells)
writes:
|> ] >On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors
|> ] >per track, how outdated can you be?
|>
|> PC's use 9-sectors, they are hardly outdated!

I disagree. PC's are extremely outdated IMHO.

|>
|> I can quite happily format 1 to 11 sectors per track (inclusive)
|> 1 to 82 tracks per disk (inclusive)
|> 1 or 2 sides per disk!
|>
|> So, I can easilly format my disks to over 900K!
|>
|> ] No, but the Amiga can format, read and write MS-DOS (and, of course, ST)
^^^^^^
|>
|> Not without additional software though!

Not true, unless AmigaDOS counts as 'additional software' :-)

Chris Brown
```

## 215. Advocacy groups. Was: Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 21:31:20 UTC
From: rb10006@phx.cam.ac.uk
Message-ID: <1993May7.213120.2455@infodev.cam.ac.uk>
Source record: 23049

(Please note: have changed title to something more relevant, and altered groups).

In article <1993May7.141841.13081@thunder.mcrcim.mcgill.edu>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:

[lots of stuff about comp.sys.amiga.advocacy deleted]

Yes c.s.amiga.a is pretty weird, mostly due to the efforts of three people, none of whom own Amigas...

Marc Barrett (Mac)
Dan Stephenson (PC)
Jerry Schekel (PC).

Now, you Atari people may object to us Amiga owners posting here, because it messes up your newsgroup, but you can't object HALF as much as we do to these people...

Next time you take a look at c.s.amiga.a, don't look at anything posted by them, or anything posted as a follow-up to anything posted by them. The group will instantly make a lot more sense, and become a lot less "weird". (I know it's difficult to sort out which are the follow-ups, but have a go... :-) )

Anyway, just hope that people like that never discover your newsgroup. At the moment, it's quite nice here :-)

I apologise for the lack of relevence to the newsgroup, but someone DID post here criticising c.s.amiga.a. I just wanted to point out that it wasn't the AMIGA owners who make it like that.

Thanks for listening.

Robert Brown.

## 216. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-07 21:40:30 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993May7.214030.2845@infodev.cam.ac.uk>
Source record: 23050
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.141841.13081@thunder.mcrcim.mcgill.edu>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
|> Well, I think I should apologize for my previous post. I was not quite
|> aware of the kind of people I was refering to.
|> After many hours of wondering why they even bother posting here, I decided
|> to make a little trip down to their place : comp.sys.amiga.advocacy.
|> It was, how should I say ? weird. Yes, just plain weird. There were a number
|> of threads (Not too many). The main one was debating between the Amiga and
|> PC's, almost along the same lines as here. Another was criticizing the QUERTY
|> keyboard, and others were comparing "old technology" with the new one
|> (Like the PET and C64 !!). Others were wondering who in their midst will be
|> the last one to post on their group. One even posted an article (Subject :
|> Amiga is #1) and says quite frankly that he posted it so it'll start a new
|> flame thread, and behold ! It's working !!
|> But one thing that *really* shocked me, was to see that there was no thread
|> on the ST! Sure, it may be that during a Amiga-PC debate, one would go "Oh,
|> and the ST sucks by the way" out of nothingness, but there were no major
|> attacks. So, we just happen to have amongst us those frustrated ones who
|> feels they cannot let a platform untouched by them.

Not really, I just read this group to see what's happening as regards different computer systems. Of course, if I see an inacuraccy posted about the Amiga, I'm likely to say something :-)

|>
|> I'm sure not all Amiga owners are like that. I know some who are very aware
|> of what the different systems can and cannot do, including their own. I
|> think we're just unlucky. I mean, here they are, posting in our group about
|> how their new A1200 (Which came out when ? less than a year ago ?) with
|> our 520ST (First released back in '85, so the design is even older).
|> They might as well be comparing the ZX81 with the latest from SUN. Has
|> anyone noticed that they *never* flame about the TT, just because they know
|> it's more powerful than the ST, and thus they can't say much bad about it?
|>
|> And I will reiterate my previous post saying that the power of a computer
|> is not the same as that of the OS it has. I totally agree the ST's desktop
|> sucks real bad, but there are alternatives. If your Amiga OS allows you to
|> read all disk formats, then good. Ours doesn't simply because we never needed
|> it, and so no one ever wrote anything to do so. Generally speaking, the
|> ST does not have as much as the Amiga when you buy it, but it doesn't
|> mean you *can't* have it, just that you're not forced to pay for something
|> if you're never going to use it. How many Amiga users run their WP in full
|> 4096 color mode ? OK, maybe they will use it for games, but that's about it.
^^^^^^^^^^^^^^^

None, HAM is for graphics work, and it's very good at it. (Now does 262144 colours.)

|> And if you don't want to play games, you bought an expensive piece of
|> hardware for no reason whatsoever.

I use mine for wordprocessing, programming, graphics and just because I enjoy using it. I very rarely play games. I don't consider this to be no reason whatsoever.

|> Sure, you'll say "But if we want to use something, we don't have to go
|> anywhere, because it's already in there". I agree. But on the ST, if you
|> wanted it from the start, you would have bought the required hardware
|> along with the machine. And what you don't need, you don't pay for.
|>
|> I've had my ST for 6 years now, and I still like it a lot. It seems, however,
|> that most Amiga owners feel they have to buy the newest release everytime.
|> Many of you say you've had (And probably still have) the 500, 3000 and now
|> the 1200, plus all the others whose number I don't remember (Why can't
|> Amiga get those number to grow, and not jump up and down randomly).
|> If the computer had indeed been well made, you wouldn't have to change it
|> every year. No one with an ST (At least no one with a sane mind) would have
|> sold it to get the STe. Not enough difference. Buying a TT or Falcon is

And there was not enough difference between the 500 and 600, or the 500 and 2000, or the 1200 and 4000 to upgrage. Of course, going from an A500 to an A1200 is another matter. They're way more powerful than the A500 :-)

|> another matter. They're way more powerful than the STfm, and thus are good
|> reasons for changing.
|>
|> Anyways, I'm sick of those wars. They're stupid, pointless, and make it look
|> like all Amiga owners are nerds, when that really isn't the case. Just a
|> couple of them (There are Atari nerds I'm sure, but they keep silent)

Oh I don't know. I have met one or two who are fairly vocal. Of course some Amiga owners make stupid statements, but you'll get that in pretty much any group of people.

|>
|> Patrick.

Chris Brown

## 217. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-08 01:51:15 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993May8.015115.7017@alw.nih.gov>
Source record: 23051
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1993May7.141841.13081@thunder.mcrcim.mcgill.edu> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
...
>Anyways, I'm sick of those wars. They're stupid, pointless, and make it look
>like all Amiga owners are nerds, when that really isn't the case. Just a
>couple of them (There are Atari nerds I'm sure, but they keep silent)

But don't you see? Sinclair, Ricardo (aka 'Raist'; or is it vice versa?), Eyvind and the rest can't annoy as many people by posting to .advocacy; there's still too little traffic in the group to attract their sort of pissing contest. Of course, they cross-post deliberately, so that .advocacy readers can be doubly annoyed. Anyway, I've set the Follow-up to .advocacy; we'll see ...

## 218. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-08 02:01:22 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993May8.020122.604@ultb.isc.rit.edu>
Source record: 23055
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.141841.13081@thunder.mcrcim.mcgill.edu> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:

[ he dicovers the ORIGINAL csa.advocacy ] . :-)

>I'm sure not all Amiga owners are like that. I know some who are very aware
>of what the different systems can and cannot do, including their own. I
>think we're just unlucky. I mean, here they are, posting in our group about
>how their new A1200 (Which came out when ? less than a year ago ?) with
>our 520ST (First released back in '85, so the design is even older).
>They might as well be comparing the ZX81 with the latest from SUN. Has
>anyone noticed that they *never* flame about the TT, just because they know
>it's more powerful than the ST, and thus they can't say much bad about it?

Actually, some post because of drivel like YOU posted in your last
message.

>And I will reiterate my previous post saying that the power of a computer
>is not the same as that of the OS it has. I totally agree the ST's desktop
>sucks real bad, but there are alternatives. If your Amiga OS allows you to
>read all disk formats, then good. Ours doesn't simply because we never needed
>it, and so no one ever wrote anything to do so. Generally speaking, the
>ST does not have as much as the Amiga when you buy it, but it doesn't
>mean you *can't* have it, just that you're not forced to pay for something
>if you're never going to use it. How many Amiga users run their WP in full
>4096 color mode ? OK, maybe they will use it for games, but that's about it.
>And if you don't want to play games, you bought an expensive piece of
>hardware for no reason whatsoever.
>Sure, you'll say "But if we want to use something, we don't have to go
>anywhere, because it's already in there". I agree. But on the ST, if you
>wanted it from the start, you would have bought the required hardware
>along with the machine. And what you don't need, you don't pay for.

Ok, whatever.. but your previous post was full of drivel about Amiga
programmers or whatever being inferior because they can't write MFM
disk loaders. What kind of nonsense is that?

>I've had my ST for 6 years now, and I still like it a lot. It seems, however,
>that most Amiga owners feel they have to buy the newest release everytime.
>Many of you say you've had (And probably still have) the 500, 3000 and now
>the 1200, plus all the others whose number I don't remember (Why can't
>Amiga get those number to grow, and not jump up and down randomly).
>If the computer had indeed been well made, you wouldn't have to change it
>every year. No one with an ST (At least no one with a sane mind) would have
>sold it to get the STe. Not enough difference. Buying a TT or Falcon is

>another matter. They're way more powerful than the STfm, and thus are good
>reasons for changing.

Exactly why people upgraded from the 500->3000->(4000/1200). I'm sure
there are many atari users who went from 520ST->TT->Falcon, or will go
that route.. no difference.

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

## 219. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-08 02:08:30 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993May08.020830.133158@sue.cc.uregina.ca>
Source record: 23053

In article <lazarus.736737048@mits> lazarus@mits.mdata.fi (Lasse Saikkonen) writes:
>eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>
>>OK, pop quiz: Have you ever used an Amiga? Have you ever lost data due to the
>>Amiga file system? 'cos I haven't, and I've been using it since '87.
>
>1. I have (I know this quiz wasn't meant for me, but I just can't pass one)
> [story deleted]
As have I. I had problems with disks on my old 1000, when I actually needed
the floppy. I rarely use my A3000 floppy drive so I have few problems.
But then again, who cares about floppy drives? I use them once to copy things
to HD and once to back up (o.k., I never back up, I have nothing important.:)
BTW, I could usually recover stuff with Disksalv on the 1000.
--
Jeremy Konopka konopkjt@cs.uregina.ca
P.S. The Amiga 1000 drive did seem slow. It was also the old 'gronking'
variety.

## 220. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-08 03:31:23 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May8.033123.29450@ugle.unit.no>
Source record: 23054

In article <1993May8.015115.7017@alw.nih.gov>, rvenable@helix.nih.gov (Richard M. Venable) writes:
> In article <1993May7.141841.13081@thunder.mcrcim.mcgill.edu> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
> ...
> >Anyways, I'm sick of those wars. They're stupid, pointless, and make it look
> >like all Amiga owners are nerds, when that really isn't the case. Just a
> >couple of them (There are Atari nerds I'm sure, but they keep silent)
>
> But don't you see? Sinclair, Ricardo (aka 'Raist'; or is it vice versa?), Eyvind

*ahem* objection... I try to set the Newsgroups: to just .advocacy, I just forget sometimes (for instance when some damn ST-ite tries to tell me that a computer with MORE features is WORSE than a computer with LESS features, and that coincidentally anybody who uses the computer with more features is brain dead).

> and the rest can't annoy as many people by posting to .advocacy; there's still
> too little traffic in the group to attract their sort of pissing contest. Of
> course, they cross-post deliberately, so that .advocacy readers can be doubly
> annoyed. Anyway, I've set the Follow-up to .advocacy; we'll see ...

Yep, I didn't change it (although this should, of course, have gone to all the atari groups APART from .advocacy... *sigh*)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 221. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-08 07:09:48 UTC
From: winston@merk.com
Message-ID: <C6p58C.Eo0@merk.com>
Source record: 23057
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Um... why am I reading this drivel about ATARI ST drive access in:

COMP.SYS.ATARI.8BIT ?

Please use a "Newsgroups" heading of:

--> Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy

...in the future. Thank you. (It is bad enough that I am reading about
pending Alaskan U.S. drug legislation in "ALT.BBS"....)

## 222. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-09 07:07:13 UTC
From: winston@merk.com
Message-ID: <C6qzs2.3Iv@merk.com>
Source record: 23060
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

On Thursday, May 6, 1993 at 09:19:50 GMT,
sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard), writes:

RS> "I am a Computer Eng[ineer] and for one thing...."

... your being a Computer Engineer should mean that you have the
capability of addressing a Newsgroup heading properly:

Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy
""""""""""""""""""""

Xref: comp.sys.atari.st:59196
comp.sys.atari.8bit:11042
""""""""""""""""""""
comp.sys.atari.advocacy:220

RS> "...so I don't think you know what you are on about...."

Exactly so! Please point out what this discussion has to do with the
6502 based ATARI 8-bit computer. (If it has anything to do with the 6502
8-bit ATARI computer, then I apologize in advance.)

RS> "...how outdated can you be?"

No comment.

## 223. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-09 07:35:55 UTC
From: winston@merk.com
Message-ID: <C6r13v.3qM@merk.com>
Source record: 23059
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

On Thursday, May 6, 1993 at 16:39:11 GMT,
eas3714@ultb.isc.rit.edu (E.A. Story), writes:

ES> "oooooo... I'm so impressed. Eleven character filenames, ooooooo! :-)"
ES> "Standard IBM format is NOT better than anything the Amiga has... time"
ES> "to use your Comp. Eng. knowledge to find out about it. OFS, FFS,"
ES> "DCFS.... any meaning to you?"

oooooo... I'm so impressed. Time to use your Rochester Institute of
Technology knowledge to find out how to address a message posted to a
Newsgroup.

Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy
""""""""""""""""""""

Xref: comp.sys.atari.st:59223
comp.sys.atari.8bit:11049
""""""""""""""""""""
comp.sys.atari.advocacy:224

COMP.SYS.ATARI.8BIT ... any meaning to you?

Yuk, yuk, yuk, snort! :-)

## 224. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-09 08:12:40 UTC
From: winston@merk.com
Message-ID: <C6r2t4.401@merk.com>
Source record: 23058
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1sal7mINN96h@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz writes:

SR> On a related note, Why do ST's waste 160K per DD disk?
SR> I mean, 9 sectors per track, how outdated can you be?

On Thursday, May 6, 1993 at 15:43:27 GMT
grier@bnr.ca (Brian Grier), writes:

BG> The same reason you waste .5k per file...

...not to mention the space that is wasted by posting these messages
to every COMP.SYS.ATARI.8BIT Newsgroup around the world:

Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy
""""""""""""""""""""

Xref: comp.sys.atari.st:59224
comp.sys.atari.8bit:11050
""""""""""""""""""""
comp.sys.atari.advocacy:225

I should expect a univeristy student to mess up a Newsgroup posting,
but a subsidiary of Bell Corporation !?!! :

Organization: Bell Northern Research

...what is the world coming to?

## 225. Re: Advocacy groups. Was: Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-09 13:02:14 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <C6rG7r.6v5@cs.uct.ac.za>
Source record: 23073

In <1993May7.213120.2455@infodev.cam.ac.uk> rb10006@phx.cam.ac.uk (R. Brown) writes:

>(Please note: have changed title to something more relevant, and altered groups).

>In article <1993May7.141841.13081@thunder.mcrcim.mcgill.edu>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:

> [lots of stuff about comp.sys.amiga.advocacy deleted]

>Yes c.s.amiga.a is pretty weird, mostly due to the efforts of three people,
>none of whom own Amigas...

>Marc Barrett (Mac)
^^^^^^^^^^^^
Man O man, I'm surprised this item slipped through. My kill file is so damn extensive, esp. where it concerns Mr. Barrett himself.

>Dan Stephenson (PC)
>Jerry Schekel (PC).

>Now, you Atari people may object to us Amiga owners posting here, because it
>messes up your newsgroup, but you can't object HALF as much as we do to these
>people...

So bloody true. My suggestion: if your newsreader permits it, find out how to make a kill file, and chuck these three into it!

>Anyway, just hope that people like that never discover your newsgroup. At the
>moment, it's quite nice here :-)

Wishful thinking... a while back there was a cross posting by Barrett to c.s.atari.st and a few others... the rsulting mess was quite wasteful really. This was also the main reason mr B. ended in my kill file.

/----------------------------------------------------------------------\
| "Work" is a four letter word. (as is "wash","swot", etc...) |
| And "DOS" *SHOULD* be a four-letter word! |
| Email and other ramblings to: dmcdulin@cs.uct.ac.za |
\----------------------------------------------------------------------/

## 226. A matter concerning lexicor and cybercube

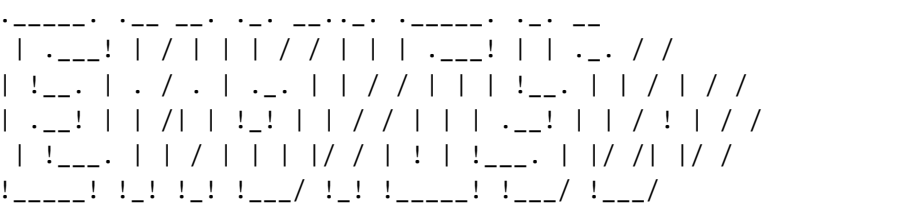
Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-10 00:51:59 UTC
From: drnibble@bigwpi.WPI.EDU
Message-ID: <1sk8vf$ksd@bigboote.WPI.EDU>
Source record: 23061
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.tech

GEM-View is a SHAREWARE Product that according to Mr.Dieter Fiebelkorn has NO SINGLE SOLE EXCLUSIVE DISTRIBUTOR anywhere. However Cybercube seems to claim otherwise and is trying to make Lexicor Software look bad as they have announced to release GEM-View to the SHAREWARE Terms with Mr.Fiebelkorn of the program GEM-View which was direct registration with Mr.Dieter Fiebelkorn and FREE distribution of the SHAREWARE version 2.30 >=.

There has been some inclarity about the situation of GEM-View in North America. This is what Cybercube basically had to say to this in GEnie.

**********

Category 7, Topic 33
Message 39 Fri May 07, 1993
CYBERCUBE (Ralf) at 18:25 EDT
---------- OFFICIAL ANNOUNCEMENT ----------
N E W D I S T R I B U T O R F O R



---
Cybercube Research Limited, Canada has acquired the exclusive rights to distribute Dieter Fiebelkorn's GEM-View in North America.
Effective immediately, Cybercube Research Ltd. will solely handle all customer support, registration, upgrade and marketing related issues.
The existing versions of GEM-View will remain SHAREWARE while the new versions will only be available as a COMMERCIAL product.
For more information about our extensive upgrade policy, a full list of the new and extended features, the next release or pricing simply refer to our upcoming GEM-View press releases.
If you have any additional questions, please send your e-mail to CYBERCUBE or contact us at:
Cybercube Research Limited
126 Grenadier Crescent
Thornhill, Ontario,
Canada, L4J 7V7
Tel. (416) 882 0294
Fax (416) 886 3261
BBS (416) 882 5895
GEnie CYBERCUBE
We would like to thank all GEM-View users for their continued support

and look forward to a exciting and new co-operation.

**********

This statement is incorrect and Mr.Fiebelkorn has not approved of this statement at all. GEM-View will be available and can be registered by BOTH CYbercube AND Lexicor Software for their customers (Lexicor will simply take off the burden of registering to Germany singlehandedly but it is still as if YOU PERSONALLY are registered for GEM-View).

I believe Cybercube owes Mr.Dieter Fiebelkorn an apology for both Mr.FIebelkorn and Lexicor Software for the attempted embarrasement and false press release to all the Atari Users.

Lexicor Software will continue to serve its customers with the best possible service, and if told otherwise by Mr.Fiebelkorn, and only Mr.Fiebelkorn will freely bundle GEM-View till to version 2.30

Yat Siu

drnibble@wpi.wpi.edu

## 227. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-10 05:17:56 UTC
From: andrewh@panix.com
Message-ID: <C6spDw.Hpt@panix.com>
Source record: 23062
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <C6GoEK.G8n@cbnewsc.cb.att.com> kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:
>From article <C69ApD.Eyw@cbnewsc.cb.att.com>, by (Kit Kimes@AT&T/NCR):
>
[stuff deleted]
>
>In 1979, Atari responded to the success of the Apple II and Radio
>Shack TRS-80 computers by releasing the Atari 400 and 800 home
>computers. Originally sold with just 8K and 16K of memory,
>respectively, and a cassette tape storage system, the two computers
>were based on the 6502 microprocessor, the same chip as used in the
>Apple and Commodore 64 machines. But the Atari computers were designed
>to use enhanced graphics, including 256 colors, by use of a separate
>graphics processor.

Actually, the 800 (apparently) also started with 8K RAM. It was also packaged with the 410 cassette recorder and the Atari Educational System Master Cartridge. They later took away the latter 2 items and added 8K more memory. I know this because of a notice in my Atari Manual mentioning the change.

>
[...]

>Both the 400 and 800 had cartridge slots for running cartridge- based
>software, although these carts were different from and incompatible
>with the 2600 game machines and subsequent game machines. In addition,
>the 800 had a second "right-hand" cartridge slot for future
>development, although few -- if any -- applications for it were ever
>released. Both computers could also use the 2600 joysticks, and had
>four joystick ports as on the game machines.

Wasn't "Monkey Wrench" a right-hand cartridge? Plus another cartridge that included a battery-backed clock, if I remember.

Also, what did happen to the STacy (the laptop computer, if I remember)? Last I heard it was being sold to music stores and such and that it actually gained a certain amount of popularity.

## 228. GEM-View distribution (was: A matter concerning lexicor and cybercube)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-10 12:06:26 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <1slgg2INN89s@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 23063

Hi folks,

For the first: NOONE has a contract of "exclusive rights for distribution"!
"exclusive rights for distribution" meens: If there is any person/firm
which should have it, no other can selling the programm (in this part of
the world)! !!!!!BUT ALL EXISTING VERSIONS CANNOT SALE (it's Shareware)!!!!!

Second: GEM-View is SHAREWARE up to version 2.24 and anyone can get it
from GEnie without pay for it. (A commercial version don't exist in this
moment!) The SHAREWARE-Version can be copy free and MUST be registered,
if it is used, by myself and the shareware-fee must paid to me. To make
it easier for users in USA/Canada, Cybercube can answer user-questions/
user-requests and make a list for all the persons, who are interest in
registration. I will get the list and the money; the registration will
be made by myself. This is a user-support not a "rights for distribution",
i think! Lexicor has not this right of user-support!

If there is any, who asserts, that no shareware fee must be paid for the
existing versions of GEM-View (less or equal 2.24), is wrong!
If you use GEM-View, you must pay the shareware fee (DM 30,-- or US$20,--)
to me, the registration will ONLY made by myself!

!!!!!!!!!!!!!!!!! ALL OTHER ANNONCEMENT ARE WRONG !!!!!!!!!!!!!!!!!

NO DISCUSSION ABOUT RIGHTS OF DISTRIBUTION FOR GEM-View IN "comp.sys.atari.st".

This is a warning to Lexicor and Cybercube!


```
-------------------------------------------------------------------------
| Dieter Fiebelkorn |
| Gruener Weg 29a |
| D(W)-4370 Marl 1 (Germany) +----------------------------+
| !!!!!!!!! NO PHONE CALLS !!!!!!!!!! | With a rubber duck :-) |
| !!!!! NO MAILS FOR THE MOMENT !!!!! | one's never alone! :^{ |
-------------------------------------------+----------------------------
```

## 229. Re: Atari ST sells 150.000 units recently ?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-10 16:02:20 UTC
From: mbfarah@isluga.puc.cl
Message-ID: <1993May10.160220.8619@tolten.puc.cl>
Source record: 23064

```
Endre Stray (endres@ifi.uio.no) wrote:
>
>
> AMIGA
> AMIGA
> AMIGA
> AMIGA
> AMIGA
> AMIGA
> AMIGA
> AMIGA AMIGA
> AMIGA AMIGA
> AMIGA AMIGA
> AMIGA AMIGA
> AMIGAAMIGA
> AMIGMIGA
> AMIIGA
>
>
Fuck you.
--
MIGUEL FARAH // (cita del .sig no funciona - por favor espere)
mbfarah@isluga.puc.cl // (.sig's quote is down - please wait)
#include <disclaimer.h> // (howl howl argle .sig ahowl howl argle argle)
```

## 230. Disk format wars (was: Re: MACophiles and Amigoids, please go away)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-10 18:32:28 UTC
From: pochron@picard.cs.wisc.edu
Message-ID: <1993May10.183228.19633@cs.wisc.edu>
Source record: 23065
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1scidlINNdjb@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>
>] No, but the Amiga can format, read and write MS-DOS (and, of course, ST)
>
>Not without additional software though!

Hel-lo??? MS-DOS file reading/writing is *included* with the operating system!!! Do you know what you are talking about?

Anyway, this is all a moot subject. First of all, people (and supposed engineers, no less) are using a very generic term - "disk format" - and are using it in not quite its true meaning. What people have actually been talking about when discussing sectors per track, etc, is more like *DRIVE GEOMETRY* - there are a finite # of drive geometries, and are all hardware dependent. This is what is so baffling. The ST and Amiga use the same #$@#%#$ kind of disk drives, so how can there be any argument here??? Amiga and ST drives at the hardware level read and write exactly the same (MFM) and at the same speed! Okay, so that's settled.

Now, we have the other part of what is all under the generic term of "disk format" and that's the filesystem. Here the two are very different. Each has it's advantages and disadvantages.
Here's what bother's me though: The ST users are trying to defend the fact that they are locked into one filesystem, namely an MS-DOS type filesystem. Why has no one on either the ST or PC ever come out with a new filesystem that allows longer filenames and whatever other nice features you might desire? What is do difficult of writing a new filesystem that reads both the new disks and the old 11-character filename disks? (Beats me.)

Now, for those who love the safety and compatibility of your MS-DOS-type filesystem, there can be no argument against the Amiga since you can easily mount the MS-DOS filesystem on all your HD partitions, all your floppy drives, etc. and you can go on your merry way using MS-DOS filenames for all your files and programs. What seems to be the problem here? How can you criticize the fact that the Amiga allows BOTH filesystems to be mounted on any # of devices simultaneously and will recognize what disk is inserted automatically? If you hate the Amiga FS, just boot it and use the MS-DOS filesystem! No big deal....And you'll *Still* be able to read your friends' Amiga disks with no problems.

Now, I realize the concept of inserting a disk and having the machine automatically figure out what disk is inserted is a foreign concept to ST and PC users (Mac, NeXT, Amiga, and some workstation users are quite blessed with such technology) but that's not my problem, is it?

Case closed.

## 231. Re: Disk format wars (was: Re: MACophiles and Amigoids, please go away)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-10 20:22:58 UTC
From: wbdst+@pitt.edu
Message-ID: <11291@blue.cis.pitt.edu>
Source record: 23066
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Could anyone explain what any of this Amiga file capability stuff has to
do with Atari 8-bit computers?

## 232. Re: Disk format wars (was: Re: MACophiles and Amigoids, please go away)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-10 21:19:44 UTC
From: cmedley@wam.umd.edu
Message-ID: <1smgtg$flq@cville-srv.wam.umd.edu>
Source record: 23067
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993May10.183228.19633@cs.wisc.edu> pochron@picard.cs.wisc.edu (David Pochron) writes:
>In article <1scidlINNdjb@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>
>>] No, but the Amiga can format, read and write MS-DOS (and, of course, ST)
>>
>>Not without additional software though!
>
>Hel-lo??? MS-DOS file reading/writing is *included* with the operating
>system!!! Do you know what you are talking about?
>
>Anyway, this is all a moot subject. First of all, people (and supposed
>engineers, no less) are using a very generic term - "disk format" - and
>are using it in not quite its true meaning. What people have actually
>been talking about when discussing sectors per track, etc, is more like
>*DRIVE GEOMETRY* - there are a finite # of drive geometries, and are
>all hardware dependent. This is what is so baffling. The ST and Amiga
>use the same #$@#%#$ kind of disk drives, so how can there be any argument
>here??? Amiga and ST drives at the hardware level read and write exactly
>the same (MFM) and at the same speed! Okay, so that's settled.
>
>Now, we have the other part of what is all under the generic term of "disk
>format" and that's the filesystem. Here the two are very different.
>Each has it's advantages and disadvantages.
> Here's what bother's me though: The ST users are trying to defend the
>fact that they are locked into one filesystem, namely an MS-DOS type
>filesystem. Why has no one on either the ST or PC ever come out with a
>new filesystem that allows longer filenames and whatever other nice features
>you might desire? What is do difficult of writing a new filesystem that
>reads both the new disks and the old 11-character filename disks? (Beats
>me.)
>
>Now, for those who love the safety and compatibility of your MS-DOS-type
>filesystem, there can be no argument against the Amiga since you can easily
>mount the MS-DOS filesystem on all your HD partitions, all your floppy
>drives, etc. and you can go on your merry way using MS-DOS filenames for
>all your files and programs. What seems to be the problem here? How can
>you criticize the fact that the Amiga allows BOTH filesystems to be
>mounted on any # of devices simultaneously and will recognize what disk
>is inserted automatically? If you hate the Amiga FS, just boot it and
>use the MS-DOS filesystem! No big deal....And you'll *Still* be able to
>read your friends' Amiga disks with no problems.
>

>Now, I realize the concept of inserting a disk and having the machine
>automatically figure out what disk is inserted is a foreign concept to
>ST and PC users (Mac, NeXT, Amiga, and some workstation users are
>quite blessed with such technology) but that's not my problem, is it?
>
>Case closed.

Not really. The ST under MiNT can handle multiple file systems, including the Sierra CD-ROMs using .XFS configurators. Your post makes good sense, but your lack of knowledge about newer developments in the ST/TT/Falcon OS development is obvious.

## 233. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-11 03:30:18 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.737091018@bruny>
Source record: 23068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

malak@grebyn.com (Michael Malak) writes:

>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
>disks. As you probably know, to read a single disk sector the Amiga
>must read the entire track of _raw_ data, then the 680x0 decodes the MFM
>encoding. Coupled with the fact that the directory structure is a
>linked list, practically the entire disk has to be read every time you
>want a directory.

So... you sit there doing dir all day? File opens and other useful operations
are orders of magnitudes faster under AmigaDOS than most file systems.

Also whats wrong with using Directory cached floppy disks?

## 234. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-11 03:32:39 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.737091159@bruny>
Source record: 23069
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] I don't find Amiga disks slow... And, of course, with FFS they're even f
>] (:P to anyone still running 1.3 ;)

>Amiga disks not slow? You've obviously not used an IBM-floppy drive!

Dream on idiot. Both machines using DD disks have the same raw transfer rate.

# 235. DON'T CROSSPOST ADVOCACY (was Re: MACophiles and Amigoids, please go away)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-11 10:00:21 UTC
From: piet@cs.ruu.nl
Message-ID: <1993May11.100021.15297@cs.ruu.nl>
Source record: 23070
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
>>>>> winston@merk.com (Winston Smith) (WS) writes:

WS> Um... why am I reading this drivel about ATARI ST drive access in:
WS>
WS> COMP.SYS.ATARI.8BIT ?
WS>
WS> Please use a "Newsgroups" heading of:

--> Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy

NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!!

Please don't crosspost advocacy to comp.sys.atari.st. The advocacy group
was created to get this crap out of the normal newsgroup. Change the
newsgroup line.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')
```

## 236. Re: Atari ST sells 150.000 units recently ?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-11 12:10:55 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1so54f$pok@golf.cc.strath.ac.uk>
Source record: 23071

In article 8619@tolten.puc.cl, mbfarah@isluga.puc.cl (Miguel Farah F.) writes:
>Endre Stray (endres@ifi.uio.no) wrote:
>>
>>
>> AMIGA
>> AMIGA
>> AMIGA
>> AMIGA
>> AMIGA
>> AMIGA
>> AMIGA
>> AMIGA AMIGA
>> AMIGA AMIGA
>> AMIGA AMIGA
>> AMIGA AMIGA
>> AMIGAAMIGA
>> AMIGMIGA
>> AMIIGA
>>
>>
>Fuck you.

Sounds like a good idea for a ~/.signature to me .... Blatent use of offensive language always gives me a good laugh ... thanks Miguel ... my morning is now complete.

Dave.

( any bias this post might indicate is comletely irrelevant .. I just like sweary word :)

---

o=============================================o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o=============================================o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o=============================================o +----+

## 237. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-11 14:32:44 UTC
From: tnelson@fluorite.telesciences.com
Message-ID: <1993May11.143244.1838@telesciences.com>
Source record: 23001

Jeremy Konopka (konopkjt@mercury.cs.uregina.ca) wrote:
: But then again, who cares about floppy drives? I use them once to copy things
: to HD and once to back up (o.k., I never back up, I have nothing important.:)

Really? But I thought that's all Amigans did all day, format those floppy disks in the background. Isn't that one of the main reasons you bought your computer? After all, that's the primary benefit espoused by Amiga aficianadoes whenever multitasking is discussed (hell, *hinted at*)...

Tracy Nelson
"And the whole thing was paid for by the funeral director,
who poisoned the saxaphone section."
-- "An Acceptable Level of Ecstasy", by Lyle Lovett

## 238. Re: Disk format wars (was: Re: MACophiles and Amigoids, please go away)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-11 14:55:26 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1soeouINNev1@lynx.unm.edu>
Source record: 23072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Please watch your Newsgroups folks - this doesn't belong in the 8bit group.

In article <1993May10.183228.19633@cs.wisc.edu>, pochron@picard.cs.wisc.edu (David Pochron) writes:
> In article <1scidlINNdjb@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
> >
> >] No, but the Amiga can format, read and write MS-DOS (and, of course, ST)
> >
> >Not without additional software though!
>
> Hel-lo??? MS-DOS file reading/writing is *included* with the operating
> system!!! Do you know what you are talking about?
[some stuff deleted]
> Here's what bother's me though: The ST users are trying to defend the
> fact that they are locked into one filesystem, namely an MS-DOS type
> filesystem. Why has no one on either the ST or PC ever come out with a
> new filesystem that allows longer filenames and whatever other nice features
> you might desire? What is do difficult of writing a new filesystem that
> reads both the new disks and the old 11-character filename disks? (Beats
> me.)

Do YOU know what you're talking about? MiNT nee MultiTos supports loadable filesystems. One of these is a minix file system, similar to a unix filesystem.

[more stuff deleted]
>
> Now, I realize the concept of inserting a disk and having the machine
> automatically figure out what disk is inserted is a foreign concept to
> ST and PC users (Mac, NeXT, Amiga, and some workstation users are
> quite blessed with such technology) but that's not my problem, is it?

No. It's not your problem. And it's not a foreign concept to some of us ST users.

>
> Case closed.

I really doubt it.

Chris Faehl
cfaehl@polaris.unm.edu

## 239. It could happen...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-11 19:54:20 UTC
From: whitcomb@aurs01.uucp
Message-ID: <63113@aurs01.UUCP>
Source record: 23075
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

SUNNYVALE CA: In a groundbreaking move, Atari Corporation and Commodore have announced a joint venture into the personal computer arena. The former competitors claim to have realized the futility of trying to compete against each other for "niche" markets and have decided instead to "team up and have a go at Big Blue."

The new computer is called the "Atiga", and is said to combine elements from both the ST and Amiga lines, as well as several new features. For starters, the new machine will be based on the Intel 80286 processor. "The 68000 family is dead," claims Atari's Bob Brodie. "The original plan was to make the Atiga PC compatible, but about halfway through the project Jack Tramiel decided on a new operating system based on the HP-41 handheld calculator." Text is entered in a modified RPN (Reverse Polish Notation) in which words are entered first and then all punctuation is added at the end of a sentence. "It's much faster when you get used to it," claims Brodie.

In addition, the Atiga is said to borrow sound and MIDI capabilities from the Amiga line and graphic capabilities from the Atari ST. "We wanted to build on the Amiga's success in the music market and the ST's popularity with video production companies," said a Commodore spokesman.

The Atiga will be available in two configurations. The first is a one piece model with integrated monitor, keyboard and CPU. The one piece model ships with no RAM, though an Atari spokeperson mentioned that he thought that RAM boards might be provided by third party manufacturers at some future date.

The second configuration features a CPU and a unique Direct To Brain (DTB) interface. Although still in early testing, the DTB interface is connected to the user via two probes and I/O is established through a combination of brainwaves and biorhythms. One probe is attached to a collar fitted around the user's tongue, but spokepersons would only giggle when asked where the second probe was connected. When asked about the RAM configuration the spokespersons replied "Yes, that's correct," and broke into hysterical laughter.

In an unusual move, the two companies have announced the availability date of the computer to be three weeks ago, with production scheduled to begin by next fall. In the meantime, a media blitz is planned to start immediately with print ads in supermarket tabloids and video spots in trailers for adult videos. "We're really excited about this one," said the Commodore spokesperson. "Yes sirree Bob." "What?" replied Brodie.

**********************************************************************
*Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina*
* UUCP: whitcomb@aur.alcatel.com GEnie: J.WHITCOMB3 *
**********************************************************************

## 240. Re: Disk format wars (was: Re: MACophiles and Amigoids, please go away)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-11 21:42:50 UTC
From: neurom@u.washington.edu
Message-ID: <1sp6kqlNNqvo@news.u.washington.edu>
Source record: 23074

In article <1993May10.183228.19633@cs.wisc.edu> pochron@picard.cs.wisc.edu (David Pochron) writes:
> In article <1scidlINNdjb@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
> Here's what bother's me though: The ST users are trying to defend the
> fact that they are locked into one filesystem, namely an MS-DOS type
> filesystem. Why has no one on either the ST or PC ever come out with a
> new filesystem that allows longer filenames and whatever other nice features
> you might desire? What is do difficult of writing a new filesystem that
> reads both the new disks and the old 11-character filename disks? (Beats
> me.)

There _is_ a new PC file system called NTFS, or New Technology File System. It comes with (not surprizingly) Windows NT. 256 character file names that automaticly generate an 8.3 file structure so any machine on the network that cannot read NTFS can access the data. Built in security, to the point that not even if you delete the file, with the data still there, can a non-owner access the info.

Unfortunatly, it's bundled with the biggest OS dissapointment this century. [Even the March beta is _really_ sad. Like running X-Wing on a DX/2 66 slower than a 286/10. <sigh>]

--Neuromancer

## 241. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-12 22:39:38 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993May12.163938.13123@iscsvax.uni.edu>
Source record: 23076

In article <1sqb1pINNd40@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
> In article <1993May11.215512.13106@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>>In article <44CDBJ2J@heaven7.in-berlin.de>, martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
>>> In <1ruam9$a3a@usenet.INS.CWRU.Edu>, Len Stys (aa399@cleveland.Freenet.Edu) writes:
>>>
>>> : No, that isn't that good. But at least they are selling. AND, Atari isn't
>>> : even advertising the Falcon030 yet.
>>>
>>> And why should they? Heck, those birds sell like ice cubes in hell without
>>> advertising! Would you advertise or ship to developing countries like the US
>>> (Atari-wise, that is) if all you can get out the door is grabbed up by a
>>> hungry market right where you are?
>
>
>>$1299.. for a non expandable 16 mhz Falcon.....Not!!!!
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
>>Amiga 1200/WB 3.0/ 80 megs -------------------------
>
> :-)
>
> Should I comment on this? OK, this guy is not only too stupid to post his
> article to the correct newsgroup (follow-up is set correctly now) but
> has no knowledge of what has been presented on the CeBit either.
> And, in what way is a 1200 more expandable than a Falcon?
>
> Weregoose
>
> ---------------------------------------------------------------------------
> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
> - In the sky a mighty eagle doesn't care 'but what's illegal -
W> - On its wings the rainbow's light it's flying to eternity. -
> ---------------------------------------------------------------------------
>

Not as stupid as you are in investing in a platform that has no future..

The A1200 is highly expandable with a trap door underneath to add a coprocessor board or other goodies...Pretty soon we will beable to add a Mac emulator(color!!!)......

Wise up...Soft logic has moved on to bigger and better things...

```
================================================================================

Amiga 1200/80 megs with Pagestream ---Is there a god ----------------
Amiga 4000 Toaster ----- Dream on! --------------------------
The new 14 inch color classic with PowerPC ready and built in CDROM --In my
future plans ----------------------------------------
================================================================================

"I still want a CDROM for my A1200"
```

## 242. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-12 23:07:45 UTC
From: grier@bnr.ca
Message-ID: <C6xs8x.L88@news.rich.bnr.ca>
Source record: 23077

sinclair2246@iscsvax.uni.edu writes:
> Not as stupid as you are in investing in a platform that has no future..
>

Since most Atari owners are into midi I'd say there is a futre there.
It may not be the one for you but it is one for musicians.

> The A1200 is highly expandable with a trap door underneath to add a coprocessor
> board or other goodies...Pretty soon we will beable to add a Mac
> emulator(color!!!)......

Oooooo a trap door on the bottom is soooooo much more technically
advanced than opening the case to add the math co-processor. The 1200
must even more expandable than a 2000, 3000, or 4000 which Commodore states
as being expandable, not highly expandable.

And what exactly is a goodie, perhaps a DSP chip, perhaps 8 channel 16 bit
PCM record/playback.

Don't look now but good old D Small has been beta testing for the next
version of Spectre GCR, and if it hits the market first...

>
> Wise up...Soft logic has moved on to bigger and better things...

Yup they sure have, latest word is a port for Windows :)

Besides you don't want Atari computers to have the same software as your
beloved Amiga there might be more money for Soft Logik to make PageStream IV.

I like running PageStream on my TT. It really screams on a 32mhz 68030,
though it is no slouch on my 16mhz ST.

> "I still want a CDROM for my A1200"

I already have one on my Atari TT and now on my ST also :^P
^

--

Disclaimer: The opinions expressed are mine not those of BNR.


_____________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

## 243. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-12 23:57:11 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May12.235711.22219@ugle.unit.no>
Source record: 23079

In article <1993May12.163938.13123@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
> In article <1sqb1pINNd40@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de
(Thorsten Guenther) writes:

> > Should I comment on this? OK, this guy is not only too stupid to post his
> > article to the correct newsgroup (follow-up is set correctly now) but
> > has no knowledge of what has been presented on the CeBit either.
> > And, in what way is a 1200 more expandable than a Falcon?

> > Weregoose

> The A1200 is highly expandable with a trap door underneath to add a coprocessor
> board or other goodies...Pretty soon we will beable to add a Mac
> emulator(color!!!)......

Excuuuse me, but the 1200 has this little slot on the side... Can you say PCMCIA?
(No, neither can I. But you know what I mean :)

> "I still want a CDROM for my A1200"
I still want a harddisk for mine... A BIG WUN *heh* (wouldn't have minded the
Falcon's SCSI-II, though... *sigh*)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 244. Re: It could happen...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-13 03:09:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13373@uqcspe.cs.uq.oz.au>
Source record: 23078
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:

>SUNNYVALE CA: In a groundbreaking move, Atari Corporation and Commodore
>have announced a joint venture into the personal computer arena. The
>former competitors claim to have realized the futility of trying to
>compete against each other for "niche" markets and have decided instead
>to "team up and have a go at Big Blue."

>The new computer is called the "Atiga", and is said to combine elements
>from both the ST and Amiga lines, as well as several new features...

Fortunately, the merger between Atari and Commodore has broken up
after furious debate over what the machine should actually be called.

Atari officials want "Ataga" and will settle for "Amari", but
Commodore demand "Amiri", or "Atiga" at the very least.

Meanwhile, IBM have announce the final name for their Pentium-based
machine. It will be called "Computer". VGA will be renamed to "Graphics".
Simultaneously, Microsoft have renamed themselves "Software", MS-word
is renamed "Word Processor", and "MS-DOS" is renamed "OS". Spokespeople
from both companies have stated that the name changes are to avoid
confusion in the marketplace, since the new names are the more common
terms.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|

## 245. Re: It could happen...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-13 15:30:05 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <C6z1q7.9pC@sunlab1.bath.ac.uk>
Source record: 23080
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In the referenced article, whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:
>SUNNYVALE CA: In a groundbreaking move, Atari Corporation and Commodore
>have announced a joint venture into the personal computer arena. The

>...etc
Now this sounds like a really good idea, maybe we should combine
into the ZX81 market as well? Collect all those niches together and
produce a really _huge_ market?!

>HP-41 handheld calculator." Text is entered in a modified RPN (Reverse
>Polish Notation) in which words are entered first and then all
>punctuation is added at the end of a sentence. "It's much faster when
>you get used to it," claims Brodie.

I wonder maybe it would be a really fun way of writing sentences,.?;!""
And the calculator interface would make things quite strange I wonder
if it would be solar powered as well,();''?

> ..... When asked
>about the RAM configuration the spokespersons replied "Yes, that's
>correct," and broke into hysterical laughter.
Rumours about the entire design staff spending six months in a mental
asylum were hotly denied today, one spokesman even went so far as to
say "wibble, wibble, gibber, wobble wabble".

>In an unusual move, the two companies have announced the availability
>date of the computer to be three weeks ago, with production scheduled to
>begin by next fall. In the meantime, a media blitz is planned to start

Early versions have, however, been seen, baring a striking resemblence
to the early Casio FX21 calculator. Production spokesmen have been at
pains to point out that this version bears absolutely no relation to
the final machine, which will of course be somewhat faster and will
have the much vaunted "%" key as standard.

## 246. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-13 15:54:49 UTC
From: neurom@u.washington.edu
Message-ID: <1str09INN302@news.u.washington.edu>
Source record: 23081

In article <1993May12.163938.13123@iscsvax.uni.edu>
sinclair2246@iscsvax.uni.edu writes:

[Lot's 'o really old stuff that nobody really reads anyway deleted]

>
> The A1200 is highly expandable with a trap door underneath to add a
> coprocessor board or other goodies...Pretty soon we will beable to add a Mac
> emulator(color!!!)......
>

Your beloved trap door is nifty, but not that great. The Falcon
has a direct parallel processing port, capable of supporting two board right
now that beat the snot out of anything available for the A12. Like a 486sx
that actually uses the F030's hardware, and can be run simultaneously with
other Falcon Apps. And the Mighty Sonic 32 [I think that's what it's
called...] 32 MHz 68030, with 32 (!) SIMM slots that can hold up to 128 megs
worth of RAM. Now, before you start throwing that 50MHz 68030 for the 1200
board around, and say it can also supprt 128 megs ram, I will agree with you.
However, you have to get it in _ONE_ 32-bit SIMM. [That's one damn big SIMM]
Also, the Falcon board has a built in VME expansion board, for say, that new
CyReL graphics board [2048x2048x256, or 1024x768x16.7m]

Maybe.

Color Mac emulator, and you're happy about this? At least the ST mac emulator
doesn't requre you to get a whole new drive to read Mac disks.

> Wise up...Soft logic has moved on to bigger and better things...
"Wise up."? Interesting phrase, considering who it's coming from.

>
> "I still want a CDROM for my A1200"

Why? You's still have to get a SCSI controller. Oh, did I mention that that
too takes up your precious trapdoor. You can only have one.

So, if you want everything the falcon has, or can get if you add that MS32
board, you need to get at least a 32MHz 030, can hold 128 megs RAM, battery
clock, FPU socket, video capture board (that CyReL can do it with a little
attachment), SCSI-II controller w/ DMA (not bloody likely), a processor direct
expansion bus, and SOME DECENT SOUND HARDWARE FOR ONCE! all on one little "trap
door" card.

Hmmm, I think the price of that Mega Board is a bit out of _your_ price range,
so just give it up. Don't argue Amiga tech with an Amiga tech. You'll loose.

Just something to think about.
--Neuromancer

## 247. Re: It could happen...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-13 21:41:11 UTC
From: smiller@ohm.elee.calpoly.edu
Message-ID: <1993May13.214111.168525@zeus.calpoly.edu>
Source record: 23082
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

whitcomb@aurs01.uucp (Jonathan Whitcomb) stated:
>SUNNYVALE CA: In a groundbreaking move, Atari Corporation and Commodore
>have announced a joint venture into the personal computer arena. The
>former competitors claim to have realized the futility of trying to
>compete against each other for "niche" markets and have decided instead
>to "team up and have a go at Big Blue."

GAWD! you are giving ATARI too much credit... ::snicker::

>
>**********************************************************************
>*Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina*
>* UUCP: whitcomb@aur.alcatel.com GEnie: J.WHITCOMB3 *
>**********************************************************************

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

## 248. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 01:27:39 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993May14.012739.25178@infodev.cam.ac.uk>
Source record: 23083

In article <1str09INN302@news.u.washington.edu>, neurom@u.washington.edu (Neuromancer) writes:
|> In article <1993May12.163938.13123@iscsvax.uni.edu>
|> sinclair2246@iscsvax.uni.edu writes:
|>
|> [Lot's 'o really old stuff that nobody really reads anyway deleted]
|>
|> >
|> > The A1200 is highly expandable with a trap door underneath to add a
|> > coprocessor board or other goodies...Pretty soon we will beable to add a Mac
|> > emulator(color!!!)......
|> >
|>
|> Your beloved trap door is nifty, but not that great. The Falcon
|> has a direct parallel processing port, capable of supporting two board right
|> now that beat the snot out of anything available for the A12. Like a 486sx
|> that actually uses the F030's hardware, and can be run simultaneously with
|> other Falcon Apps. And the Mighty Sonic 32 [I think that's what it's
|> called...] 32 MHz 68030, with 32 (!) SIMM slots that can hold up to 128 megs
|> worth of RAM. Now, before you start throwing that 50MHz 68030 for the 1200
|> board around, and say it can also supprt 128 megs ram, I will agree with you.
|> However, you have to get it in _ONE_ 32-bit SIMM. [That's one damn big SIMM]

Not true. The A1200 68030 boards generally have more than one SIMM slot.

|> Also, the Falcon board has a built in VME expansion board, for say, that new
|> CyReL graphics board [2048x2048x256, or 1024x768x16.7m]
|>
|> Maybe.
|>
|> Color Mac emulator, and you're happy about this? At least the ST mac emulator
|> doesn't requre you to get a whole new drive to read Mac disks.
|>
|> > Wise up...Soft logic has moved on to bigger and better things...
|> "Wise up."? Interesting phrase, considering who it's coming from.
|>
|> >
|> > "I still want a CDROM for my A1200"
|>
|> Why? You's still have to get a SCSI controller. Oh, did I mention that that
|> too takes up your precious trapdoor. You can only have one.

You can now plug an 030 card and a SCSI controller in simultaneously.

|>
|> So, if you want everything the falcon has, or can get if you add that MS32
|> board, you need to get at least a 32MHz 030, can hold 128 megs RAM, battery
|> clock, FPU socket, video capture board (that CyReL can do it with a little
|> attachment), SCSI-II controller w/ DMA (not bloody likely), a processor direct
|> expansion bus, and SOME DECENT SOUND HARDWARE FOR ONCE! all on one little "trap
|> door" card.

You are also forgetting PCMCIA. You can plug anything from PC emulators,
removable harddisks, even RAM (16 bit, so we can experience the 'Falcon effect'
:-)

|>
|> Hmmm, I think the price of that Mega Board is a bit out of _your_ price range,
|> so just give it up. Don't argue Amiga tech with an Amiga tech. You'll loose.

But the A1200's trapdoor is a full processor expansion bus. It also connects to
the rest of the system via a full 32 bit databus, not like the crippled 16 bit
effort in the Falcon. Also the new emplant emulation card will soon have a Falcon
module, allowing Amigas to run Falcon software.

Dont forget that you can also but an A4000/030 now for a very reasonable price,
which comes with a 25MHz 68030 (on a 32 bit bus!) and has multiple Zorro III
slots which, I'm, afraid blow the poor Falcon away when it comes to expandability.

Chris Brown

## 249. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 01:36:01 UTC
From: cmedley@wam.umd.edu
Message-ID: <1sut21$7qi@cville-srv.wam.umd.edu>
Source record: 23084
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993May12.163938.13123@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:

[someone's post includes this line]
>>
>>>$1299.. for a non expandable 16 mhz Falcon.....Not!!!!
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>
>>>Amiga 1200/WB 3.0/ 80 megs ------------------------
>>
>
>Not as stupid as you are in investing in a platform that has no future..
>
>The A1200 is highly expandable with a trap door underneath to add a coprocessor
>board or other goodies...Pretty soon we will beable to add a Mac
>emulator(color!!!)......
>
>Wise up...Soft logic has moved on to bigger and better things...
>

This pro-Amiga post was a pretty useless flame.

First of all, the Falcon 030 has a CPU direct slot that, while it is not apparently a full 32 bit slot, it does offer expansion capability. It also has a seperate socket for a 68881/2 math coprocessor. And SCSI-2. And the DSP out. Despite being stuck in a 1040ST-style case, it's got a lot of slots & sockets.

I love the quote about the Mac emulator... I guess that since the A1200 does not have it available yet, it is still vapor. When it ships, then I'd mention it. Otherwise, it's just as much vapor as the Gadgets by Small Mac emulator for the Falcon.

The bottom line is that right now, the market has not slanted towards the A1200/4000 or the Falcon 030. And personally, I think it's ridiculous for an Amiga owner to flame the Falcon for having no future when the PC and Mac are making mincemeat out of both platforms in the marketplace.

I'm also wondering about the price/performance of the A1200 and Falcon. I've played with both, and I get the impression that for users who understand a bit about hardware, the Falcon will hold slightly more appeal, mainly due to the built-in 56001 DSP and the SCSI-2.

Regardless, it's unlikely that either machine can sell to a new user who is aware that DOS & Windows are dominant, and does not have the time or in inclination to become involved in learning about a system where a vast

amount of the thigs they learn will NOT help them with DOS or Windows.

I can't hold back this flame... but... where is Cubase Audio for the A1200? :)

## 250. Best feature of the Atari line is GEM.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 01:42:40 UTC
From: cmedley@wam.umd.edu
Message-ID: <1suteg$88d@cville-srv.wam.umd.edu>
Source record: 23085

After watching the A1200 vs. Falcon flame-fest go on and off, I'm wondering if anyone else has noticed that as far as being tied to the hardware, it seems the Amiga is in that situation moreso than the Atari. I have a friend with an A500 + DCTV + 5MB + tons of video sofware & genlocking. His problem is simply that he cannot run the video programs that work on the stanrd A500 under DCTV, and those same programs seem tied to the hardware. The best they can offer is the HAM modes, including the newer 640x400x4096 mode which I think is pretty impressive for a machine of the Amiga's vintage. :) But the one thing the ST seems to have over the Amiga line in terms of video is that there appears to be greater device independence in the packages that use GEM.

The big question I wonder about, and I know the Amigoids will flame this, is whether or not this observation is correct.. can an Amiga user do what an ST owner can do, i.e., go out and buy a video board with a driver and watch all the programs that ran on their stock machine work with this new board provided they go through the OS services?

## 251. Re: Best feature of the Atari line is GEM.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 01:55:43 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993May14.015543.25982@infodev.cam.ac.uk>
Source record: 23086

In article <1suteg$88d@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
|> After watching the A1200 vs. Falcon flame-fest go on and off, I'm wondering
|> if anyone else has noticed that as far as being tied to the hardware, it
|> seems the Amiga is in that situation moreso than the Atari. I have a friend
|> with an A500 + DCTV + 5MB + tons of video sofware & genlocking. His problem
|> is simply that he cannot run the video programs that work on the stanrd
|> A500 under DCTV, and those same programs seem tied to the hardware. The

Not surprising. DCTV sits outside the computer and converts a standard Amiga
Hi-Res screen into one with more colours, but less definition. As far as the A500
is concerned it doesn't have any extra hardware.

|> best they can offer is the HAM modes, including the newer 640x400x4096 mode
|> which I think is pretty impressive for a machine of the Amiga's vintage. :)
|> But the one thing the ST seems to have over the Amiga line in terms of video
|> is that there appears to be greater device independence in the packages that
|> use GEM.

The new HAM modes go up to 1280*512*262144, which is slightly more impressive
than 640*400*4096 (Although that mode exists as well.)

|>
|> The big question I wonder about, and I know the Amigoids will flame this, is
|> whether or not this observation is correct.. can an Amiga user do what an
|> ST owner can do, i.e., go out and buy a video board with a driver and watch
|> all the programs that ran on their stock machine work with this new board
|> provided they go through the OS services?

The vast majority of boards for the larger Amigas (A2000,3000,4000) will run old
software on their enhanced screens, provided they use the OS routines.

Chris Brown

# 252. Re: Best feature of the Atari line is GEM.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 02:14:01 UTC
From: rb10006@phx.cam.ac.uk
Message-ID: <1993May14.021401.3589@infodev.cam.ac.uk>
Source record: 22987

In article <1suteg$88d@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
|> After watching the A1200 vs. Falcon flame-fest go on and off, I'm wondering
|> if anyone else has noticed that as far as being tied to the hardware, it
|> seems the Amiga is in that situation moreso than the Atari. I have a friend
|> with an A500 + DCTV + 5MB + tons of video sofware & genlocking. His problem
|> is simply that he cannot run the video programs that work on the stanrd
|> A500 under DCTV, and those same programs seem tied to the hardware. The
|> best they can offer is the HAM modes, including the newer 640x400x4096 mode
|> which I think is pretty impressive for a machine of the Amiga's vintage. :)
|> But the one thing the ST seems to have over the Amiga line in terms of video
|> is that there appears to be greater device independence in the packages that
|> use GEM.
|>
|> The big question I wonder about, and I know the Amigoids will flame this, is
|> whether or not this observation is correct.. can an Amiga user do what an
|> ST owner can do, i.e., go out and buy a video board with a driver and watch
|> all the programs that ran on their stock machine work with this new board
|> provided they go through the OS services?
|>

The answer to that question is definitely yes. Since AmigaOS 2.0, it has been possible to install "monitor drivers" in the system (ones are provided by default for TV/monitors, Multiscans, VGA, etc.), and any program which uses the "display database" (basically a list of all the available modes) will be able to open screens in the new resolutions.

You are right that the Amiga WAS tied to the hardware in release 1.2/1.3, but since then, Commodore's engineers have been removing the dependence. In a forthcoming release (4.0), there will apparently be completely re-targetable graphics, but exactly WHAT this entails is still the subject of debate.

Just out of interest, could someone post/e-mail me a short, concise, non-biased account of how GEM is device-independent? I'd like to compare notes. Thanks in advance.

(BTW, the new higher resolutions of HAM mode are 1280x512x262144 and 800x600x262144... :-) )

Robert Brown.

## 253. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 03:31:00 UTC
From: cmedley@wam.umd.edu
Message-ID: <1sv3pl$euj@cville-srv.wam.umd.edu>
Source record: 22988

In article <1993May14.012739.25178@infodev.cam.ac.uk> cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
>
>You are also forgetting PCMCIA. You can plug anything from PC emulators,
>removable harddisks, even RAM (16 bit, so we can experience the 'Falcon effect'
>:-)
>

PCMCIA was an excellent choice for a general-purpose slot on the A1200...
sine it will be an industry standard connector. I personally think it
was smart, but..... i think they should have had built-in SCSI.

(fast hard disk access is always a + )

>
>But the A1200's trapdoor is a full processor expansion bus. It also connects to
>the rest of the system via a full 32 bit databus, not like the crippled 16 bit
>effort in the Falcon. Also the new emplant emulation card will soon have a Falcon
>module, allowing Amigas to run Falcon software.
>

Whoa. What is this "emplant" emulation card? And how are they going to
emulate the Falcon on an A1200 which, if I remember correctly, does not
even have a 68030, will be running a multitasking TOS that has memory
protection, and has graphics capabilities that might not be "emulatable",
like the True Color mode? (I know HAM-8 is capable of more colors, but can
a desktop or application run on a 14mhz 68020 machine tolerably under an
emulator to do 65536 colors, even with the nice graphics co-processor?)

I'm going to love seeing how an emulator would handle the DSP and the
way many sequencers for the ST hit the MIDI hardware.

(in fact, if they add the cost of a DSP to the card, it'll probably cost
as much to get a real Falcon...)

>Dont forget that you can also but an A4000/030 now for a very reasonable price,
>which comes with a 25MHz 68030 (on a 32 bit bus!) and has multiple Zorro III
>slots which, I'm, afraid blow the poor Falcon away when it comes to expandability.
>
>Chris Brown

The A4000/030 is a professional desktop computer. The Falcon 030 as it stands
is just an "entry level machine".

Atari's track record on expandability sucks... but be fair... the Falcon 030
is just a home machine. But it's one hell of a nice box...

(I also wonder how much does an A4000/030 cost? And how many Mac Centris 650s can you buy for it? Both Atari and Amiga need to worry that Apple is using 68040s (even if they are "just" the LC version) in machines we can buy for $1600 or so in the USA)

## 254. Re: Best feature of the Atari line is GEM.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 03:35:18 UTC
From: cmedley@wam.umd.edu
Message-ID: <1sv41m$f94@cville-srv.wam.umd.edu>
Source record: 22989

In article <1993May14.015543.25982@infodev.cam.ac.uk> cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
>
>The vast majority of boards for the larger Amigas (A2000,3000,4000) will run old
>software on their enhanced screens, provided they use the OS routines.
>
>Chris Brown

The thing I am wondering about is the software itself... are we talking about DTP applications, Word processors and applications of that nature? The one thing I find interesting is that, for example, the software for many of the video cards for the Amiga in pro-video use are apparently tied to the hardware of the cards they are designed for. e.g., Toaster software works on Toaster hardware, DCTV w/ DCTV hardware, and so forth and so on.

How much software is that portable is the big question I guess... in the Atari world, I notice it took a lot of head banging to get people to use the OS, but I think that began to get cleared up when the TT came out.

(i assume similar things happened when the A3000 came out)

## 255. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 05:24:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13406@uqcspe.cs.uq.oz.au>
Source record: 22990

cpb1001@phx.cam.ac.uk (C.P. Brown) writes:

>Dont forget that you can also but an A4000/030 now for a very
>reasonable price, which comes with a 25MHz 68030 (on a 32 bit bus!)
>and has multiple Zorro III slots which, I'm, afraid blow the poor
>Falcon away when it comes to expandability.

HAHAHA... isn't it funny how when A1200 owners get their backs up against
the wall, all they can do is compare a Falcon to an A4000!!!

If you want to do that, then put you puny 25MHz A4000 up against
my TT (with a 32 MHz cpu!).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

## 256. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 06:47:01 UTC
From: huots00@tohi
Message-ID: <huots00.737362021@tohi>
Source record: 22991
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

-> If your Amiga OS allows you to read all disk formats, then good. Ours
-> doesn't simply because we never needed it, and so no one ever wrote
-> anything to do so.

YARK!! Atari world is so closed that nobody needs to exchange with
other platforms ??

Today, it's impossible to live in such closed world ...

... if you just play games, ok, no problem !!!

But, if you want to print on a laser printer service running on a PC, or
you need to include an EPSF drawing from your friend that have a Mac, in
your word processor ... if you can't , big troubles !!!

And, such things are very very frequent !!!

Just a simple example :

When i am doing FTP, i ALWAYS copy files directly form the Sun's floppy to
a MS-DOS Disk, and i read them directly with my Amiga ...

I think that all people that needs to do many normal things with their computer
*AVOID* to buy a ATARI ST/STE/TT/FALCONVAPORHARDWARE 'cause they know that
computers can't ...

... other that buy ATARI don't care what others do, they don't know frequently
what AMIGA/MAC/PC do !!!

-> How many Amiga users run their WP in full 4096 color mode ? OK, maybe
-> they will use it for games, but that's about it. And if you don't want
-> to play games, you bought an expensive piece of hardware for no reason
-> whatsoever.

Very ridiculous !!! ;-)

The coprocessors of Amiga aren't so expensive ...

... and, see what xVGA do, and look prices. Look also WHO HAVE a VGA on PC.
Almost anybody ...

i didn't think that Amigas will be less expensive if you eliminate the
4096 modes ! ;-)

That's a very good idea to C= for have place such possibilities in ALL
AMIGAs. The software makers didn't ask them "will i use these modes" ?
THEY USE-IT !!!

And, in opposition to ATARI computers, all these colors on AMIGA have
professionnal applications and using. I think you know well DESKTOP VIDEO
and MULTIMEDIA.

-> But on the ST, if you wanted it from the start, you would have bought
-> the required hardware along with the machine. And what you don't need,
-> you don't pay for.

HEY! ;-) 4096, and now 16 million of colors ar NORMAL configurations today!!!

Perhaps not on ATARI, but on ALL other platforms you need only some peanuts
to get thems ... ;-)

I did not think that computers will be very less expensive without it.
The difference isn't so big to not get these colors ...

... and on ATARI, if you get these card ... how many softs support them??

-> I've had my ST for 6 years now, and I still like it a lot.

I have an Amiga since 1986, and i have choose it considering also ATARI.
But it was definitely CLEAR to me that ATARI ST offers ALWAYS less than
Amiga computers, on Hardware AND on OS.

When you try an Amiga ... you didn't want to exchange it with a PC, a MAC
or a ST! ;-)

You get many things unavailable on others computers, and you won't loose them.

-> If the computer had indeed been well made, you wouldn't have to change
-> it every year.

Very stupid! ;-) NO COMPUTER IS PERFECT (don't try to say me that your ATARI
is perfect ... i can go with an AVALANCHE of cheap things on it), and all
users have many advantages to upgrade their systems !!!

Seriously, that's very very alarming for ATARI users to see that ATARi isn't
able to release his computers ... it's for when the FALCON ??

And, nobody change is Amiga at every year ....

... i have change mine this year, form an A500 that i've owned since 3 years, toan A1200
that i will surely keep 2-3 years.

All new features, as AGA graphics processors on A1200 and A4000 are very
attractive to many users, and it's normal for them to want buying one! ;-)

-> Buying a TT or Falcon is another matter.

TT have technologies of yesterday ... not interesting at all !!

(YARK !!! What a PIZZA BOX !!!!!)

Falcon, can you buy one PRESENTLY ???

Falcon is technology of tomorrow for after-tomorrow ... with promises to
be relaesed yesterday!!!

The important thing is to be satisfied with youe computer, same as you said!

But, try seriously an Amiga 1200, and i sincerely think that you will never want your ATARI again.

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA

## 257. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 07:29:06 UTC
From: huots00@tohi
Message-ID: <huots00.737364546@tohi>
Source record: 22992

-> i think they should have had built-in SCSI.

-> (fast hard disk access is always a + )

The SCSI in my A1200 is enough fast.

Before seeing a1200, i was also scepticic about speed of ide, and after
see it i haven't doubt about it : it's correctly fast.

Salut
Sylvain.

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA

## 258. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 10:57:53 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May14.105753.11779@ugle.unit.no>
Source record: 22993
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1sut21$7qi@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:

> I can't hold back this flame... but... where is Cubase Audio for the A1200? :)

Ooh, agonyagonyagony... Where's the Toaster for the Falcon?

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 259. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 11:10:49 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.214.737377849@dhhalden.no>
Source record: 22994
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993May14.105753.11779@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
> > I can't hold back this flame... but... where is Cubase Audio for the A1200? :)
>
>Ooh, agonyagonyagony... Where's the Toaster for the Falcon?

I can't hold back either - we don't need one... ;-)

>-Eyvind

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

## 260. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 11:28:57 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May14.112857.12575@ugle.unit.no>
Source record: 22995

In article <1sv3pl$euj@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
> In article <1993May14.012739.25178@infodev.cam.ac.uk> cpb1001@phx.cam.ac.uk (C.P. Brown) writes:

> PCMCIA was an excellent choice for a general-purpose slot on the A1200...
> sine it will be an industry standard connector. I personally think it
> was smart, but..... i think they should have had built-in SCSI.

I'm adding SCSI anyway. Meaning I paid for a useless IDE controller. Maybe I could have had a HD drive instead...

> (fast hard disk access is always a + )

(grmbl scummy SCSI2 rrghrmb ;)

> >But the A1200's trapdoor is a full processor expansion bus. It also connects to
> >the rest of the system via a full 32 bit databus, not like the crippled 16 bit
> >effort in the Falcon. Also the new emplant emulation card will soon have a Falcon
> >module, allowing Amigas to run Falcon software.
>
> Whoa. What is this "emplant" emulation card? And how are they going to

Emplant is some STUPID acronym; the card is a generic emulator... You add modules to the base Emplant card, and it emulates a Mac, PC, whatever. Probably cost-efficient, if you think about it :) Not that I WANT to use a PC or (God forbid) a Mac, but if you do, it's there.

> emulate the Falcon on an A1200 which, if I remember correctly, does not
> even have a 68030, will be running a multitasking TOS that has memory
> protection, and has graphics capabilities that might not be "emulatable",

Well, they'll probably add an MMU on the card (68851). Multitasking? Uh, WHICH home computer has had that since '85? Memory protection? "Please mommie, don't let the bad people steal my memory"... Sheesh, MP is for SISSIES ;)

> like the True Color mode? (I know HAM-8 is capable of more colors, but can
> a desktop or application run on a 14mhz 68020 machine tolerably under an
> emulator to do 65536 colors, even with the nice graphics co-processor?)

Oh yeah. In fact, HAM-8 takes up as much processor time as any 8-bit display. Which means no slowdown if you have fast-mem (basically any expansion memory). I guess the speed of emulation would depend on how the "true"-coloUr mode is implemented.

> I'm going to love seeing how an emulator would handle the DSP and the
> way many sequencers for the ST hit the MIDI hardware.

Good point. They'd probably just add support for the squillions of Amiga MIDI widgets out there. They'd have to... MIDI's probably the only reason ANYBODY would want to use a Falcon *ducks* ;)

> (in fact, if they add the cost of a DSP to the card, it'll probably cost
> as much to get a real Falcon...)

Hm? DSPs aren't that expensive...

[...]

> The A4000/030 is a professional desktop computer. The Falcon 030 as it stands
> is just an "entry level machine".

I think that should be "as its case stands". Grey keycaps? With white characters? Atari really tried HARD to kill the Falcon on looks alone, didn't they?

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 261. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 11:53:09 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May14.115309.13390@ugle.unit.no>
Source record: 22996
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <jonal.214.737377849@dhhalden.no>, jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
> In article <1993May14.105753.11779@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
> > > I can't hold back this flame... but... where is Cubase Audio for the A1200? :)
> >
> >Ooh, agonyagonyagony... Where's the Toaster for the Falcon?
>
> I can't hold back either - we don't need one... ;-)

No? Well, my bread tends to get kinda old before I finish it off, so a toaster is real useful... Oh yeah, I was talking about the VIDEO toaster. Well, before I respond to THAT, could somebody tell me what a Cubase Audio is? (Yeah, I've figured out it has something to do with sound :P)

> >-Eyvind

> Jon Lovstad | Sorry, but this part of my .sig file has been
> jonal@sofus.dhhalden.no | retconned by DeFalco...

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 262. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 13:22:02 UTC
From: marks@castle.ed.ac.uk
Message-ID: <35794@castle.ed.ac.uk>
Source record: 22997

neurom@u.washington.edu (Neuromancer) writes:

>In article <1993May12.163938.13123@iscsvax.uni.edu>
>sinclair2246@iscsvax.uni.edu writes:

>Color Mac emulator, and you're happy about this? At least the ST mac emulator
>doesn't requre you to get a whole new drive to read Mac disks.

Neither do 2 of the current Amiga Mac emulators (AMax II+ and Emplant).

>> "I still want a CDROM for my A1200"

>Why? You's still have to get a SCSI controller. Oh, did I mention that that
>too takes up your precious trapdoor. You can only have one.

As far as I have been able to gather the forthcoming CD-ROM driver for
the A1200 (and A600 I think) uses the PCMCIA slot, not the CPU slot.
As for the SCSI interface, several of the 40/50MHz 030 expansion cards
you mention for the A1200 include SCSI interfaces.

>So, if you want everything the falcon has, or can get if you add that MS32
>board, you need to get at least a 32MHz 030, can hold 128 megs RAM, battery
>clock, FPU socket, video capture board (that CyReL can do it with a little
>attachment), SCSI-II controller w/ DMA (not bloody likely), a processor direct
>expansion bus, and SOME DECENT SOUND HARDWARE FOR ONCE! all on one little "trap
>door" card.

If someone wants an expandable Amiga they are hardly likely to choose
the A1200 :-) For a similar price to the 4 Meg Falcon + HD they can get a
A4000/030 + HD running at 25Mhz. This however uses an ec030 without MMU
and does not come with a DSP or SCSI-II but is considerably more
expandable than the A1200. While you may not get a SCSI-II controller
with DMA, the fast and wide SCSI-II controller which is about to be made
available should prove more than adequate. Everything else you mention
has already been available for higher end Amigas or quite some time,
save perhaps the improved sound, though the DSP cards which are coming
ought to solve that problem.

>Hmmm, I think the price of that Mega Board is a bit out of _your_ price range,
>so just give it up. Don't argue Amiga tech with an Amiga tech. You'll loose.

Only if you believe that the A1200 is the be all and end all of the Amiga
line.

>Just something to think about.
> --Neuromancer

--
! Raw Shark of the Net.Trenchcoat.Brigade !
!"This is a work of fiction. Any resemblence to any real people (living,!
! dead or stolen by fairies) or to any real animals, gods, witches, !
! countries and events (magical or otherwise) is just blind luck, or so !
! we hope." Disclaimer courtesy of The Books of Magic !

## 263. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 14:32:37 UTC
From: cmedley@wam.umd.edu
Message-ID: <1t0ai5$hqa@cville-srv.wam.umd.edu>
Source record: 22998
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993May14.105753.11779@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>In article <1sut21$7qi@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
>
> > I can't hold back this flame... but... where is Cubase Audio for the A1200? :)
>
>Ooh, agonyagonyagony... Where's the Toaster for the Falcon?
>
>-Eyvind
>

Touche'. :) This just does to show we're comparing two similar machins
that have adapted to totally different market pressures to become what they
are now..

## 264. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 14:44:59 UTC
From: cmedley@wam.umd.edu
Message-ID: <1t0b9b$ikf@cville-srv.wam.umd.edu>
Source record: 22999
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993May14.112857.12575@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>In article <1sv3pl$euj@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
> > In article <1993May14.012739.25178@infodev.cam.ac.uk> cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
>
> > PCMCIA was an excellent choice for a general-purpose slot on the A1200...
> > sine it will be an industry standard connector. I personally think it
> > was smart, but..... i think they should have had built-in SCSI.
>
>I'm adding SCSI anyway. Meaning I paid for a useless IDE controller. Maybe I
>could have had a HD drive instead...
>
> > (fast hard disk access is always a + )
>
>(grmbl scummy SCSI2 rrghrmb ;)
>
> > >But the A1200's trapdoor is a full processor expansion bus. It also connects to
> > >the rest of the system via a full 32 bit databus, not like the crippled 16 bit
> > >effort in the Falcon. Also the new emplant emulation card will soon have a Falcon
> > >module, allowing Amigas to run Falcon software.
> >
> > Whoa. What is this "emplant" emulation card? And how are they going to
>
>Emplant is some STUPID acronym; the card is a generic emulator... You add modules
>to the base Emplant card, and it emulates a Mac, PC, whatever. Probably
>cost-efficient, if you think about it :) Not that I WANT to use a PC or (God
>forbid) a Mac, but if you do, it's there.

Well.... my personal experience with emulators on the Amiga and ST is that
they were a good idea when the ST and Amiga could compete against inferior
low-cost clones and expensive underpowered Macs, but now... excluding the
cost of a good monitor, it's probably more practical to have a seperate
machine and run a network in your home. :)

<the Falcon has built-in Localtalk ports... hehehehehe :) >

>
> > emulate the Falcon on an A1200 which, if I remember correctly, does not
> > even have a 68030, will be running a multitasking TOS that has memory
> > protection, and has graphics capabilities that might not be "emulatable",
>
>Well, they'll probably add an MMU on the card (68851). Multitasking? Uh, WHICH
>home computer has had that since '85? Memory protection? "Please mommie, don't

>let the bad people steal my memory"... Sheesh, MP is for SISSIES ;)
>

*laughs*

Well, the MMU would be good... I know the Amiga has had multitasking since
'85, and it's probably in a much more stable form than the ST or even Macs,
since it was integrated into the system from its inception. I remember how
demo A1000s used to die horrible deaths. Luckily, that means the current
crop don't have to go through the growing pains the Falcon will with MultiTOS.

But what I meant was, as MultiTOS becomes the de facto OS on the Falcon, it
would make the emulator user NEED things like memory protection, etc... that
wouldn't be onboard the A1200 for emulation.

> > like the True Color mode? (I know HAM-8 is capable of more colors, but can
> > a desktop or application run on a 14mhz 68020 machine tolerably under an
> > emulator to do 65536 colors, even with the nice graphics co-processor?)
>
>Oh yeah. In fact, HAM-8 takes up as much processor time as any 8-bit display.
>Which means no slowdown if you have fast-mem (basically any expansion memory). I
>guess the speed of emulation would depend on how the "true"-coloUr mode is
>implemented.

Hmmm. HAM-8 is an 8-bit display with changes made pixel to pixel like original
HAM mode did with 6 bits? Could you clarify how it works so I can
more effectively flame the Amiga 1200?

*just kidding! put the gun down!*

>
> > I'm going to love seeing how an emulator would handle the DSP and the
> > way many sequencers for the ST hit the MIDI hardware.
>
>Good point. They'd probably just add support for the squillions of Amiga MIDI
>widgets out there. They'd have to... MIDI's probably the only reason ANYBODY
>would want to use a Falcon *ducks* ;)
>
> > (in fact, if they add the cost of a DSP to the card, it'll probably cost

Well, I admit.. if someone is going to buy an A1200 and then emulate a
Falcon, the two things I can think of for even doigp that would be:

1) MIDI
2) direct-to-disk recording (i.e., the programs that will allow one to sequence
and/or record music digitally to hard drive in real time....

> > as much to get a real Falcon...)
>
>Hm? DSPs aren't that expensive...
>
>[...]

That's true... but i'm thinking also in terms of making it accessible to the system.

I've heard C= is planning a DSP for the Amiga... I wonder if it will be able to function as an emulator for the 56001.

>
> > The A4000/030 is a professional desktop computer. The Falcon 030 as it stands
> > is just an "entry level machine".
>
>I think that should be "as its case stands". Grey keycaps? With white
>characters? Atari really tried HARD to kill the Falcon on looks alone, didn't
>they?
>

It really isn't that ugly to my eye. Just different. Personally, the "slan" look of the ST always appealed to me... it was always unique. The A1000 and A500 were ugly ugly ugly. The A500 looked like a C-128 on steroids. In the Atari world, the XE series looked like wimpy STs. :)

<not to flame the loyal 8-bitters, but the XE was ugly... i liked the old 1200 case better...>

## 265. What a concept!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 16:55:48 UTC
From: neurom@u.washington.edu
Message-ID: <1t0iukINNog7@news.u.washington.edu>
Source record: 23000

Oh my God! Are my eyes decieving me? or are Atari and Amiga advocates actually....advocating...INTELLIGENTLY!!!! Wow! As the Subj. says, what a concept!

Anyway, since I don't want to post whole loads of messages. (And that subject line is really irrelevant...) I'll just do all sorts of misquotes and undeniable cut and paste maneuvers...

(As much as I like Atari/Amiga, NeXT mahcines are nice. Pokey (esp. for the price), but the OS is great.)

Someone said this in message <76387dafsh834578@I.dont.really.care>:
> Ooh, agonyagonyagony... Where's the Toaster for the Falcon?
>
> -Eyvind

I con't resist this. Read Brodie's CeBit report, esp. in reference to the....

Toaster Roaster!

(Boy, is it getting hot in here?)

Another Message from Eyvind in message <pannsylvania-6-5000@nowhere.u>:

> > (in fact, if they add the cost of a DSP to the card, it'll probably cost
> > as much to get a real Falcon...)
>
> Hm? DSPs aren't that expensive...

News from Commodore: A DSP card for the A4000 line will be released soon. It will cost ~$1200 (US). They use the, I believe, AT&T DSP chip, which buries the 56001. (For that cost, it damn well better!) No talk yet for the A1200.

More from Eyvind in message <GodYouGetAround@everywhere.net.com.edu.mil>:
> No? Well, my bread tends to get kinda old before I finish it off, so a
> toaster is real useful... Oh yeah, I was talking about the VIDEO toaster.
> Well, before I respond to THAT, could somebody tell me what a Cubase Audio
> is? (Yeah, I've figured out it has something to do with sound :P)
>
> -Eyvind

Cubase Audio? Do you know what Cubase is? Well, Cubase Audio allows you to mix p to eight channels of 16 bit stereo sound with MIDI, tapes, live music, et al. It's out for the PC, Mac, and Falcon. All computer require the Yamaha Whachamajig to allow that speed of analog to digital conversion. This piece of equipment costs about as much as a small sports car (Okay, Sedan [a.k.a. ~$4000]) The catch is there is another version that only the Falcon can handle that doesn't require your next three months mortgage payments. The catch is

you can only record four channels to the hard disk, SCSI-II isn't fast enough (!!!!!!!!!), but you can record the other four into RAM, or play them from RAM onto the Hard disk after you've recorded. Not quite as fancy, but still DAT quality.

Call Steinburg for more info if you want it, or American Music.

From Raw Shark in message <a couple back@here>:
I _really_ don't want to add > to all those lines, so I'll paraphrase and just say that he said the price of a 4000/030 approaches that of a Falcon030.

Let me say, kinda.

Yes, you can buy a 4000/030 (from me, of course) for $1,899.95. w/ 4 megs RAM and 120 meg HD. That is considerably better HD and expansion than a Falcon (PLEASE! notice the qualifiers...) However, the MSRP is $2,399. Wait, you say, that's over $500 savings. Yup. The MSRP for the F030/4/65 is $1,399.95. I can probably find one for $999.

Kay?

Well, I hope this answered some questions, and I hope even more that more people will advocate with intelligence, not lies.

To set the record straight, I know a whole bunch of how the Amiga works, I have to since I have to sell and service them. If I could get an A4000 for the same price as I can get a Falcon, I may just buy one. However, I've had an ST forever (i.e. my first "real" computer,) and I really like it. I want the F030 also to run the oodles of Apps I have for my ST. Besides, it's almost as cheap to get this as it is to upgrade my system with just the RAM and Hard Drive this has.

Well, I do have school work to do, so I'll reply to everything you say later.

--Neuromancer

## 266. Toaster Shmoaster

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 18:44:32 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993May14.184432.3957@ultb.isc.rit.edu>
Source record: 23002

Do you want to know where the Toaster is for the Falcon? How about
the CyRel Cyber Cube. Not only does it run on the Falcon but it runs
on the TT! This little device not only does what a Toaster can do but
it does more and it does it FAST! Not to mention the fact that we have
the software to support it, like the PHASE-4 line which has expanded
so an ATARI with a CyRel in it equals if not surpasses an Amiga with
a Toaster.

Acutally, I don't even know why people bother with things like the Toaster
anyway (or similar devices on other platforms ;-) because I've been
to advertising agencies and other places where professional video is
produced and I have yet to see an Amiga with a Toaster or that Toaster
stand alone thing. What I HAVE seen is Quantel Video paint boxes and
Macintosh Quadras outfitted with Torx boards.

The only use I can see for things like the Toaster is for At-Home-Ed doing
his video titling or the nerds in High School AV rooms (Which is the ONLY
place I have ever seen an Amiga with Toaster or no!)

Just a little Advocacy but then again, at least I know where to post a
message like this unlike SOME Amiga people (not all, SOME).

Have a nice day :-P


+-------------------------------------------+------------------------------+
| Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
| Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |
| Printing And Applied Computer Science | Lovely spam, woderful spam! |
| RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
+-------------------------------------------+------------------------------+

## 267. Re: Best feature of the Atari line is GEM.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 19:29:18 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993May14.192918.4628@ultb.isc.rit.edu>
Source record: 23003

In article <1suteg$88d@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>The big question I wonder about, and I know the Amigoids will flame this, is
>whether or not this observation is correct.. can an Amiga user do what an
>ST owner can do, i.e., go out and buy a video board with a driver and watch
>all the programs that ran on their stock machine work with this new board
>provided they go through the OS services?

Well, yes and no. :-) Until 4.0 (3.1?) AmigaDOS wont have complete RTG
capability, so in a sense, it's not supported. But most of the newer
graphics cards (Retina, Picasso..or whatever they call them now) come
with replacement graphics.libraries. ie. They actually replace the
whole grphics system with one that supports their card as well as the
standard amiga video modes. Sorta like a driver, but not really. Every
program that uses the OS for graphics will work on these cards, esp.
programs that can run on the Workbench. Its somewhat of a hack, but it
works.

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

## 268. (ADVOCACY) Life, Liberty, and the Pursuit of Silliness...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 19:41:18 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1331@usdtsg.DaytonOH.NCR.COM>
Source record: 23007
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Sorry to respond in comp.sys.atari.st (the advocacy group isn't at
my site yet). Anyways, a rare respose of mine to a flame - hit that
'n' key now to avoid it :-)

In article <huots00.737362021@tohi> huots00@tohi (SYLVAIN HUOT) writes:

>YARK!! Atari world is so closed that nobody needs to exchange with
>other platforms ??

Yark???

I dunno, I exchange graphics, sound, word processing files, etc
between my MSTE and 386 (and MAC)...

>When i am doing FTP, i ALWAYS copy files directly form the Sun's floppy to
>a MS-DOS Disk, and i read them directly with my Amiga ...

Funny, that's exactly what I do with *my* Atari. Who knew? :-)

>I think that all people that needs to do many normal things with their computer
>*AVOID* to buy a ATARI ST/STE/TT/FALCONVAPORHARDWARE 'cause they know that
>computers can't ...

Doesn't sound like you've ever *used* an Atari, muchless know what it
can/cannot do. *All* stock ST's can read and write IBM format disks with
no problem (720k). Newer machines (Falcon, TT, and my MSTE) can read and
write 1.44meg IBM disks as well (my MSTE is stock, BTW).

re: "to do many normal things with their computer" - I shan't ask what the
alternative is... :-)

>... other that buy ATARI don't care what others do, they don't know frequently
>what AMIGA/MAC/PC do !!!

I have a PC (286) as well as a MAC emulator, and a friend of mine has
an Amiga - have seen what they can do...

>And, in opposition to ATARI computers, all these colors on AMIGA have
>professionnal applications and using. I think you know well DESKTOP VIDEO
>and MULTIMEDIA.

I never knew there were "professional" colors and "amateur(?)" colors.
How do you tell the difference?

>When you try an Amiga ... you didn't want to exchange it with a PC, a MAC
>or a ST! ;-)

I've tried Amigas. I wasn't overly impressed (nor disappointed)...

>Falcon is technology of tomorrow for after-tomorrow ... with promises to
>be relaesed yesterday!!!

...why do I have the sudden urge to watch an Abbott and Costello
routine :-)

>The important thing is to be satisfied with youe computer, same as you said!

Yep, Amiga, Atari, or whatever. Doesn't matter if someone else doesn't
like it ;-)

>But, try seriously an Amiga 1200, and i sincerely think that you will never
>want your ATARI again.

One of my friends has a A2000. I've stayed with the Atari however...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...to those non-Atarians: I don't intend this as a flame (I've said
nothing bad about non-Atari systems above, as you can read) - I just felt
the message being replied to was misinformed enough to point a couple
things out (including a rather one-sided view of the world of computers) -
the sarcasm is in response to that, and not to the computers being talked
about... (so don't yell at me Raist :-)

## 269. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 20:01:03 UTC
From: marcus@meaddata.com
Message-ID: <1t0tpv$a9j@meaddata.meaddata.com>
Source record: 23004

In article <lazarus.736737048@mits>, lazarus@mits.mdata.fi (Lasse Saikkonen) writes:
|> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
|>
|> >OK, pop quiz: Have you ever used an Amiga? Have you ever lost data due to the
|> >Amiga file system? 'cos I haven't, and I've been using it since '87.
|>
|> 1. I have (I know this quiz wasn't meant for me, but I just can't pass one)
|> 2. I have. Let me clarify:
|>
|> In January, this year, I still owned an A1200. I was downloading a file from
|> a local BBS. One of the files wouldn't come. JR-Comm informed me cheerfully
|> ' Asyncronous write error', so I quit the d/l and exited. I went to my
|> download directory, and tried to delete the file. All I got, was ' Sorry, bud.
|> No can do.' I tried to get a directory listing; no dice.
|>
|> 'OK' I thought, 'let it be. I try to rmember not to access that file, since it
|> is broken. So, I tried to run some other program (I don't remember, what), but
|> it also had stopped working. I tried others, many of them didn't work anymore.
|>
|> So I salvaged all I could, which wasn't much, since I couldn't get directory
|> listings from many dirs. I couldn't use Diskmaster etc. for that reason. I
|> couldn't use wildcards for that reason. I just had to remember each file name,
|> and copy them to another partition individually. I managed to salvage about
|> 10%. Well, a week later I didn't own the A1200, anymore.
|>
|> Lazarus
|> --
|> _____________________________________________ DISCLAIMER:
|> ! Lasse Saikkonen ! Food for the mind: ! My employers would be eager to
|> ! lazarus@mits.mdata.fi ! " I'm vamoosing " ! have my opinions as their
|> ---------------------------------------------- official policy, if I had any.

I bet you had a Maxtor drive. I ran into the same problem. C= has not sanctioned the use of the Maxtor drives in the A1200, but I had my local dealer put one in because they are so inexpensive. What I found out later was that the A1200 was overrunning the Maxtor, and this was fixed by setting the maxtransfer rate of the drive setup down a bit (easy to do and not much of a performance hit, but a real BEAR until I figured out what needed to be changed).

This brings up four points they I feel are very important. 1) Make sure your dealer knows what the HECK he's doing before he adds hardware to your system (Amiga, Atari, Mac, or whatever); 2) Commodore did not sell a "defective" computer to me, I managed to make it defective on my own ;-) ; 3) I wish Commodore would sell the hard drives that come with the A1200 for a reasonable cost so that we mere mortals would not be as tempted to buy third party parts. I, for one, am not a hard drive expert; 4) This is
NOT a good example for condemning the A1200, or any computer for that matter. It is,

however, unfortunate that this situation caused frustration for you.

Sorry about jumping into this in an Atari forum, but I didn't want everyone thinking that A1200's with hard drives are unstable. Just me ;-)

Marcus :-)

**** These views are my own, not those of my employer. Any views I express that resemble intelligent, rational thinking are in error and should be considered automatically retracted. **********

## 270. Re: Toaster Shmoaster

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 20:59:43 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May14.205943.26281@ugle.unit.no>
Source record: 23006

In article <1993May14.184432.3957@ultb.isc.rit.edu>, mrz5149@ritvax.isc.rit.edu writes:
> Do you want to know where the Toaster is for the Falcon? How about
> the CyRel Cyber Cube. Not only does it run on the Falcon but it runs
> on the TT! This little device not only does what a Toaster can do but
> it does more and it does it FAST! Not to mention the fact that we have
> the software to support it, like the PHASE-4 line which has expanded
> so an ATARI with a CyRel in it equals if not surpasses an Amiga with
> a Toaster.
>
> Acutally, I don't even know why people bother with things like the Toaster
> anyway (or similar devices on other platforms ;-) because I've been
> to advertising agencies and other places where professional video is
> produced and I have yet to see an Amiga with a Toaster or that Toaster
> stand alone thing. What I HAVE seen is Quantel Video paint boxes and
> Macintosh Quadras outfitted with Torx boards.

What you have seen, my friend, is $$$EX$PEN$IVE$$$ high-end stuff. Sure, T2 wasn't done on an Amiga/Toaster, it was done on a Silicon Graphics workstation. I have a hypothetical question for you. If you were a small cable company, say, wanting some special FX and a text generator, would you want to pay $LOT$ for a RealityEngine-equipped multiprocessing computer, or would you want to get something cheaper, but perfect for your needs. Would you pick (a) a Mac, because you have no braincells; (b) an Atari, because - what the heck - if you haven't HEARD of them doesn't mean they're bnot *GOOD*, right?; or (c) an Amiga with a Toaster, because most small cable companies USE Amigas w/ Toasters. Gee, these tough calls, huh?

> The only use I can see for things like the Toaster is for At-Home-Ed doing
> his video titling or the nerds in High School AV rooms (Which is the ONLY
> place I have ever seen an Amiga with Toaster or no!)

Really. Guess you haven't been looking to close now, have you? Oh, I've seen ONE Falcon. Seemed OK, I guess (nothing mindblowing, but then again it was NEW); what happened? It had to go back for repairs. To Holland. And still hasn't come back (although I understand this isn't Ataris fault...)

> Just a little Advocacy but then again, at least I know where to post a
> message like this unlike SOME Amiga people (not all, SOME).

Well, being an 8-bitter, my introduction to this newsgroup came through an (uncalled-for) post in the atari.8bit group... Posted by *GUSP* an Atarian!

> Have a nice day :-P

> | Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
> | Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |

> | Printing And Applied Computer Science | Lovely spam, woderful spam! |
> | RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |

Bloody vikings.

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 271. Re: Toaster Shmoaster

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-14 22:01:36 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993May14.160137.13175@iscsvax.uni.edu>
Source record: 23005

In article <1993May14.184432.3957@ultb.isc.rit.edu>, mrz5149@ritvax.isc.rit.edu writes:
> Do you want to know where the Toaster is for the Falcon? How about
> the CyRel Cyber Cube. Not only does it run on the Falcon but it runs
> on the TT! This little device not only does what a Toaster can do but
> it does more and it does it FAST! Not to mention the fact that we have
> the software to support it, like the PHASE-4 line which has expanded
> so an ATARI with a CyRel in it equals if not surpasses an Amiga with
> a Toaster.
>
> Acutally, I don't even know why people bother with things like the Toaster
> anyway (or similar devices on other platforms ;-) because I've been
> to advertising agencies and other places where professional video is
> produced and I have yet to see an Amiga with a Toaster or that Toaster
> stand alone thing. What I HAVE seen is Quantel Video paint boxes and
> Macintosh Quadras outfitted with Torx boards.

Your obviously ignorant about the Toaster and the Amiga. Nothing comes close to
a Toaster. What is this Cyrel Cyber? Is it vapor like the Falccon....I would
check out the Video Toaster Magazine which has a circulation of over 60,000
each month, alot more than any Atari rag put together. I have seen Atari rags,
very unprofessional compared to the Amiga ones..

==========

Amiga 1200/80 --------------------I love it ------------------
Amiga 4000 Toaster --------Maybe some day--------------------

==========

>
> The only use I can see for things like the Toaster is for At-Home-Ed doing
> his video titling or the nerds in High School AV rooms (Which is the ONLY
> place I have ever seen an Amiga with Toaster or no!)
>
> Just a little Advocacy but then again, at least I know where to post a
> message like this unlike SOME Amiga people (not all, SOME).
>
> Have a nice day :-P
>
> +-----------------------------------------+-----------------------------+
> | Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
> | Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |
> | Printing And Applied Computer Science | Lovely spam, woderful spam! |
> | RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
> +-----------------------------------------+-----------------------------+

## 272. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-15 02:11:11 UTC
From: jph@anaconda.Bloomington.IN.US
Message-ID: <jph.14oe@anaconda.Bloomington.IN.US>
Source record: 23008
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
In article <1sut21$7qi@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
> I love the quote about the Mac emulator... I guess that since the A1200
> does not have it available yet, it is still vapor. When it ships, then I'd
> mention it. Otherwise, it's just as much vapor as the Gadgets by Small
> Mac emulator for the Falcon.

Idiot. Ever heard of the A-Max II? Which works on ANY Amiga?

--
Joseph Hillenburg, NPS Technologies, Bloomington, Indiana
UUCP: jph@anaconda.bloomington.in.us \ /
INET: jph@gnu.ai.mit.edu +----o0o----+
My BBS: The Wrong Number BBS, w/BMS Long live the Hornet
+1 812 332 7379 (V.32bis) "Tatsu maki sen puu kyaku."
```

## 273. Re: What a concept!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-15 22:00:11 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993May15.160011.13189@iscsvax.uni.edu>
Source record: 23009

In article <1t0iukINNog7@news.u.washington.edu>, neurom@u.washington.edu (Neuromancer) writes:
>
>
> Oh my God! Are my eyes decieving me? or are Atari and Amiga advocates
> actually....advocating...INTELLIGENTLY!!!! Wow! As the Subj. says, what a
> concept!
>
> Anyway, since I don't want to post whole loads of messages. (And that subject
> line is really irrelevant...) I'll just do all sorts of misquotes and
> undeniable cut and paste maneuvers...
>
> (As much as I like Atari/Amiga, NeXT mahcines are nice. Pokey (esp. for the
> price), but the OS is great.)
>
> Someone said this in message <76387dafsh834578@I.dont.really.care>:
>> Ooh, agonyagonyagony... Where's the Toaster for the Falcon?
>>
>> -Eyvind
>
> I con't resist this. Read Brodie's CeBit report, esp. in reference to the....
>
> Toaster Roaster!

Brodie doesn't have any credibility in what he says. I wonder if Brodie has ever seen the Toaster in use...
>
> (Boy, is it getting hot in here?)
>
> Another Message from Eyvind in message <pannsylvania-6-5000@nowhere.u>:
>
>> > (in fact, if they add the cost of a DSP to the card, it'll probably cost
>> > as much to get a real Falcon...)
>>
>> Hm? DSPs aren't that expensive...
>
> News from Commodore: A DSP card for the A4000 line will be released soon. It
> will cost ~$1200 (US). They use the, I believe, AT&T DSP chip, which buries
> the 56001. (For that cost, it damn well better!) No talk yet for the A1200.
>
> More from Eyvind in message <GodYouGetAround@everywhere.net.com.edu.mil>:
>> No? Well, my bread tends to get kinda old before I finish it off, so a
>> toaster is real useful... Oh yeah, I was talking about the VIDEO toaster.
>> Well, before I respond to THAT, could somebody tell me what a Cubase Audio

>> is? (Yeah, I've figured out it has something to do with sound :P)
>>
>> -Eyvind
>
> Cubase Audio? Do you know what Cubase is? Well, Cubase Audio allows you to
> mix p to eight channels of 16 bit stereo sound with MIDI, tapes, live music, et
> al. It's out for the PC, Mac, and Falcon. All computer require the Yamaha
> Whachamajig to allow that speed of analog to digital conversion. This piece of
> equipment costs about as much as a small sports car (Okay, Sedan [a.k.a.
> ~$4000]) The catch is there is another version that only the Falcon can handle
> that doesn't require your next three months mortgage payments. The catch is
> you can only record four channels to the hard disk, SCSI-II isn't fast enough
> (!!!!!!!!!), but you can record the other four into RAM, or play them from RAM
> onto the Hard disk after you've recorded. Not quite as fancy, but still DAT
> quality.
>
> Call Steinburg for more info if you want it, or American Music.
>
> From Raw Shark in message <a couple back@here>:
> I _really_ don't want to add > to all those lines, so I'll paraphrase and just
> say that he said the price of a 4000/030 approaches that of a Falcon030.
>
> Let me say, kinda.
>
> Yes, you can buy a 4000/030 (from me, of course) for $1,899.95. w/ 4 megs RAM
> and 120 meg HD. That is considerably better HD and expansion than a Falcon
> (PLEASE! notice the qualifiers...) However, the MSRP is $2,399. Wait, you
> say, that's over $500 savings. Yup. The MSRP for the F030/4/65 is $1,399.95.
> I can probably find one for $999.
>
> Kay?
I will wait until the price is below $1500. I can Get A Mac IIVX for $1500 and
$1900 for the cdrom...

Are you stsating you are selling the Falcon 4/65 for $999? If thats true, than
is a good price...

>
>
> Well, I hope this answered some questions, and I hope even more that more
> people will advocate with intelligence, not lies.
>
> To set the record straight, I know a whole bunch of how the Amiga works, I have
> to since I have to sell and service them. If I could get an A4000 for the same
> price as I can get a Falcon, I may just buy one. However, I've had an ST
> forever (i.e. my first "real" computer,) and I really like it. I want the F030
> also to run the oodles of Apps I have for my ST. Besides, it's almost as cheap
> to get this as it is to upgrade my system with just the RAM and Hard Drive this
> has.
>
> Well, I do have school work to do, so I'll reply to everything you say later.

>
> --Neuromancer

## 274. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-16 15:22:44 UTC
From: asm@festival.ed.ac.uk
Message-ID: <35853@castle.ed.ac.uk>
Source record: 23010
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Falcon? what the hell's a falcon :)

Martin
Virtual Environment Laboratory,
Psychology Department,
Edinburgh University.

## 275. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-16 21:20:43 UTC
From: cmedley@wam.umd.edu
Message-ID: <1t6b7b$oor@cville-srv.wam.umd.edu>
Source record: 23011
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <jph.14oe@anaconda.Bloomington.IN.US> jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:
>In article <1sut21$7qi@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>> I love the quote about the Mac emulator... I guess that since the A1200
>> does not have it available yet, it is still vapor. When it ships, then I'd
>> mention it. Otherwise, it's just as much vapor as the Gadgets by Small
>> Mac emulator for the Falcon.
>
>Idiot. Ever heard of the A-Max II? Which works on ANY Amiga?

^^^^^^

Nope, I never heard of A-MAX II because no one brought it up in this discussion..

>
>
>--
>Joseph Hillenburg, NPS Technologies, Bloomington, Indiana
>UUCP: jph@anaconda.bloomington.in.us \ /
>INET: jph@gnu.ai.mit.edu +----o0o----+
>My BBS: The Wrong Number BBS, w/BMS Long live the Hornet
> +1 812 332 7379 (V.32bis) "Tatsu maki sen puu kyaku."

## 276. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-17 10:51:08 UTC
From: we39833@is1.vub.ac.be
Message-ID: <1973@rc1.vub.ac.be>
Source record: 23012
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

> I can't hold back this flame... but... where is Cubase Audio for the A1200? :)

And where is Real3D 2.0 for the PC, Mac, Falcon, ... ?

Different platforms have different software, because there is another demand,
on the Amiga it happens to be Animation-software and great multimedia products.

BTW: Where is the Falcon030 ? I saw a demonstration at a local shop in Belgium
, I wasn't surprised, but since then it's still not available, and I wonder if
it ever will.

/)avid.

## 277. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-17 12:40:01 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May17.134001@cs.bham.ac.uk>
Source record: 23013
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
Please move this thread to comp.sys.atari.advocacy ONLY!
The atari.8-bit and atari.st sections are for information about the relevant
computers, NOT for flames.

The follow-up to this item is set correctly!

Thank you,

David Oakley, proposer comp.sys.atari.advocacy
```


```
.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /\_
Stoke On Trent | Mastricht treaty. Goodness knows whether _/|| ||\_/ |
ST7 8QQ England.| you were right or not... |_/ |_| \_|/
```

## 278. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-17 21:15:16 UTC
From: gorrie@hercules.cs.uregina.ca
Message-ID: <1993May17.211516.477053@sue.cc.uregina.ca>
Source record: 23015
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1sut21$7qi@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>The bottom line is that right now, the market has not slanted towards the
>A1200/4000 or the Falcon 030. And personally, I think it's ridiculous for
>an Amiga owner to flame the Falcon for having no future when the PC and Mac
>are making mincemeat out of both platforms in the marketplace.

Whats this? You're trying to hinder us with facts and unbiased statements?
Didn't you know that this newsgroup is for shit-slinging and flop tossing?
Remarks like that have no place in this newsgroup, how dare you bother us,
go back to reality where you came from :-) :-) :-) :-)

## 279. Emplant emulating Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-17 23:27:06 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1t970aINNe1a@lily.csv.warwick.ac.uk>
Source record: 23014

Just a quick note on the Emplant emulator for the Amiga. Someone said that it would be emulating a Falcon soon - I don't think so!

I read a quote in this months Amiga shopper( I think that was the mag) by the vice-president of the company that makes the Emplant. He said that Falcon emulation was 'a long way down the road'.

Paul

cstadbs@warwick.ac.uk
pmd@dcs.warwick.ac.uk

## 280. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-18 11:16:37 UTC
From: cs9h2ssh@swan.pyr
Message-ID: <1993May18.111637.18222@swan.pyr>
Source record: 23016
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1t0ai5$hqa@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>In article <1993May14.105753.11779@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>>In article <1sut21$7qi@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
>>
>> > I can't hold back this flame... but... where is Cubase Audio for the A1200? :)
>>
>>Ooh, agonyagonyagony... Where's the Toaster for the Falcon?
>>
>>-Eyvind
>>
>
>Touche'. :) This just does to show we're comparing two similar machins
>that have adapted to totally different market pressures to become what they
>are now..
>
>

The only real use for the faclon is to put in a toaster!!!!!

## 281. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-18 18:00:32 UTC
From: cmedley@wam.umd.edu
Message-ID: <1tb880$nlh@cville-srv.wam.umd.edu>
Source record: 23017
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
In article <1993May18.111637.18222@swan.pyr> cs9h2ssh@swan.pyr (s.hughes) writes:
>In article <1t0ai5$hqa@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>>In article <1993May14.105753.11779@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind
Bernhardsen) writes:
>>>In article <1sut21$7qi@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
>>>
>>> > I can't hold back this flame... but... where is Cubase Audio for the A1200? :)
>>>
>>>Ooh, agonyagonyagony... Where's the Toaster for the Falcon?
>>>
>>>-Eyvind
>>>
>>
>>Touche'. :) This just does to show we're comparing two similar machins
>>that have adapted to totally different market pressures to become what they
>>are now..
>>
>>
>
>The only real use for the faclon is to put in a toaster!!!!!
>

Does this mean the Amiga should be used for direct-to-disk sound recording? :)
```

## 282. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-18 18:03:10 UTC
From: cmedley@wam.umd.edu
Message-ID: <1tb8cv$nu0@cville-srv.wam.umd.edu>
Source record: 23018
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993May17.211516.477053@sue.cc.uregina.ca> gorrie@hercules.cs.uregina.ca (Dennis Gorrie) writes:

>
>Whats this? You're trying to hinder us with facts and unbiased statements?
>Didn't you know that this newsgroup is for shit-slinging and flop tossing?
>Remarks like that have no place in this newsgroup, how dare you bother us,
>go back to reality where you came from :-) :-) :-) :-)
>

Oops. Sorry. I apologize to everyone in the *.advocacy groups. :)

## 283. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-18 19:44:52 UTC
From: martin@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993May18.134452.3710@msus1.msus.edu>
Source record: 23019
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1tb880$nlh@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
>In article <1993May18.111637.18222@swan.pyr> cs9h2ssh@swan.pyr (s.hughes) writes:
>>In article <1t0ai5$hqa@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>>>In article <1993May14.105753.11779@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind
Bernhardsen) writes:
>>>>In article <1sut21$7qi@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
>>>>
>>>> > I can't hold back this flame... but... where is Cubase Audio for the A1200? :)
>>>>
>>>>Ooh, agonyagonyagony... Where's the Toaster for the Falcon?
>>>>
>>>>-Eyvind
>>>>
>>>
>>>Touche'. :) This just does to show we're comparing two similar machins
>>>that have adapted to totally different market pressures to become what they
>>>are now..
>>>
>>>
>>
>>The only real use for the faclon is to put in a toaster!!!!!
>>
>
>Does this mean the Amiga should be used for direct-to-disk sound recording? :)
>
>
Sure, if you wanna put in a Studio16 card. I believe that it can do direct
digitization to Hard Disk.

Jim Martin
---
Screeeemmmmmin fast 4000/040..Die Kilrathi Scum! X-ASOCC (CBM Blew that one)
J. Martin Future : CDTV compat CD-ROM, DSP, and MPEG Board!!!!
(aka C. W.) **I want my MC68060 @ 66Mhz** MARTIN@TIGGER.STCLOUD.MSUS.EDU
Lord Conthrox opened his eyes as he stepped forth from the Circle of
------Protection and realized that Paladins aren't appreciated in Hell!!-------

## 284. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 02:36:18 UTC
From: cmedley@wam.umd.edu
Message-ID: <1tc6f2$sqh@cville-srv.wam.umd.edu>
Source record: 23020
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tbacfINN4ta@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1tb93c$oqt@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>: Falcon ridiculous. The A1200 and Falcon are so similar, especially for
>: multimedia purposes, that flaming it is purely idiotic.
>
>I TOTALLY disagree. In reference to hardware, the Amiga has video modes
>that are more useable--allowing the speed of selectable bitplanes as well
>as HAM8. Our audio may be 8-bit, but it's DMA, and it doesn't require
>you to babysit it. Also, our audio system, whether referring to Paula or
>the DSP, is useable by more than one program at a time, whereas the 56001
>is a single-program commodity.

Ok, what video modes are more "useable"? The Falcon handles resolutions up
to 640x400 with 65536 colors at once. The video modes on the VIDEL chip
appear to be completely programmable (a program called SUPER78 sets the chip
for a higher resolution and refresh rate in *software* to 800x600 with 78hz
refresh).

As for 8-bit audio..that is my point, it is *8*-bit. The Paula chip was
nice when the Amiga first came out, but if you look at a Falcon, it has:

1) the dinky (yes, it does suck) original ST/Yamaha 3-voice monstrosity.
2) the STe-model DMA sound chip which "doesn't need to be babysat".
3) the DSP which can push a Codec around for 16-bit digital audio output

For sound playback, which would you pick?

Also, consider this... the NeXT ran a 56001 in a multitasking environment.
I've used one casually, and I found it to have no problems with it being
a "single-program commodity". In fact, to satiate my curiosity, what
happens on an Amiga if two programs both want the sound chip and it is
out of voices? Does it dynamically allocate the voices or deny requests
while it is still in use?

>
>We've got the software; we've got the hardware. Theoretically, the
>falcon could be a nice multimedia machine, but it doesn't have what it
>takes.
>

I would say the Amiga *video* software is there. I don't know about the
music side. 8 bit audio should be adequate for some people, admittedly,
but it isn't going to be that way for very long with 16-bit sound cards
becoming commonplace in PCs.

>: The A1200 is a nice machine, but certain aspects of the Falcon (namely sound
>: and SCSI-2 interface) give it some advantages for multimedia to offset
>: some of the graphic advantaegs of the A1200 (HAM-8, faster Blitter, etc).
>
>The Falcon's DSP is needed in order to get that great audio; and that
>means there are BIG problems when you need it for something else. And
>the 1200 has the advantage of having at LEAST (there are more) two great
>authoring systems supporting it: AmigaVision Professional, and Scala
>MultiMedia.
>
>For Multimedia purposes, the LAST machine one would likely consider would
>be a Falcon.
>

Consider this as well: Do you really think that the word multimedia comes
to the mind of a newbie along with the image of an A1200?

(probably not... the world is revolving around PCs)

Now, I could bash the Amiga, but that's not the solution. Here's what
I think they could do to compete against the PC and Mac...

The Amiga has excellent video capability. I think they beat Atari to the
punch with video in the A1000/500/2000 machines, and they definitely crushed
everythin below SVGA for quite some time. However, since then I have not
seen them market a machine (excluding the 1200/400 line) that could hang
with the PCs or Macs for the price.

Given the new aggressive pricing by Apple on the Centris, LC3, and Performas
for newbies to eat up for multimedia and home use... much less the clones
with multimedia sound & graphics, I don't see the Amiga competing unless
they market the 1200 and make it more widely known that they have a
multimedia capable machine. Upgrading the sound would be a BIG plus...
The graphics are good enough for now.

## 285. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 02:39:08 UTC
From: cmedley@wam.umd.edu
Message-ID: <1tc6kc$suh@cville-srv.wam.umd.edu>
Source record: 23021
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993May18.134452.3710@msus1.msus.edu> martin@TIGGER.STCLOUD.MSUS.EDU writes:
>In article <1tb880$nlh@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
>>In article <1993May18.111637.18222@swan.pyr> cs9h2ssh@swan.pyr (s.hughes) writes:
>>>In article <1t0ai5$hqa@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>>>>In article <1993May14.105753.11779@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind
Bernhardsen) writes:
>>>>>In article <1sut21$7qi@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
>>>>>
>>>>> > I can't hold back this flame... but... where is Cubase Audio for the A1200? :)
>>>>>
>>>>>Ooh, agonyagonyagony... Where's the Toaster for the Falcon?
>>>>>
>>>>>-Eyvind
>>>>>
>>>>
>>>>Touche'. :) This just does to show we're comparing two similar machins
>>>>that have adapted to totally different market pressures to become what they
>>>>are now..
>>>>
>>>>
>>>
>>>The only real use for the faclon is to put in a toaster!!!!!
>>>
>>
>>Does this mean the Amiga should be used for direct-to-disk sound recording? :)
>>
>>
>Sure, if you wanna put in a Studio16 card. I believe that it can do direct
>digitization to Hard Disk.
>

Question: How much does it cost, and what systems does it run on in the
Amiga line?

(it's not much good if it costs $1500 or more.. and can't run on an A1200)

## 286. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 03:46:18 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1tcaiaINNa3o@uwm.edu>
Source record: 23022
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tc6f2$sqh@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: Ok, what video modes are more "useable"? The Falcon handles resolutions up
: to 640x400 with 65536 colors at once. The video modes on the VIDEL chip
: appear to be completely programmable (a program called SUPER78 sets the chip
: for a higher resolution and refresh rate in *software* to 800x600 with 78hz
: refresh).

Of concern here is both support for interlace and for variable size--the
Amiga's video modes are TOTALLY programmable. If your application suits
it, you could create a screen of 320x96; or any other size. Up through
800x600 and beyond. Not just 320x200; not just a couple of set standard
modes; ANYTHING.

A literal multitude of resolutions exist for common usage, with more on
the way through AGA.

: 1) the dinky (yes, it does suck) original ST/Yamaha 3-voice monstrosity.
: 2) the STe-model DMA sound chip which "doesn't need to be babysat".
: 3) the DSP which can push a Codec around for 16-bit digital audio output

: For sound playback, which would you pick?

If I need the CPU to be doing other tasks, then 2. Fact of the matter
is, you've got ONE thing that you can use that DSP for; it's a
single-task chip. Fact of the matter is, if you're pushing your
presentation system, then you don't want to be messing with it for audio,
when you might need it for better things.

: Also, consider this... the NeXT ran a 56001 in a multitasking environment.

The NeXT did NOT multitask the 56001, however.

: I've used one casually, and I found it to have no problems with it being
: a "single-program commodity". In fact, to satiate my curiosity, what
: happens on an Amiga if two programs both want the sound chip and it is
: out of voices? Does it dynamically allocate the voices or deny requests
: while it is still in use?

There are four voices; if it doesn't have any, it fails.

With, say, a 3210, not only would your OS multitask, your DSP's OS would
handle the DSP. The 3210 has full DMA capability as a part of it, and a
multitasking OS to boot. So, even if it WERE a single-task chip, the
fact that there isn't any overhead in its operation (because it can do
whatever it needs to on its own, with its own program if necessary) means
it can be that much more useful in presentation systems that push the

limits of the hardware.

With the Amiga's Paula, it is very similar--there's next to zero cpu usage, even on slow 8mhz 68000's, because of the design. The only thing having audio costs you, in fact, is a bit of code, and space. That's why mod players are a dime a dozen on the Amiga; that's why there are so many of them.

: I would say the Amiga *video* software is there. I don't know about the

Definitely; and with multimedia, one won't deny that video is a big part.

: music side. 8 bit audio should be adequate for some people, admittedly,
: but it isn't going to be that way for very long with 16-bit sound cards
: becoming commonplace in PCs.

And with the Amiga, that 8-bit audio isn't the only solution; it is, however, present on every system, and is very cheap to run, resource-wise. One cannot say that of many PC audio systems; one cannot say that for many systems.

: Consider this as well: Do you really think that the word multimedia comes
: to the mind of a newbie along with the image of an A1200?
: (probably not... the world is revolving around PCs)

So because the world revolves around the PC, it is a resolute decision to choose a Falcon over a 1200 for presentation purposes? That doesn't even have a SEMBLANCE of reality in it; it's a totally separate argument.

The Amiga is making rather decent headway into the realm of multimedia, both in kiosks and in widespread usage. With some agressive marketing from NewTek and C='s continued and hopefully stronger advertising in the multimedia and video markets, that will get better, not worse.

One wonders whether that can be said for Atari, or the Falcon.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "...It's okay to eat fish, cause they don't have any feelings..." :)
(: _Something in the Way_ -Nirvana :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 287. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 05:25:23 UTC
From: cmedley@wam.umd.edu
Message-ID: <1tcgc3$79d@cville-srv.wam.umd.edu>
Source record: 23023
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tcaiaINNa3o@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1tc6f2$sqh@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>: Ok, what video modes are more "useable"? The Falcon handles resolutions up
>: to 640x400 with 65536 colors at once. The video modes on the VIDEL chip
>: appear to be completely programmable (a program called SUPER78 sets the chip
>: for a higher resolution and refresh rate in *software* to 800x600 with 78hz
>: refresh).
>
>Of concern here is both support for interlace and for variable size--the
>Amiga's video modes are TOTALLY programmable. If your application suits
>it, you could create a screen of 320x96; or any other size. Up through
>800x600 and beyond. Not just 320x200; not just a couple of set standard
>modes; ANYTHING.

The Falcon's VIDEL can do this too.

>
>A literal multitude of resolutions exist for common usage, with more on
>the way through AGA.
>
>: 1) the dinky (yes, it does suck) original ST/Yamaha 3-voice monstrosity.
>: 2) the STe-model DMA sound chip which "doesn't need to be babysat".
>: 3) the DSP which can push a Codec around for 16-bit digital audio output
>
>: For sound playback, which would you pick?
>
>If I need the CPU to be doing other tasks, then 2. Fact of the matter
>is, you've got ONE thing that you can use that DSP for; it's a
>single-task chip. Fact of the matter is, if you're pushing your
>presentation system, then you don't want to be messing with it for audio,
>when you might need it for better things.

You make it sound like if a Falcon is pumping out 16-bit audio it can't do
anything else... the factof the matter is, if you look at the applications
being designed for the Falcon, they assume the DSP is independent and
capable enough to leave enough time for the CPU and the rest of the system
to get a LOT of work done.

And for a presentation, it usually involves playing back video, which is
more CPU intensive and not usually something a DSP would be involved in
unless you want to get fancy and use the DSP for some of the fixed point
math you might want to try...

>
>: Also, consider this... the NeXT ran a 56001 in a multitasking environment.

>
>The NeXT did NOT multitask the 56001, however.

>: I've used one casually, and I found it to have no problems with it being
>: a "single-program commodity". In fact, to satiate my curiosity, what
>: happens on an Amiga if two programs both want the sound chip and it is
>: out of voices? Does it dynamically allocate the voices or deny requests
>: while it is still in use?
>
>There are four voices; if it doesn't have any, it fails.

Is 4 voices of 8 bit sound enough for multimedia?

>
>With, say, a 3210, not only would your OS multitask, your DSP's OS would
>handle the DSP. The 3210 has full DMA capability as a part of it, and a
>multitasking OS to boot. So, even if it WERE a single-task chip, the
>fact that there isn't any overhead in its operation (because it can do
>whatever it needs to on its own, with its own program if necessary) means
>it can be that much more useful in presentation systems that push the
>limits of the hardware.

I was about to bash that paragraph as being irrelevant because the 3210 DSP
for the Ami isn't available (that i know of) anywhere. In fact, at this
time, I haven't heard any official word on it, but I have heard tons of
rumors.

Granted, more sophisticated DSP's exist, but just like the touted
Paula chip that is "standard" on Amigas, consider this... every Falcon
sold will have a DSP. This means that as the Atari computer line goes into
the 90's, everything from the base F030 model in the 1040-style case on up
will be capable of 8 channels of 16-bit CD quality audio output.

>
>With the Amiga's Paula, it is very similar--there's next to zero cpu
>usage, even on slow 8mhz 68000's, because of the design. The only thing
>having audio costs you, in fact, is a bit of code, and space. That's why
>mod players are a dime a dozen on the Amiga; that's why there are so many
>of them.
>

.MOD players are nice, but they are hardly unique to the Amiga... the STe/TT
have them, and so do the PC and NeXT that I know of.

Also, remember this: the PC clone market has got more soundcards sold than
there are Amigas out there. A lot of those cards have 16 voice and 32 voice
polyphony. The Amiga is still doing 4 voices of 8 bit audio.

>: I would say the Amiga *video* software is there. I don't know about the

I agree, the Amiga video software has been consistently ahead of the rest,
and to the Amiga's favor... a lot of the software from their developers
is AFFORDABLE. PC and Mac owners can drool. Atari has only 1 really good

package I see that runs across all models, and those are by Lexicor, but they appear to be professional quality goods...

>
>Definitely; and with multimedia, one won't deny that video is a big part.
>
>: music side. 8 bit audio should be adequate for some people, admittedly,
>: but it isn't going to be that way for very long with 16-bit sound cards
>: becoming commonplace in PCs.
>
>And with the Amiga, that 8-bit audio isn't the only solution; it is,
>however, present on every system, and is very cheap to run,
>resource-wise. One cannot say that of many PC audio systems; one cannot
>say that for many systems.
>

Resource-wise, I don't think it's a big problem for a PC owner to run audio if they have a fast enough system. Granted the sound cards I've seen run off the bus, which is slow, but they are usually capable in and of themselves of doing such tasks as sample playback without straining the machine.

Also, like I said... there are millions of PC soundcards out there.

(come to think of it, if we drag the Mac in to this, consider that they have has 4 voice monophonic 8-bit sound in all their machines since before our machines were shipping)

>: Consider this as well: Do you really think that the word multimedia comes
>: to the mind of a newbie along with the image of an A1200?
>: (probably not... the world is revolving around PCs)
>
>So because the world revolves around the PC, it is a resolute decision to
>choose a Falcon over a 1200 for presentation purposes? That doesn't even
>have a SEMBLANCE of reality in it; it's a totally separate argument.

You missed my point. :)

*whoosh*

You're spending a lot of effort to say how much better the 1200 is over the Falcon as a multimedia machine, and the purpose of that statement I made was to ground you back to reality... as much as you may despise Atari, and love your Amiga, you have to always remember that this is a DOS/Windows-based world and that they have a market size that dwarfs our own. When you argue that the Amiga 1200 is some incredible multimedia machine, remember that it will be compared against 486/33 machines with SoundBlaster Pro cards and video boards that have graphics modes equal to AGA. Sure, some aspects of their performance may not match our machines, but they are the de facto standard we have to match.

>
>The Amiga is making rather decent headway into the realm of multimedia,
>both in kiosks and in widespread usage. With some agressive marketing

>from NewTek and C='s continued and hopefully stronger advertising in the
>multimedia and video markets, that will get better, not worse.
>

This is an incredibly optimistic viewpoint. :)

What is Commodore's market share of the US computer market? How many machins
have been sold total in its time?

(i'm sure it's at least 2-5 times bigger than the Atari ST market :) )

Now remember, the world is full of PCs and Macs. Has C= reported any
$2 billion profits in a quarter lately?

>One wonders whether that can be said for Atari, or the Falcon.
>

I would say... for the niche uses I have for it... and for the music
market (my use), the Falcon will probably become THE platform of
choice.

## 288. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 05:38:24 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <1tch4gINN3fl@tom.rz.uni-passau.de>
Source record: 23024
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tcaiaINNa3o@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1tc6f2$sqh@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>: Ok, what video modes are more "useable"? The Falcon handles resolutions up
>: to 640x400 with 65536 colors at once. The video modes on the VIDEL chip
>: appear to be completely programmable (a program called SUPER78 sets the chip
>: for a higher resolution and refresh rate in *software* to 800x600 with 78hz
>: refresh).
>
>Of concern here is both support for interlace and for variable size--the
>Amiga's video modes are TOTALLY programmable. If your application suits
>it, you could create a screen of 320x96; or any other size. Up through
>800x600 and beyond. Not just 320x200; not just a couple of set standard
>modes; ANYTHING.

You are using 800*600 with AA chipset? Gosh! A friend of mine has an Amiga
4000 and doesn't consider any interlaced mode suitable for doing something
with the machine. In his opinion these modes are just good for viewing
pictures using ViewTek. Remember, the Falcon will do 1152*832 in 87Hz
interlaced with the ScreenBlaster, an external hardware that is available
for ~100 $, bundled with NVDI here in Germany for ~ 150 $ and bundled with
a Falcon (at an Atari dealer in Hamburg) for ~ 65 cents. Not to mention
that it gives you resolutions like 880*608 at 60Hz noninterlaced (the fewer
pixels you have, the higher is the refresh rate).

>A literal multitude of resolutions exist for common usage, with more on
>the way through AGA.

Yeah, like 1440*256 or 800*300 noninterlaced (add some percents for overscan
if you feel like it). Interlaced modes might be great for viewing pics or
similar, but they are virtually useless for any other purpose.

Weregoose

---
- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
- In the sky a mighty eagle doesn't care 'but what's illegal -
- On its wings the rainbow's light it's flying to eternity. -
---

## 289. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 08:36:52 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1tcrj4$1e07@info2.rus.uni-stuttgart.de>
Source record: 23025
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>1) the dinky (yes, it does suck) original ST/Yamaha 3-voice monstrosity.
>2) the STe-model DMA sound chip which "doesn't need to be babysat".
>3) the DSP which can push a Codec around for 16-bit digital audio output

I've got to set things right: the 16-Bit-Sound can be used without the DSP via DMA. The DSP is only a Signal-Prozessor to transform digital data (so you can manage such nice effects like Harmonizer, Pitch-Bend, Equalizer, Echo, Flanger etc...). The sound itself is produced by the DAC in the Falcon and can be connected to DMA with the integrated CODEC-Chip. You can play Digi-Sound with 49 Khz without any loss of CPU-perfomance!

I have to admit, that its difficult for the Falcon to produce Digi-Sound in any frequency because the Falcon has only 11 fixed frequencies.

Ciao, Heiko.
Internet: zcam1121@rpool9.rus.uni-stuttgart.de

## 290. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 11:31:49 UTC
From: jph@anaconda.Bloomington.IN.US
Message-ID: <jph.16le@anaconda.Bloomington.IN.US>
Source record: 23026
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tcgc3$79d@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
> In article <1tcaiaINNa3o@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
> >Of concern here is both support for interlace and for variable size--the
> >Amiga's video modes are TOTALLY programmable. If your application suits
> >it, you could create a screen of 320x96; or any other size. Up through
> >800x600 and beyond. Not just 320x200; not just a couple of set standard
> >modes; ANYTHING.
>
> The Falcon's VIDEL can do this too.

Yeah, but through the OS?

> You make it sound like if a Falcon is pumping out 16-bit audio it can't do
> anything else... the factof the matter is, if you look at the applications
> being designed for the Falcon, they assume the DSP is independent and
> capable enough to leave enough time for the CPU and the rest of the system
> to get a LOT of work done.

YOU DON'T UNDERSTAND. The *DSP* *ITSELF* is running a multitasking OS.
We don't care whether the computer is multitasking. Any computer can
do that nowadays. The AT&T 3210 and Motorola 9600x can do this. The
56001 can't. It couldn't in the NeXT. It can't in the Falcon.

[BTW, why did C= not use the 9600x instead of the 3210?]

In most cases, yes.

> Granted, more sophisticated DSP's exist, but just like the touted
> Paula chip that is "standard" on Amigas, consider this... every Falcon
> sold will have a DSP. This means that as the Atari computer line goes into
> the 90's, everything from the base F030 model in the 1040-style case on up
> will be capable of 8 channels of 16-bit CD quality audio output.

Falcons are few and far between. You're comparing the measly
procession of Falcon's vs. the full line of Amigas. This is like
comparing the A4000 vs. the whole Atari ST-descent line. The fact of
the matter is, the AVERAGE Amiga comes with BETTER graphics and BETTER
sounds than the average Atari, and I would venture to guess that there
are more A4000's out there than Falcon 030's, in any case.

> .MOD players are nice, but they are hardly unique to the Amiga... the STe/TT
> have them, and so do the PC and NeXT that I know of.

BUT CAN THEY DO THEM WELL? *EVERY* MOD player I have heard for *ANY*
computer besides the Amiga shoulds like shit in comparison to a native
Amiga mod player.

> Also, remember this: the PC clone market has got more soundcards sold than
> there are Amigas out there. A lot of those cards have 16 voice and 32 voice
> polyphony. The Amiga is still doing 4 voices of 8 bit audio.

Sure, if you want to discuss addons, we can get that many channels too.

> (come to think of it, if we drag the Mac in to this, consider that they
> have has 4 voice monophonic 8-bit sound in all their machines since before
> our machines were shipping)

I don't think it was 4-voice in the original lineup.

--
Joseph Hillenburg (xterm), NPS Technologies, Bloomington, Indiana
UUCP: jph@anaconda.bloomington.in.us \ /
INET: jph@gnu.ai.mit.edu +----o0o----+
My BBS: The Wrong Number BBS, w/BMS Long live the Hornet
+1 812 332 7379 (V.32bis) "Tatsu maki sen puu kyaku."
Current Project: Variance (Graphical oscilloscope for audio.device)

## 291. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 14:34:33 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <1tdghp$k0d@Tut.MsState.Edu>
Source record: 23027
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <jph.16le@anaconda.Bloomington.IN.US> jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:

<parts deleted>

>> .MOD players are nice, but they are hardly unique to the Amiga... the STe/TT
>> have them, and so do the PC and NeXT that I know of.
>
>BUT CAN THEY DO THEM WELL? *EVERY* MOD player I have heard for *ANY*
>computer besides the Amiga shoulds like shit in comparison to a native
>Amiga mod player.

My experience was similar when the only PC soundcards that I'd heard were the SoundBlaster and SBPro. However, I now have a PAS 16 and my friend has a GUS which both play mods as well as any Amiga. There are several different mod players for DOS and Windows, and I wouldn't be surprised to see them appearing for OS/2, NT, Linux, BSD, and others if they haven't already. Believe it or not, there is a mod player which loads mods into high memory and lets you shell out to DOS. The performance hit is minimal and there are surprisingly few problems when running DOS apps. Under Windows, even with it's inferior brand of multitasking, it is no problem to listen to a mod while watching a video, compiling, using the network, and doing other things which were once thought to be the private domain of the Amiga.

>> Also, remember this: the PC clone market has got more soundcards sold than
>> there are Amigas out there. A lot of those cards have 16 voice and 32 voice
>> polyphony. The Amiga is still doing 4 voices of 8 bit audio.
>
>Sure, if you want to discuss addons, we can get that many channels too.

No doubt about that, but the shear numbers of customers in the Clone market assures that the prices will be lower. It's not something which makes me or anyone else who likes the Amiga happy, but it is the unfortunate reality.

>> (come to think of it, if we drag the Mac in to this, consider that they
>> have has 4 voice monophonic 8-bit sound in all their machines since before
>> our machines were shipping)
>
>I don't think it was 4-voice in the original lineup.

If I remember correctly, even the original Mac had 4 voices, but it was due to software, not hardware. From the Mac II on, most of the Macs had some sort of hardware assist, but audio has certainly never

been their strongpoint. Amazingly enough, even some of their newer
machines were (are?) still saddled with the more primitive audio.

>Joseph Hillenburg (xterm), NPS Technologies, Bloomington, Indiana
>UUCP: jph@anaconda.bloomington.in.us \ /
>INET: jph@gnu.ai.mit.edu +----o0o----+
>My BBS: The Wrong Number BBS, w/BMS Long live the Hornet
> +1 812 332 7379 (V.32bis) "Tatsu maki sen puu kyaku."
>Current Project: Variance (Graphical oscilloscope for audio.device)

Skip Sauls
skip@cy.cs.olemiss.edu

## 292. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 14:47:41 UTC
From: cmedley@wam.umd.edu
Message-ID: <1tdhad$5m1@cville-srv.wam.umd.edu>
Source record: 23028
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

If we keep this up, this is going to look like alt.cascade, but... there are
a lot of facts in the articles to play with. :)

In article <jph.16le@anaconda.Bloomington.IN.US> jph@anaconda.Bloomington.IN.US (J.P.
Hillenburg) writes:
>In article <1tcgc3$79d@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>> In article <1tcaiaINNa3o@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>> >Of concern here is both support for interlace and for variable size--the
>> >Amiga's video modes are TOTALLY programmable. If your application suits
>> >it, you could create a screen of 320x96; or any other size. Up through
>> >800x600 and beyond. Not just 320x200; not just a couple of set standard
>> >modes; ANYTHING.
>>
>> The Falcon's VIDEL can do this too.
>
>Yeah, but through the OS?

That's ambiguous. There may not be OS calls that directly set the resolution
to any arbitrary x and y coordinate size, but once the video chip is set to
a given mode, the OS will recognize it and the VDI will handle it. This is
the sort of resolution independence via OS services that is most important.

Basically, the approach on the Falcon for this seems to be to write a small
driver that goes in the /AUTO folder and then once the video mode is set,
including refresh rates, the AES/VDI can handle it.

>
>> You make it sound like if a Falcon is pumping out 16-bit audio it can't do
>> anything else... the factof the matter is, if you look at the applications
>> being designed for the Falcon, they assume the DSP is independent and
>> capable enough to leave enough time for the CPU and the rest of the system
>> to get a LOT of work done.
>
>YOU DON'T UNDERSTAND. The *DSP* *ITSELF* is running a multitasking OS.
>We don't care whether the computer is multitasking. Any computer can
>do that nowadays. The AT&T 3210 and Motorola 9600x can do this. The
>56001 can't. It couldn't in the NeXT. It can't in the Falcon.
>
>[BTW, why did C= not use the 9600x instead of the 3210?]
>
That's a good point. But I already knew the 56001 wasn't multitasking in
and of itself. However, it's important to remember that like any other
device, the DSP's non-multitasking nature doesn't necessarily make it
unusable.

(think of it like a printer port, for example..if one application grabs it,
another shouldn't be able to write to it... this limits the power of the DSP
for multitasking environments so that only one app gets it, but consider this:
no other computer selling right now even HAS a DSP standard for under $1000)

>In most cases, yes.
>
>> Granted, more sophisticated DSP's exist, but just like the touted
>> Paula chip that is "standard" on Amigas, consider this... every Falcon
>> sold will have a DSP. This means that as the Atari computer line goes into
>> the 90's, everything from the base F030 model in the 1040-style case on up
>> will be capable of 8 channels of 16-bit CD quality audio output.
>
>Falcons are few and far between. You're comparing the measly
>procession of Falcon's vs. the full line of Amigas. This is like
>comparing the A4000 vs. the whole Atari ST-descent line. The fact of
>the matter is, the AVERAGE Amiga comes with BETTER graphics and BETTER
>sounds than the average Atari, and I would venture to guess that there
>are more A4000's out there than Falcon 030's, in any case.
>

It doesn't matter what the average Amiga does against the average Atari
any more. What matters is what the current generation of machines do.

The A500/2000 clearly had better graphics and sound that the 520/1040/Mega ST.
The STe closed the gap, but I personally think the features were never
exploited enough to make it a true "Amiga killer". The TT030 was the
best machine, but also the most expensive, but I feel it could compete.

The Falcon030 represents a whole new generation of machine, though.

The fact that the A1200/A4000 have shipped more units (as of today :) ),
is not the issue when we're discussing hardware capability. If selling
lots of units meant your hardware metamorphosized into the ultimate
computer, everyone would buy a clone and we wouldn't be having this
discussion, would we? :)

)
>> .MOD players are nice, but they are hardly unique to the Amiga... the STe/TT
>> have them, and so do the PC and NeXT that I know of.
>
>BUT CAN THEY DO THEM WELL? *EVERY* MOD player I have heard for *ANY*
>computer besides the Amiga shoulds like shit in comparison to a native
>Amiga mod player.
>
That's subjective. :)

>> Also, remember this: the PC clone market has got more soundcards sold than
>> there are Amigas out there. A lot of those cards have 16 voice and 32 voice
>> polyphony. The Amiga is still doing 4 voices of 8 bit audio.
>
>Sure, if you want to discuss addons, we can get that many channels too.

Ok, I'll call your "bluff"...

Name them and give me suggested retail price and street price, and give me specs. And tell me how many program use them because... gosh darn it... doesn't everything use the wonderful, standard, Paula chip? :)

(sound is not like video on he ST or Amiga where your OS can accomodate new video capability in software... you can't call an OS function and say "play me some stereo samples of strings playing a C4 major triad")

>
>> (come to think of it, if we drag the Mac in to this, consider that they
>> have has 4 voice monophonic 8-bit sound in all their machines since before
>> our machines were shipping)
>
>I don't think it was 4-voice in the original lineup.
>

I vageuly remember the Mac having 4 voice mono, but am not sure of the exact models. I do know the Mac II had 4 voice stereo sound from the beginning. That would have been around 1987... pre-A3000 and pre-TT.

>
>--
>Joseph Hillenburg (xterm), NPS Technologies, Bloomington, Indiana

## 293. Intellectually Stimulating Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 14:53:37 UTC
From: cmedley@wam.umd.edu
Message-ID: <1tdhlh$606@cville-srv.wam.umd.edu>
Source record: 23029
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tcrj4$1e07@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>>1) the dinky (yes, it does suck) original ST/Yamaha 3-voice monstrosity.
>>2) the STe-model DMA sound chip which "doesn't need to be babysat".
>>3) the DSP which can push a Codec around for 16-bit digital audio output
>
>I've got to set things right: the 16-Bit-Sound can be used without the DSP
>via DMA. The DSP is only a Signal-Prozessor to transform digital data (so you
>can manage such nice effects like Harmonizer, Pitch-Bend, Equalizer, Echo,
>Flanger etc...). The sound itself is produced by the DAC in the Falcon and
>can be connected to DMA with the integrated CODEC-Chip. You can play Digi-Sound
>with 49 Khz without any loss of CPU-perfomance!
>
>I have to admit, that its difficult for the Falcon to produce Digi-Sound in any
>frequency because the Falcon has only 11 fixed frequencies.
>
>Ciao, Heiko.
>Internet: zcam1121@rpool9.rus.uni-stuttgart.de

Hmmm. I know the Falcon (and I think STe) do set the sample playback rates
to fixed speeds. I had hear it was possible to send in an external clock
to the DSP for sample playback to get rates that aren't already supported.

(although this may not be important for sample playback, since I think most
playback rates from the DMA engine are conveniently provided for)

## 294. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 15:00:21 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993May19.150021.10401@news.uit.no>
Source record: 23030
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <1tcaiaINNa3o@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1tc6f2$sqh@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>: Ok, what video modes are more "useable"? The Falcon handles resolutions up
>: to 640x400 with 65536 colors at once. The video modes on the VIDEL chip

Last I heard 640x400x16bit was interlace. Did this change?
--
|/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
|// Box 218, 9001 Tromsoe, Norway | Remember to :-) when needed \\|
|/ The worlds northernmost university | Life is worth living. \|
#Disclaimer: This university does not speak for me.
```

## 295. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 15:26:12 UTC
From: et@mangal.cs.huji.ac.il
Message-ID: <1tdjik$dh1@bagel.cs.huji.ac.il>
Source record: 22938
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
|> Sure, if you wanna put in a Studio16 card. I believe that it can do direct
|> digitization to Hard Disk.

A true life story:

A friend of mine wanted to upgrade his A500. The only problem is that he
wants to use his computer for composing music. Hearing that the A1200 has
only the 4 8-bit channels of his A500, he was very disappointed. Amiga
sound expanders are either very expensive or of low quality. The only
advice I could give him was to try and get a hold on a Falcon. Atari had
a major role in music with the ST, so a Falcon is just continuing the
tradition, and is best if you want music. It might not have the greatest
graphics build in, and the OS is probably not as good (I don't really
know the details, but 8.3 file names are really not for me).
So it's really a matter of what you want to do with the machine. Personally,
I won't move to either an A1200 or a Falcon. I'm waiting for AAA...

ET
```

## 296. Re: Toaster Shmoaster

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 15:42:52 UTC
From: huots00@tohi
Message-ID: <huots00.737826172@tohi>
Source record: 23033

In article <1993May14.184432.3957@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>The only use I can see for things like the Toaster is for At-Home-Ed doing
>his video titling or the nerds in High School AV rooms (Which is the ONLY
>place I have ever seen an Amiga with Toaster or no!)

Very stupid and funny ! ;-) I suppose you're not taking yourself
seriously ! ;-) ;-)

Bye!

PS: Take a ride and go see Opal Vision.

Syl!

## 297. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 15:45:48 UTC
From: neurom@u.washington.edu
Message-ID: <1tdkncINN1np@news.u.washington.edu>
Source record: 23031

In article <jph.16le@anaconda.Bloomington.IN.US> jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:
> In article <1tcgc3$79d@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
> > In article <1tcaiaINNa3o@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
> > >Of concern here is both support for interlace and for variable size--the
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> > >it, you could create a screen of 320x96; or any other size. Up through
> > >800x600 and beyond. Not just 320x200; not just a couple of set standard
> > >modes; ANYTHING.
> >
> > The Falcon's VIDEL can do this too.
>
> Yeah, but through the OS?
>

Define OS? A little program that you put in your OS folder could. You could even get a .CPX (not that you'd know how that works) with it, so yes. In fact, the only remote way the Amiga OS changes the screen mode is by a little program in your System/Preferences drawer. The _only_ thing that ties that to the actual OS, is that they come bundled together....

> > You make it sound like if a Falcon is pumping out 16-bit audio it can't do
> > anything else... the factof the matter is, if you look at the applications
> > being designed for the Falcon, they assume the DSP is independent and
> > capable enough to leave enough time for the CPU and the rest of the system
> > to get a LOT of work done.
>
> YOU DON'T UNDERSTAND. The *DSP* *ITSELF* is running a multitasking OS.
> We don't care whether the computer is multitasking. Any computer can
> do that nowadays. The AT&T 3210 and Motorola 9600x can do this. The
> 56001 can't. It couldn't in the NeXT. It can't in the Falcon.
>

Do you want a price estimate on that 4000 DSP board? About $1,200.

>
> > Granted, more sophisticated DSP's exist, but just like the touted
> > Paula chip that is "standard" on Amigas, consider this... every Falcon
> > sold will have a DSP. This means that as the Atari computer line goes into
> > the 90's, everything from the base F030 model in the 1040-style case on up
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>
> Falcons are few and far between. You're comparing the measly

> procession of Falcon's vs. the full line of Amigas. This is like
> comparing the A4000 vs. the whole Atari ST-descent line. The fact of
> the matter is, the AVERAGE Amiga comes with BETTER graphics and BETTER
> sounds than the average Atari, and I would venture to guess that there
> are more A4000's out there than Falcon 030's, in any case.
>

Please read the paragraph you followup next time. He stated that "as the Atari computer line goes into the 90's, everything from the base F030 model in the 1040-style case on up will be capable of 8 channels of 16-bit CD quality audio output." Please note the "into the 90's" and "from the base F030 model...up." See? From the F030.

> > .MOD players are nice, but they are hardly unique to the Amiga... the
STe/TT
> > have them, and so do the PC and NeXT that I know of.
>
> BUT CAN THEY DO THEM WELL? *EVERY* MOD player I have heard for *ANY*
> computer besides the Amiga shoulds like shit in comparison to a native
> Amiga mod player.
>

Whoa. I don't think so. Try one on a 486 DX/2 66 w/ Viva Maestro 16-bit stereo sound card running at 44kHz. I _buries_ the Amiga .MOD players. [P.S., sound familiar? 16-bit, stereo, 44+kHz..... ]

> > Also, remember this: the PC clone market has got more soundcards sold than
> > there are Amigas out there. A lot of those cards have 16 voice and 32
voice
> > polyphony. The Amiga is still doing 4 voices of 8 bit audio.
>
> Sure, if you want to discuss addons, we can get that many channels too.
>

But not as cheaply. Give me some products, and I'll get you prices on them, including the equivilant PC product. One warning, you must be able to beat $199 for 16 bit, stereo, 44kHz sound. Not as solid as a Falcon, but still available.

--Neuromancer

## 298. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 15:50:11 UTC
From: jazz@netcom.com
Message-ID: <jazzC7A6no.3Dx@netcom.com>
Source record: 23032
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <jph.16le@anaconda.Bloomington.IN.US> jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:
>YOU DON'T UNDERSTAND. The *DSP* *ITSELF* is running a multitasking OS.
>We don't care whether the computer is multitasking. Any computer can
>do that nowadays. The AT&T 3210 and Motorola 9600x can do this. The
>56001 can't. It couldn't in the NeXT. It can't in the Falcon.

Please, in the future, distinguish between "can" and "ships with".
There is a multitasking kernel for the 56001, and I think Mr. Elst wrote
one too, though I'm not positive about that.

>[BTW, why did C= not use the 9600x instead of the 3210?]

Price and programming environment would be my guess....

>Sure, if you want to discuss addons, we can get that many channels too.

Geez, buy yourself a "real" synth and hook it up through MIDI....

--
David Navas jazz@netcom.com
dnavas@us.oracle.com
"Talent develops in quiet places; character, in the full current of human life"

## 299. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 15:54:44 UTC
From: jazz@netcom.com
Message-ID: <jazzC7A6v8.3pu@netcom.com>
Source record: 23034
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1tc6kc$suh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>>>Does this mean the Amiga should be used for direct-to-disk sound recording?
>Question: How much does it cost, and what systems does it run on in the

It costs you nothing but a piece of software and the appropriate (any)
sampling equipment. Really, I have some truly HUGE (tens of megabytes)
of samples recorded via a parallel port sampler (home made, even, running
off a nine volt battery :) ) and put on disk.

Not sure if he had a scope display up at the same time either, but that's
neither here nor there.

>(it's not much good if it costs $1500 or more.. and can't run on an A1200)

Hmm, we sold the software for $150 to a guy in Holland just recently, and
you can probably make a sampler for $30. Please note, the program is for
acq. and analysis, not just direct-to-disk recording....
I'm just trying to point out the fact that the AMiga is fully capable of
it.

--
David Navas jazz@netcom.com
dnavas@us.oracle.com
"Talent develops in quiet places; character, in the full current of human life"

## 300. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 16:04:39 UTC
From: jazz@netcom.com
Message-ID: <jazzC7A7Br.4DH@netcom.com>
Source record: 23035
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tc6f2$sqh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>a "single-program commodity". In fact, to satiate my curiosity, what
>happens on an Amiga if two programs both want the sound chip and it is
>out of voices? Does it dynamically allocate the voices or deny requests
>while it is still in use?

Audio requests and ownership are done on a "priority" basis. So, for example,
if your MOD player was playing a tune at pri. 20, and a 100pri. warning
beep was issued, the OS would send a packet to the MOD player, the MOD
player would release the hardware, the beep would go through, and the MOD
player would reacquire the hardware afterwards.

>I would say the Amiga *video* software is there. I don't know about the
>music side. 8 bit audio should be adequate for some people, admittedly,

I agree with you that our music software sucks. And it's also true that
we only have 8bit DMA'd audio -- however there is a 6bit volume which
makes the full range more like 12bits....

>but it isn't going to be that way for very long with 16-bit sound cards
>becoming commonplace in PCs.

Many of these "16"-bit audio cards only deliver 14bits or less out of
the jack. Very few go through the pretty steep requirements of digital-->
analog conversion at that resolution.

I agree with you, btw, I just want to make sure we're really talking
about the same thing, and not speaking marketese....

>Consider this as well: Do you really think that the word multimedia comes
>to the mind of a newbie along with the image of an A1200?

No, A4000 maybe. Unless you're talking about embedded systems....

>(probably not... the world is revolving around PCs)

Not. Maybe the computer-business world is :)

--
David Navas jazz@netcom.com
dnavas@us.oracle.com
"Talent develops in quiet places; character, in the full current of human life"

## 301. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 16:09:01 UTC
From: ggg@kepler.unh.edu
Message-ID: <1tdm2t$e7a@mozz.unh.edu>
Source record: 22939
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'>jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:
'>> .MOD players are nice, but they are hardly unique to the Amiga... the STe/TT
'>> have them, and so do the PC and NeXT that I know of.
'>
'>BUT CAN THEY DO THEM WELL? *EVERY* MOD player I have heard for *ANY*
'>computer besides the Amiga shoulds like shit in comparison to a native
'>Amiga mod player.

I have a Gravis Ultrasound for my 486. Using Gusmod or Digitrak, mods
sound just as good as they do on an Amiga.

'>> Also, remember this: the PC clone market has got more soundcards sold than
'>> there are Amigas out there. A lot of those cards have 16 voice and 32 voice
'>> polyphony. The Amiga is still doing 4 voices of 8 bit audio.
'>
'>Sure, if you want to discuss addons, we can get that many channels too.

How much and who supports it? I bought the Gravis Ultrasound for
$129, not bad for 16 bit, CD quality, 32 voice stereo sound.

Greg Greene
ggg@kepler.unh.edu

## 302. Re: Falcon X/Unix system questions

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 17:08:51 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993May19.170851.7271@oz.plymouth.edu>
Source record: 22937

In article <1993May19.164552.2787@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>Internet somehow so you can log in with MacX just like you're on an
>X-term. These aren't Quadras either, they're 2-3 year old Mac II
>machines (like cx, si, ci -- I get confused with all the different
>kinds), and the performance really isn't too bad. Oh, and the screen
>resolution : 640x480.

You can do MacX on a lowly Mac SE w/4meg of RAM (I've done it %-)) on an Appletalk network. Not a big deal. Granted, trying to use one of those dinky screens means you ahve to use a VERY small font and Appletalk can handle a max of 1/10th of ordinary ethernet but it is possible.

And since a Falcon's network port uses the same hardware a Mac would use for Appletalk....

[Has anyone looked at the CAP (Columbia Appletalk Package - software for Unix machine so they can talk to Macs on Appltalk etc) software to see if it'll run on an Atari ?]

-AndyS-
--
|E-mail --> un*x: oddjob@oz.plymouth.edu |vms: andys@psc.plymouth.edu |
|Disclaimer > Any "end-user" software that provides NO avenue for user |
|of the week> modification or programmability is NOT user friendly. |

## 303. Re: Toaster Shmoaster

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 17:09:44 UTC
From: cmedley@wam.umd.edu
Message-ID: <1tdpko$dcc@cville-srv.wam.umd.edu>
Source record: 23036

In article <huots00.737826172@tohi> huots00@tohi (SYLVAIN HUOT) writes:
>In article <1993May14.184432.3957@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>>The only use I can see for things like the Toaster is for At-Home-Ed doing
>>his video titling or the nerds in High School AV rooms (Which is the ONLY
>>place I have ever seen an Amiga with Toaster or no!)
>
>Very stupid and funny ! ;-) I suppose you're not taking yourself
>seriously ! ;-) ;-)
>
>Bye!
>
>PS: Take a ride and go see Opal Vision.
>
>Syl!

I've seen Opal Vision and it is very impressive.

But... did they really need to include the "World's First 24-bit Karate Game"
to sell it? :)

## 304. Direct to disk (was Re: How is Falcon030 doing in Europe?)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 18:18:55 UTC
From: kent@swrinde.nde.swri.edu
Message-ID: <1tdtmf$jn5@swrinde.nde.swri.edu>
Source record: 22940
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <jazzC7A6v8.3pu@netcom.com> jazz@netcom.com (David C. Navas) writes:
>In article <1tc6kc$suh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>>>>Does this mean the Amiga should be used for direct-to-disk sound recording?
>>Question: How much does it cost, and what systems does it run on in the
>
>It costs you nothing but a piece of software and the appropriate (any)
>sampling equipment. Really, I have some truly HUGE (tens of megabytes)
>of samples recorded via a parallel port sampler (home made, even, running
>off a nine volt battery :) ) and put on disk.
>
>Not sure if he had a scope display up at the same time either, but that's
>neither here nor there.

If I remember correctly, I used an A3000 running the Web with the parallel port stereo sampler data source running at 80us interrupts with 3500 samples per waveform, a tiny waveform display window, and was replaying the stereo through three audio channels (audio 1 playing channel 1, audio 2&3 playing channel 2), and the Filesave module which was writing to a Quantum EPS170 drive (which isn't particulary fast). Was replaying the digitized sound to confirm continuous recording. (The audio playback is almost no overhead.)

The A4000 can display waveforms terrifically faster than the A3000, but that blasted IDE drive incurs a lot more overhead, so I get about the same disk write performance, but I can be running more realtime filters like Delay, windowing, gating, and the FIR filter.

When you get rid of the high interrupt processing rate required to service the parallel port digitizer, things run a lot faster. When I have those two DSP Tech transient recorders hooked up (one is broken and was sent back home), I can record direct to disk, four 8k, 8 bit waveform events at over 200k/s to the stock 120MB Maxtor that came in the A3000 with a large waveform display and several filter modules running. Also, the tr's transfer rate is the limiting factor here.

This is using the camac bus converter where the Amiga reads the tr's memory directly via a ZorroII<>camac branch highway/A2 controller. I would be using branch demand interrupts from the camac, but the tr's lam interrupting capabilities are broken and DSP Technologies apparently doesn't know how to fix it. (You guessed right, I wouldn't recommend anyong purchasing DSP Tech equipment. Support is flat lousy.)

Also, one should investigate the Sunrize board for 8 channel direct-to-disk at 16 bit if I remember correctly.

Kent Polk: Southwest Research Institute
Internet : kent@swrinde.nde.swri.edu

## 305. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 19:22:59 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May19.192259.4232@ugle.unit.no>
Source record: 22941

In article <1tdkncINN1np@news.u.washington.edu>, neurom@u.washington.edu (Neuromancer) writes:
> In article <jph.16le@anaconda.Bloomington.IN.US> jph@anaconda.Bloomington.IN.US
> (J.P. Hillenburg) writes:

> > YOU DON'T UNDERSTAND. The *DSP* *ITSELF* is running a multitasking OS.
> > We don't care whether the computer is multitasking. Any computer can
> > do that nowadays. The AT&T 3210 and Motorola 9600x can do this. The
> > 56001 can't. It couldn't in the NeXT. It can't in the Falcon.
>
> Do you want a price estimate on that 4000 DSP board? About $1,200.

Estimated by whom? You? I'd like to see the RRP before I believe anything I read in a flamewar...

> > Falcons are few and far between. You're comparing the measly
> > procession of Falcon's vs. the full line of Amigas. This is like
> > comparing the A4000 vs. the whole Atari ST-descent line. The fact of
> > the matter is, the AVERAGE Amiga comes with BETTER graphics and BETTER
> > sounds than the average Atari, and I would venture to guess that there
> > are more A4000's out there than Falcon 030's, in any case.
> >
>
> Please read the paragraph you followup next time. He stated that "as the Atari
> computer line goes into the 90's, everything from the base F030 model in the
> 1040-style case on up will be capable of 8 channels of 16-bit CD quality audio
> output." Please note the "into the 90's" and "from the base F030 model...up."
> See? From the F030.

From the F030 where? Are there MORE Falcons out there?

> > BUT CAN THEY DO THEM WELL? *EVERY* MOD player I have heard for *ANY*
> > computer besides the Amiga shoulds like shit in comparison to a native
> > Amiga mod player.
>
> Whoa. I don't think so. Try one on a 486 DX/2 66 w/ Viva Maestro 16-bit
> stereo sound card running at 44kHz. I _buries_ the Amiga .MOD players. [P.S.,
> sound familiar? 16-bit, stereo, 44+kHz..... ]

It *buries* the Amiga MOD players? Which damn computer was the MOD INVENTED for? My PC friends ask me for good Amiga MOD sites, because there are NO native PC mods... Yeah, I'm so impressed.

> > Sure, if you want to discuss addons, we can get that many channels too.
>
> But not as cheaply. Give me some products, and I'll get you prices on them,

> including the equivilant PC product. One warning, you must be able to beat
> $199 for 16 bit, stereo, 44kHz sound. Not as solid as a Falcon, but still
> available.

> --Neuromancer

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 306. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 19:26:00 UTC
From: xero@pitt.edu
Message-ID: <11862@blue.cis.pitt.edu>
Source record: 22943
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

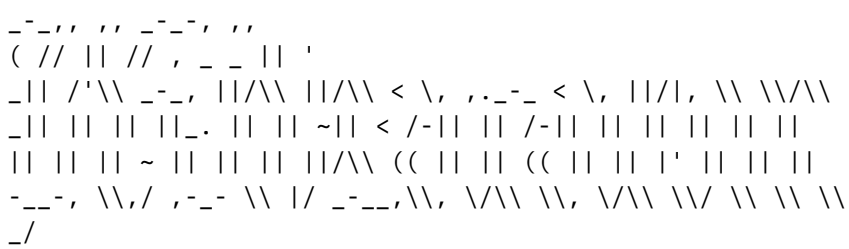
EYAL TELER (et@mangal.cs.huji.ac.il) wrote:
: A true life story:

: A friend of mine wanted to upgrade his A500. The only problem is that he
: wants to use his computer for composing music. Hearing that the A1200 has
: only the 4 8-bit channels of his A500, he was very disappointed. Amiga
: sound expanders are either very expensive or of low quality. The only
: advice I could give him was to try and get a hold on a Falcon. Atari had
: a major role in music with the ST, so a Falcon is just continuing the
: tradition, and is best if you want music. It might not have the greatest
: graphics build in, and the OS is probably not as good (I don't really
: know the details, but 8.3 file names are really not for me).
: So it's really a matter of what you want to do with the machine. Personally,
: I won't move to either an A1200 or a Falcon. I'm waiting for AAA...

There is a major difference between the A1200 and the A500 era machines. Chip RAM. On the 500, friends of mine were always using low sampling rates so they could get enough different sounds into their music. They all had 512k chip. The 1200 lets you have 2meg of of chip ram. The sound quality can get a lot better if you're going to up the sample rate by a factor of 3 or 4. I'd imagine that the results of an OctaMED type of program would be that much better too.

Of course, you could alway buy the 2meg hack for the 500, or buy a 600 if 2meg is what you're looking for. Or you could wait for a better sound chip.

--



## 307. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 19:37:03 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May19.193703.4555@ugle.unit.no>
Source record: 22945
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <jazzC7A7Br.4DH@netcom.com>, jazz@netcom.com (David C. Navas) writes:

> >I would say the Amiga *video* software is there. I don't know about the
> >music side. 8 bit audio should be adequate for some people, admittedly,
>
> I agree with you that our music software sucks. And it's also true that

Okay, lemme say this: MODs, yeah? THE standard for playing music (outside of MIDI, of course ;), yeah? SoundTracker, yeah? Now WHICH DAMN COMPUTER HAD THE FIRTS TRACKER (back in '87)? Huh? OK, so they all suck like shit, but the point is, even if our hardware isn't the best, we do HAVE music s/w.

> we only have 8bit DMA'd audio -- however there is a 6bit volume which
> makes the full range more like 12bits....

Uh... I'll take your word for it ;)

> David Navas jazz@netcom.com

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 308. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 19:42:35 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993May19.194235.9701@beaver.cs.washington.edu>
Source record: 22944
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tcaiaINNa3o@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>: 1) the dinky (yes, it does suck) original ST/Yamaha 3-voice monstrosity.
>: 2) the STe-model DMA sound chip which "doesn't need to be babysat".
>: 3) the DSP which can push a Codec around for 16-bit digital audio output
>
>: For sound playback, which would you pick?
>
>If I need the CPU to be doing other tasks, then 2. Fact of the matter
>is, you've got ONE thing that you can use that DSP for; it's a
>single-task chip. Fact of the matter is, if you're pushing your
>presentation system, then you don't want to be messing with it for audio,
>when you might need it for better things.

You seem to be implying that the Falcon can't do sound at the same time as
it does anything else. This is absolutely incorrect. Let's just point out
some facts about the Falcon that seem to have been overlooked :

1) The DSP has _nothing_ to do with recording and playback of digitized
sound, except for adding special effects which are entirtely
optional and a separate issue.
2) The Falcon can record stereo (2-channel) 16-bit audio directly to the
hard drive at 50 KHz without even touching the DSP chip. This is a
direct result of the cleverly designed DMA sound subsystem and the
very flexible nature of the whole system. The Falcon allows
patching to/from the DSP, DMA hardware (which is what gets involved
when saving to hard disk), ADC (audio input), and DAC (audio output).
3) There is really no overhead at all incurred when doing playback of
digitized sound at any frequency, again due to the DMA subsystem
which doesn't need any CPU time once the playback has been started.

So, to sum up, you could start a stero 50KHz (AND 16-bit) 20-minute song
playing from the hard drive and then let the CPU go do something else with
very little slowdown. I think this just about covers any of your complaints
about the Falcon's audio capabilities.

I don't think you could really argue that any Amiga has better built-in sound
than the Falcon does, nor does any other computer on the market at this
point. It seems to be the case that the Amiga is best suited for video
applications and the Falcon is suited for audio applications, which makes
sense if you think about it -- each company is trying to capitalize on their
biggest niche market right now, although either system is pretty good
overall.

Regards,
--

Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

## 309. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 19:47:48 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1te2t4INNr4o@uwm.edu>
Source record: 22942
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tcgc3$79d@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: The Falcon's VIDEL can do this too.

Last I heard, you could reprogram it to accept new pixel clocks; that isn't the same.

And the number of resolutions one can reach as a default on the Falcon is SIGNIFICANTLY less than the number of resolutions on the default AGA system. And since we're talking about multimedia, it's likely that you'll be using default capabilities, not ones you hand-code.

So, unless I'm wrong about the VIDEL on the Falcon, the Amiga still has the upper hand in both areas.

: You make it sound like if a Falcon is pumping out 16-bit audio it can't do
: anything else... the factof the matter is, if you look at the applications

NO. Definitely not. But I certainly wouldn't say it's anything like a "free operation", which it certainly isn't, unlike the Amiga.

: being designed for the Falcon, they assume the DSP is independent and
: capable enough to leave enough time for the CPU and the rest of the system
: to get a LOT of work done.

And, like I said, we're talking about a system that would push the limits of what is possible for the hardware--a 1200 and a Falcon, both being pushed; that's the comparison.

: And for a presentation, it usually involves playing back video, which is
: more CPU intensive and not usually something a DSP would be involved in
: unless you want to get fancy and use the DSP for some of the fixed point
: math you might want to try...

Yes, you might want to use the DSP to help you with video. Then again, you've got to either give up audio, or go back to STe, which isn't nearly as nice as the Amiga audio system. And the Amiga would still have the upper hand, because it's got full 32-bit pathways to all memory as well, and on top of that, you've got the ability to run out of fast ram, an ability that doesn't exist on the Falcon without a little trickery...

: Is 4 voices of 8 bit sound enough for multimedia?

Some would say yes. If you're doing a direct-from-disk audio playback, certainly--two voices, one left, one right, is enough to get you full stereo. If you're doing modules, the mod players prove that it's perfectly possible.

And then there's the important capability to mix in audio from other sources through the system. That's where the programs themselves come in, and AmigaVision, as a good example, allows you to make use of an attached CDTV player to play audio, or to play animations in CDXL from.

: I was about to bash that paragraph as being irrelevant because the 3210 DSP
: for the Ami isn't available (that i know of) anywhere. In fact, at this

You'd be right to; it's not.

: time, I haven't heard any official word on it, but I have heard tons of
: rumors.

It's been mentioned by C= as being a product that is on its way, just as the MPEG card is. Nothing more. But it is due soon. It awaits 3.1.

: Granted, more sophisticated DSP's exist, but just like the touted
: Paula chip that is "standard" on Amigas, consider this... every Falcon
: sold will have a DSP. This means that as the Atari computer line goes into
: the 90's, everything from the base F030 model in the 1040-style case on up
: will be capable of 8 channels of 16-bit CD quality audio output.

Correct. For that, we must wait for the two up-and-coming chipsets. As a default, the Falcon has a much more capable audio system. However, the cost of using that audio system is not always warranted, and the closer you get to your system's limitations, the more likely it is that you'll drop away from it.

: .MOD players are nice, but they are hardly unique to the Amiga... the STe/TT
: have them, and so do the PC and NeXT that I know of.

The majority of them are there to play mods created on the Amiga. The mods/trackers more or less originated here, and they continue here. Many can play them, yes; few can do them with the miniscule amount of overhead it takes on the Amiga. And THAT is important.

: Also, remember this: the PC clone market has got more soundcards sold than
: there are Amigas out there. A lot of those cards have 16 voice and 32 voice
: polyphony. The Amiga is still doing 4 voices of 8 bit audio.

A lot of those are SoundBlasters, rather incapable pieces of junk in comparison. That 4 voice 8-bit audio is capable of rather nice sampling rates which aren't hardwired like many of those cards, they can be combined, they have individual-channel volume control (64 levels), and they can accomplish more than the majority of those cards because of the features that went into its creation.

Even now, there are few audio systems as nice as that of the Amiga.

: Resource-wise, I don't think it's a big problem for a PC owner to run audio
: if they have a fast enough system. Granted the sound cards I've seen run off

Again, the solution is to throw more hardware at the problem, rather than getting it right the first time. The fact that the Amiga's audio costs next to nothing to use is an important factor, especially when you're

talking about multimedia--the last thing anyone would want to do is make the base kiosk require a Pentium and a MondoVideo SuperVGA Hyperaccellerator. The cheaper, the better, and that gives you a big plus in the Amiga's favor.

: the bus, which is slow, but they are usually capable in and of themselves
: of doing such tasks as sample playback without straining the machine.

Add the rest of the multimedia tasks, and you won't be quite as happy. Again, with multimedia, the audio ALONE isn't the issue--it's the audio on top of everything else. Many can tell you how bad many of the PC-based multimedia systems are on the PC.

: Also, like I said... there are millions of PC soundcards out there.

Millions of SB's. Doesn't say or mean much.

: (come to think of it, if we drag the Mac in to this, consider that they
: have has 4 voice monophonic 8-bit sound in all their machines since before
: our machines were shipping)

And again, cost is a factor... not price, but resources. Of course, one could argue that Mac users are used to their systems being unusually slow.

: You missed my point. :)

Yup.

: You're spending a lot of effort to say how much better the 1200 is over
: the Falcon as a multimedia machine, and the purpose of that statement
: I made was to ground you back to reality... as much as you may despise
: Atari, and love your Amiga, you have to always remember that this is

I do NOT despise Atari; I just think that the Falcon is a weak contender from a company I once bought several machines from. I left the ST's for the Amiga for a good reason, and I've never regretted that. The Falcon was 100x better when it was nothing more than vapor. After the "wonderful" machine was introduced, little architectural flaws began to come out; so many, that the machine is crippled by its design.

: own. When you argue that the Amiga 1200 is some incredible multimedia
: machine, remember that it will be compared against 486/33 machines with
: SoundBlaster Pro cards and video boards that have graphics modes equal
: to AGA. Sure, some aspects of their performance may not match our machines,
: but they are the de facto standard we have to match.

If that's what the 1200 is being compared against, it'll win in most cases--do remember that if we're talking about kiosks, then cost is a factor--and that Amiga system will give you a much bigger bang for your buck when it comes to multimedia operations.

: What is Commodore's market share of the US computer market? How many machins
: have been sold total in its time?

Oh, 4-5 million machines; but it isn't the US numbers. Very small in the US, very big in Europe.

: Now remember, the world is full of PCs and Macs. Has C= reported any
: $2 billion profits in a quarter lately?

We all wish. But no.

: market (my use), the Falcon will probably become THE platform of
: choice.

Agreed.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "...It's okay to eat fish, cause they don't have any feelings..." :)
(: _Something in the Way_ -Nirvana :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 310. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 20:15:30 UTC
From: jph@anaconda.Bloomington.IN.US
Message-ID: <jph.16qz@anaconda.Bloomington.IN.US>
Source record: 22951
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tdhad$5m1@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
> In article <jph.16le@anaconda.Bloomington.IN.US> jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:
> >Yeah, but through the OS?

> That's ambiguous. There may not be OS calls

Thanks. That's what I wanted to know.

> (think of it like a printer port, for example..if one application grabs it,
> another shouldn't be able to write to it... this limits the power of the DSP
> for multitasking environments so that only one app gets it, but consider this:
> no other computer selling right now even HAS a DSP standard for under $1000)

Sure there is. A used NeXTstation. :)

> Ok, I'll call your "bluff"...
>
> Name them and give me suggested retail price and street price, and give me
> specs. And tell me how many program use them because... gosh darn it...
> doesn't everything use the wonderful, standard, Paula chip? :)

There are the Sunrize boards. (A1012 and A516, I believe, are the model numbers...) In addition, there's the new $200 16 bit digitizer/player unit. I'm not sure what the price on the Sunrize boards are.

> I vageuly remember the Mac having 4 voice mono, but am not sure of the
> exact models. I do know the Mac II had 4 voice stereo sound from the
> beginning. That would have been around 1987... pre-A3000 and pre-TT.

The Mac II had far superior sound compared to previous Macs. I know that much.

--
Joseph Hillenburg (xterm), NPS Technologies, Bloomington, Indiana
UUCP: jph@anaconda.bloomington.in.us \ /
INET: jph@gnu.ai.mit.edu +----o0o----+
My BBS: The Wrong Number BBS, w/BMS Long live the Hornet
+1 812 332 7379 (V.32bis) "Tatsu maki sen puu kyaku."
Current Project: Variance (Graphical oscilloscope for audio.device)

## 311. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 20:20:41 UTC
From: jazz@netcom.com
Message-ID: <jazzC7AJ6I.1w5@netcom.com>
Source record: 22946
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May19.193703.4555@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>In article <jazzC7A7Br.4DH@netcom.com>, jazz@netcom.com (David C. Navas) writes:
> > I agree with you that our music software sucks. And it's also true that
>
>Okay, lemme say this: MODs, yeah? THE standard for playing music (outside of
>MIDI, of course ;), yeah? SoundTracker, yeah? Now WHICH DAMN COMPUTER HAD THE

Hey, Eyvind, bad day?
I was referring to professional scoring (you know, sheet music editing),
not MODs. Let me know when I can score 32nd note holds in a 23rd note riff
via a sheet-music type interface....

Last time I checked, mods were shareware -- I know that doesn't make them
less able to qualify as "software" (I have shareware stuff out there too!),
but I intended to talk about commercial software....

--
David Navas jazz@netcom.com
dnavas@us.oracle.com
"Talent develops in quiet places; character, in the full current of human life"

## 312. Re: Falcon X/Unix system questions

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 20:26:44 UTC
From: bcballi@cs.vu.nl
Message-ID: <C7AJGL.6zy@cs.vu.nl>
Source record: 22947

bgilbert@cs.washington.edu (Ben Gilbert) writes:

>In article <H.ea.UPGDk7_3Ghw@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>>In <737282295.17364@minster.york.ac.uk>, andrew@minster.york.ac.uk writes:
>>> I know MultiTOS is much better than Unix :-) but will there be a unix
>>> (linux) clone for the Falcon? Does the Falcon have long file names in
>>> it's file structure? Will I be able to run X windows on a 14M Falcon over
>>> a unix clone, or over MultiTOS?
>>
>>Let's see:
>>
>>Not likely, way too slow. Not unless you load MiNT (the MultiTOS kernel)

>Tell that to the computer people at our school who have MacX running on
>just about every single Mac on campus. They're all hooked up to the
>Internet somehow so you can log in with MacX just like you're on an
>X-term. These aren't Quadras either, they're 2-3 year old Mac II
>machines (like cx, si, ci -- I get confused with all the different
>kinds), and the performance really isn't too bad. Oh, and the screen
>resolution : 640x480.

If I understand you correctly, you make a mistake. It is one thing to run
a Xserver on a machine (Mac in your case) it is an other to run it together
with other programs. Then you will realize the speed limits from a 16 Mhz
Falcon. (By the way, I'm not a Falcon hater, but this is above its ability's)

CIAO, Gerco (bcballi@cs.vu.nl)

## 313. Re: Falcon X/Unix system questions

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 21:36:13 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993May19.213613.13835@beaver.cs.washington.edu>
Source record: 22949

In article <C7AJGL.6zy@cs.vu.nl> bcballi@cs.vu.nl (Ballintijn GC) writes:
>bgilbert@cs.washington.edu (Ben Gilbert) writes:
>
>
>>Tell that to the computer people at our school who have MacX running on
>>just about every single Mac on campus. They're all hooked up to the
>>Internet somehow so you can log in with MacX just like you're on an
>>X-term. These aren't Quadras either, they're 2-3 year old Mac II
>>machines (like cx, si, ci -- I get confused with all the different
>>kinds), and the performance really isn't too bad. Oh, and the screen
>>resolution : 640x480.
>
>If I understand you correctly, you make a mistake. It is one thing to run
>a Xserver on a machine (Mac in your case) it is an other to run it together
>with other programs. Then you will realize the speed limits from a 16 Mhz
>Falcon. (By the way, I'm not a Falcon hater, but this is above its ability's)
>
>CIAO, Gerco (bcballi@cs.vu.nl)

Yes, I know they're just X-servers but what else do you really need X for
anyway? There's no point in running Unix so you can run X when there
already is a good windowing environment for the Falcon.

The main reason I'd want to run X (and I think which is satisfied by the
X-servers we're talking about) is to get onto a network or remote connection
and run X-aware programs from a different host. For example, if I log in
to my university machine, I could run a GIF viewer from there rather than
downloading and running a Falcon GIF viewer.

Anyhow, you're right that it would be not very practical to run full-blown
X, but my point is that you don't really need to.

Comments?

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

## 314. New Mac Prices

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 21:55:23 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993May19.155523.13210@iscsvax.uni.edu>
Source record: 22948

Well, I have some new Mac Prices for students of higher education and street prices for mere mortals....

The Mac LCII 4/80: List price is $1049, Ed price is $799
The Mac Centris 610 4/80: List price $1859, Ed price is $1227 and street price is $1449(J&R music world). The 8/230-CDROM version is $1997 education and 2339 street(J&R)

The color classic 4/80 is $957 Education and $1149 street.

The Duo210 4/80 is $1249 Education and $1499 street(J&R)

I suppose Atari and Commodore better lower their prices and come out with new models to stay competitive...

==========
Amiga 1200/80 ----------I love it ----------

With Opal Vision ----- $699 ---------- Soon ----------
==========

## 315. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 22:19:29 UTC
From: don@chopin.udel.edu
Message-ID: <C7Aool.71F@news.udel.edu>
Source record: 22950
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

All this discussion presupposes that the Falcon is actually available.
Is it? In the US, or Europe only? Is there anyplace near Delaware where
it's possible to actually see/hear/buy one?

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

## 316. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 23:46:44 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1tegt4INNjq@uwm.edu>
Source record: 22952
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tch4gINN3fl@tom.rz.uni-passau.de>, Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
: You are using 800*600 with AA chipset? Gosh! A friend of mine has an Amiga
: 4000 and doesn't consider any interlaced mode suitable for doing something
: with the machine. In his opinion these modes are just good for viewing
: pictures using ViewTek. Remember, the Falcon will do 1152*832 in 87Hz
: interlaced with the ScreenBlaster, an external hardware that is available
: for ~100 $, bundled with NVDI here in Germany for ~ 150 $ and bundled with
: a Falcon (at an Atari dealer in Hamburg) for ~ 65 cents. Not to mention
: that it gives you resolutions like 880*608 at 60Hz noninterlaced (the fewer
: pixels you have, the higher is the refresh rate).

I am aware of this, as well as how faster pixel clocks affect the speed at which you can access the memory in a Falcon (with a greater and greater amount of time being taken up by the graphics subsystem to fetch the necessary data).

However, one must ALSO be aware that a) as memory access gets slower, so does the available CPU resources, and b) after a certain point, there is little worth in adding resolution to an image.

There are roughly 525 scanlines in an NTSC image, including overscan space. Anything over that is nice, but frilly, and on either system, Falcon _OR_ Amiga, you take bandwidth to memory.

Of course, the difference is, the Amiga has always had a corner for the CPU to "back into"--the FAST ram, that ram which is inaccessible by the chipset. The Falcon isn't set up that way. Computationally, it's an Amiga advantage, and one that could be a great help when it comes time to do some heavy multimedia.

: Yeah, like 1440*256 or 800*300 noninterlaced (add some percents for overscan
: if you feel like it). Interlaced modes might be great for viewing pics or
: similar, but they are virtually useless for any other purpose.

That depends on your application. If you're developing multimedia kiosks, it may be a big advantage to use a single monitor, a high-quality tv-like monitor, and pump your VCR, VideoDisk, and system/computer output through the same monitor, using the computer to moderate which gets shown, and when; this is EASILY possible on an Amiga, and it's been done for a long time. That's where interlace becomes an advantage, and it's why the Falcon has magically picked it up.

And that's where the advantages of the many modes of the Amiga can be your best friend.

To think of it as useless for anything but pictures is foolish as well, because this is multimedia, specifically, that we're talking about--much of it IS pictures; pictures and animations, something the Amiga is better suited to.

After all, that's our forte', here. The Falcon has its 16-bit audio, and the Amiga has its graphical prowess.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "...It's okay to eat fish, cause they don't have any feelings..." :)
(: _Something in the Way_ -Nirvana :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 317. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 23:49:48 UTC
From: cmedley@wam.umd.edu
Message-ID: <1teh2s$3o4@cville-srv.wam.umd.edu>
Source record: 22953
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <jph.16qz@anaconda.Bloomington.IN.US> jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:
>In article <1tdhad$5m1@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>> In article <jph.16le@anaconda.Bloomington.IN.US> jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:
>> >Yeah, but through the OS?
>
>> That's ambiguous. There may not be OS calls
>
>Thanks. That's what I wanted to know.

I love the way you just deleted the two lines after that. :)

>
>> (think of it like a printer port, for example..if one application grabs it,
>> another shouldn't be able to write to it... this limits the power of the DSP
>> for multitasking environments so that only one app gets it, but consider this:
>> no other computer selling right now even HAS a DSP standard for under $1000)
>
>Sure there is. A used NeXTstation. :)
>

I haven't seen a used NeXTstation for under $1000 yet. If I did, I'd
be typing on it. :)

>> Ok, I'll call your "bluff"...
>>
>> Name them and give me suggested retail price and street price, and give me
>> specs. And tell me how many program use them because... gosh darn it...
>> doesn't everything use the wonderful, standard, Paula chip? :)
>
>There are the Sunrize boards. (A1012 and A516, I believe, are the
>model numbers...) In addition, there's the new $200 16 bit
>digitizer/player unit. I'm not sure what the price on the Sunrize
>boards are.

Ummmm.... what about software? :)

## 318. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 23:49:59 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1teh37INNjq@uwm.edu>
Source record: 22954
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tcrj4$1e07@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: I've got to set things right: the 16-Bit-Sound can be used without the DSP
: via DMA. The DSP is only a Signal-Prozessor to transform digital data (so you

That DSP is also what takes those 8 channels of audio and squeezes it
into the actual number of physical channels, two. Without it, your CODEC
is just a glorified two-channel audio system. Simply NOT adequate for
multimedia--that gives you a digitized soundtrack, and NOTHING more. It
doesn't even allow you to make better use of your resources and use
"composed" music, through samples, like mods do.

Without that DSP, there is little to no use for having 16-bit audio, and
you may as well go back to STe hardware, where you can make better use of
system resources.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "...It's okay to eat fish, cause they don't have any feelings..." :)
(: _Something in the Way_ -Nirvana :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 319. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 23:52:11 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1teh7bINNjq@uwm.edu>
Source record: 22955
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <jph.16le@anaconda.Bloomington.IN.US>, J.P. Hillenburg
(jph@anaconda.Bloomington.IN.US) wrote:
: [BTW, why did C= not use the 9600x instead of the 3210?]

The 3210 has its own operating system, VCOS, made for the chip by AT&T.
AT&T has a relatively large development kit, and it's a much nicer DSP,
all around.

Oh, yes, might I add that's a personal opinion.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "...It's okay to eat fish, cause they don't have any feelings..." :)
(: _Something in the Way_ -Nirvana :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 320. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-19 23:55:42 UTC
From: cmedley@wam.umd.edu
Message-ID: <1tehdu$41k@cville-srv.wam.umd.edu>
Source record: 22956
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May19.193703.4555@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>In article <jazzC7A7Br.4DH@netcom.com>, jazz@netcom.com (David C. Navas) writes:
>
> > >I would say the Amiga *video* software is there. I don't know about the
> > >music side. 8 bit audio should be adequate for some people, admittedly,
> >
> > I agree with you that our music software sucks. And it's also true that
>
>Okay, lemme say this: MODs, yeah? THE standard for playing music (outside of
>MIDI, of course ;), yeah? SoundTracker, yeah? Now WHICH DAMN COMPUTER HAD THE
>FIRTS TRACKER (back in '87)? Huh? OK, so they all suck like shit, but the
>point is, even if our hardware isn't the best, we do HAVE music s/w.
>

Amiga may have been the first to use and create .MODs but once everyone else adopts the standard, it isn't who developed it that counts anymore, but who does it the BEST.

And if your music software is just .MOD players, that maybe be ok for some consumer level multimedia, but if you want to get into professional audio, I really think the Amiga would not be on the list of a recording engineer. :)

## 321. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 00:08:16 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1tei5gINNjq@uwm.edu>
Source record: 22957
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May19.194235.9701@beaver.cs.washington.edu>, Ben Gilbert (bgilbert@cs.washington.edu) wrote:

First, let me say I'm a bit surprised at the turnout. Boy, there are a lot of people to argue with. Again. :)

Second; I'd like to say that I REALLY, REALLY don't like that subject. But for the sake of thread completeness, it stays.

: You seem to be implying that the Falcon can't do sound at the same time as
: it does anything else. This is absolutely incorrect. Let's just point out

Definitely NOT.

: some facts about the Falcon that seem to have been overlooked :

: 1) The DSP has _nothing_ to do with recording and playback of digitized
: sound, except for adding special effects which are entirtely
: optional and a separate issue.

Those special effects also consist for the combining of logical channels into physical channels. Without the DS you have two-channel audio, and that also means that you're stuck doing simple digital playback; which is most often NOT what you'd want to do in a multimedia system. A DSP would allow you to use "composed" music, such as mods, and allow you a much greater range of audio abilities; on the Amiga, much of that ability is a part of the Amiga's Paula chip--8-bit audio, with an additional 6-bit volume level. Done properly, you get a simulated 12-bits of depth.

: 2) The Falcon can record stereo (2-channel) 16-bit audio directly to the

I'm aware; we are speaking purely from a multimedia setup, which is the point of this--someone made the claim that the Falcon would be as good or better a choice for Multimedia, and I'm disagreeing. Rather vociferously, I might add.

: So, to sum up, you could start a stero 50KHz (AND 16-bit) 20-minute song
: playing from the hard drive and then let the CPU go do something else with
: very little slowdown. I think this just about covers any of your complaints
: about the Falcon's audio capabilities.

And would you think that's anything like a good solution for multimedia? I don't even think it RESEMBLES a good solution. A 20-minute song sitting on some huge trilobyte hard drive is NOT a funny idea, especially not for multimedia. And I _CERTAINLY_ hope that the rest of your multimedia needs are already in ram, or you'll have to try to use that

hard drive during that direct-from-disk stuff for other tasks.

From a multimedia perspective, that's a really, really bad idea, and I'm surprised you mentioned it.

: I don't think you could really argue that any Amiga has better built-in sound
: than the Falcon does, nor does any other computer on the market at this

I didn't. In cases like this, I usually advise a pair of aspirin (or Tylenol (tm)) and a quick perusal from the replied-to message. I simply said that from a multimedia perspective, there is too great an overhead to use the Falcon's 16-bit audio when the multimedia presentation is at the boundaries of what can be done with the system. The Falcon's advanced audio system isn't incredibly useful without that DSP, and the closer you get to doing things similar to an Amiga with that 16-bit depth, the more strain you put on the system (whereas on the Amiga, there is very, very little overhead with such things).

: point. It seems to be the case that the Amiga is best suited for video
: applications and the Falcon is suited for audio applications, which makes
: sense if you think about it -- each company is trying to capitalize on their
: biggest niche market right now, although either system is pretty good
: overall.

Agreed. I don't think the Falcon is a bad system; I just don't like the way Atari crippled it. The once proud Falcon is more like a chickadee in a wheelchair compared to what accounts originally were giving to it; this was before we found out it didn't have a bus, before we found out about the narrow pathways... before this, before that... etc.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "...It's okay to eat fish, cause they don't have any feelings..." :)
(: _Something in the Way_ -Nirvana :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) Wubba :)

## 322. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 00:13:23 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May20.001323.9774@ugle.unit.no>
Source record: 22958
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tehdu$41k@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
> In article <1993May19.193703.4555@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:

> >Okay, lemme say this: MODs, yeah? THE standard for playing music (outside of
> >MIDI, of course ;), yeah? SoundTracker, yeah? Now WHICH DAMN COMPUTER HAD THE
> >FIRTS TRACKER (back in '87)? Huh? OK, so they all suck like shit, but the
> >point is, even if our hardware isn't the best, we do HAVE music s/w.
>
> Amiga may have been the first to use and create .MODs but once everyone else
> adopts the standard, it isn't who developed it that counts anymore, but who
> does it the BEST.

So how many trackers ARE there for the PC? How many 8-channel trackers? Just MODplayers won't hack it...

> And if your music software is just .MOD players, that maybe be ok for some
> consumer level multimedia, but if you want to get into professional audio,
> I really think the Amiga would not be on the list of a recording engineer. :)

Nah. But then, it might be on the list for video...

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 323. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 01:20:28 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13474@uqcspe.cs.uq.oz.au>
Source record: 22961
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:

>> .MOD players are nice, but they are hardly unique to the Amiga... the STe/TT
>> have them, and so do the PC and NeXT that I know of.

>BUT CAN THEY DO THEM WELL? *EVERY* MOD player I have heard for *ANY*
>computer besides the Amiga shoulds like shit in comparison to a native
>Amiga mod player.

Old ST mod players is obviously all you've ever listened to! STe (and TT)
mod players all sound exactly the same as Amiga MOD players - for the simple
reason that the hardware is almost identical. In fact, the MOD player I
have on my TT sounds even better than on the Amigas, because you can enable
the interpolation option and 50KHz sample rate (which chews up CPU, but
really makes for high-resolution sound - interpolation uses CPU a LOT).

--
Warwic
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / How now, Tao cow?
v Brisbane, Australia. /

## 324. IGNORANT Amiga users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 02:31:25 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993May20.023125.4609@ultb.isc.rit.edu>
Source record: 22959

I really love this base because it lets Amiga users really prove to themselves what a little drop in the bucket they really are to the rest of the computer world. They have to fight over the, 2% of the market share with their only other competitor, ATARI. Let's face it folks, as good you might think the AMIGA is over the ATARI (true or no) you can cut the act that AMIGA is some sort of huge force in the computing industry with the best hardware in the world, yada, yada, yada. Talk about an infiriority complex! This base was created for AMIGA users who are so paranoid about their computer's popularity, they have to go crazy in the ATARI group. In fact, I'll bet half the .advocacy groups were made because of silly little ranting Amiga users. Sheesh.

Yeah, I know this is the advocacy group and it's for ranting but I really grow tired of these AMIGA users pretending like they have a CRAY sitting on their desk or something. WISE UP! If you folks have to spend your time comparing the FALCON 030 to some of the best computers in your line then that's sad. The Falcon 030 is a CONSUMER MODEL. Wheather ATARI ever intends to release another "high end" model is a moot point. The F030 was designed for the consumer to toy around with. That means the 16Mhz 030, the "crippled" CODEC and the "crippled" bus and the "crippled" this just goes to show that a little "crippled" consumer model is basically in the same league with some of your best Amigas. Oh, I'm sorry, you have a slight edge WOW, thrilling.

People complain about "ATARI Cheerleaders" but let's face it, the guys who are wearing the skirts and pom-poms are the AMIGA users. A sorry lot of people if I ever saw one.

*Disclaimer*
Is that .advocacy enough for you? :) Really, I do think that all computers (even the AMIGA) have merits but I just can't stand all the bashing from people who don't even deserve to DO any bashing. It's all so pointless. Just use what you like!

BTW, replying to this message is rather pointless since I'll be leaving to go home from college soon. Happy Advocating!


+-----------------------------------------+-----------------------------+
| Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
| Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |
| Printing And Applied Computer Science | Lovely spam, woderful spam! |
| RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
+-----------------------------------------+-----------------------------+

## 325. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 04:12:27 UTC
From: vailm00@tohi
Message-ID: <vailm00.737871147@tohi>
Source record: 22962
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Greg Greene writes:

> How much and who supports it? I bought the Gravis Ultrasound for $129,
> not bad for 16 bit, CD quality, 32 voice stereo sound.

But again, there's still no driver for the GUS on your beloved OS/2.. And
the SoundBlaster emulation doesn't work half of the time, isn't it true? :-)

Marc

## 326. Falcon/Amiga audio hardware (was Re: Ignorant Atari users)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 04:34:34 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993May20.043434.27182@beaver.cs.washington.edu>
Source record: 22960
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tei5gINNjq@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1993May19.194235.9701@beaver.cs.washington.edu>, Ben Gilbert (bgilbert@cs.washington.edu) wrote:
>
>: 1) The DSP has _nothing_ to do with recording and playback of digitized
>: sound, except for adding special effects which are entirtely
>: optional and a separate issue.
>
>Those special effects also consist for the combining of logical channels
>into physical channels. Without the DS$\blacksquare$ you have two-channel audio, and
>that also means that you're stuck doing simple digital playback; which is
>most often NOT what you'd want to do in a multimedia system. A DSP would
>allow you to use "composed" music, such as mods, and allow you a much
>greater range of audio abilities; on the Amiga, much of that ability is a
>part of the Amiga's Paula chip--8-bit audio, with an additional 6-bit
>volume level. Done properly, you get a simulated 12-bits of depth.

Ok, first of all I wasn't especially thinking of multimedia when I referred to the Falcon's audio capabilities, I was thinking more of exclusive audio use. That issue aside, I'd like to hear more about the kind of stuff you've mentioned with respect to multimedia sound. What exactly is it that needs to be done with the sound other than playing it back and stuff? I don't know a heck of a lot about MOD players but there are several excellent ones for Atari computers (most work better with at least DMA sound), and they don't seem to take a heck of a lot of processor time...

For example, what abilities are you speaking of when you say the Amiga allows a "much greater range of audio abilities?" I must confess I don't know much about the Amiga hardware but it seems to me the Falcon could do this pretty well too.

>
>Agreed. I don't think the Falcon is a bad system; I just don't like the
>way Atari crippled it. The once proud Falcon is more like a chickadee in
>a wheelchair compared to what accounts originally were giving to it; this
>was before we found out it didn't have a bus, before we found out about
>the narrow pathways... before this, before that... etc.

Again, it's the old tradeoff between features, power and price. If I were to design a Falcon-like computer I'd probably want the full 32-bit bus, maybe a dual bus for graphics, with some exclusive video RAM, etc. However, all of these things add to the cost and perhaps the design time of a system (in the Falcon's case, I think some of it may have been the result of compatibility issues). It's the same with the Amiga 1200 -- why does it have a 68020 instead of an 030? Why the single

piece case? There are always compromises that must be made, and I don't think it's fair to keep comparing a base-model computer with some idealistic top of the line workstation.

>
>Greg
>

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

## 327. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 06:21:32 UTC
From: ggg@kepler.unh.edu
Message-ID: <1tf81c$li9@mozz.unh.edu>
Source record: 22985
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'> vailm00@tohi (MARC VAILLANCOURT) writes:
'>> How much and who supports it? I bought the Gravis Ultrasound for $129,
'>> not bad for 16 bit, CD quality, 32 voice stereo sound.
'>
'> But again, there's still no driver for the GUS on your beloved OS/2.. And
'>the SoundBlaster emulation doesn't work half of the time, isn't it true? :-)

Even though there is no OS2 driver for the GUS, you can still run
almost all the native GUS software in a DOS session. The only GUS software
that doesn't work under OS2 is SBOS. That's ok by me, as SBOS sucks to
begin with. I have both GUS and SBPro installed in my machine. GUS for
mods, midi, or 669 files and SBPro for games. Best of both worlds.

Greg Greene
ggg@kepler.unh.edu

## 328. Re: Toaster Shmoaster

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 07:30:06 UTC
From: huots00@tohi
Message-ID: <huots00.737883006@tohi>
Source record: 22963

```
-> But... did they really need to include the "World's First 24-bit Karate
-> Game" to sell it? :)

You think so ? ;-] ;-]

Bye!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA
```

## 329. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 07:42:52 UTC
From: huots00@tohi
Message-ID: <huots00.737883772@tohi>
Source record: 22964
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
-> Ummmm.... what about software? :)

It seems that BYTE find them very well !!


_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA
```

## 330. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 08:51:32 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <1tfgqkINNdr1@tom.rz.uni-passau.de>
Source record: 22965
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1te2t4INNr4o@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1tcgc3$79d@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>: The Falcon's VIDEL can do this too.
>
>Last I heard, you could reprogram it to accept new pixel clocks; that
>isn't the same.
>
>And the number of resolutions one can reach as a default on the Falcon is
>SIGNIFICANTLY less than the number of resolutions on the default AGA
>system. And since we're talking about multimedia, it's likely that
>you'll be using default capabilities, not ones you hand-code.

Ehem, correct me if I'm wrong, but don't the Amiga monitor drivers reside
in devs:monitors?????? What is the essential difference between a monitor
driver in devs:monitors and one in c:\auto? And second: how many resolutions
do you use frequently when on the workbench screen?

Weregoose

---------------------------------------------------------------------------
- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
- In the sky a mighty eagle doesn't care 'but what's illegal -
- On its wings the rainbow's light it's flying to eternity. -
---------------------------------------------------------------------------

## 331. Who Cares (was: just about everything)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 09:12:36 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <1993May20.132054.21234@ryn.mro4.dec.com>
Source record: 22970

This newgroup cracks me up. I own two aging Atari ST systems and am somewhat interested in buying a Falcon so I don't have to repurchase all my software. Is the Falcon the greatest computer ever? Nope. Is it a better value than a Mac, 486 or Amiga? Not really, although none of those machines will run any of my software 8^)

Not all users care about all the gee-whizzy features people love to argue about. I do some word-processing (heck, I still use First Word, for pete's sake, because a magazine I write for can accept articles I e-mail them in that format), I balance my checkbook with Phasar, use a homebrew database and have some MIDI programs for use in my home studio.

I have *NO* hard disk, I still use TOS 1.0, have only 1 meg of memory, etc. Pretty boring, eh? Hey guess what, I get all the tasks done on these machines! I have no real need for a faster, whizzier machine. Why the Falcon is cool for me is that for the price of a hard drive and a (buggy) memory upgrade, I'm over halfway to buying a Falcon anyway. Plus I would get a brand new machine (not one I need to keep repairing because it's seven years old already), faster processor, improved OS, digital audio recording (which could be cool for my home music stuff), etc.

If I buy any other machine, I have to buy a bunch of new software (even a new printer if I get a Mac) plus a MIDI interface, etc. For my needs it doesn't make a whole lot of sense. I suspect that there are quite a few others out there like me, they just don't post to this group 8^) 8^)

BTW, I have used UNIX, DOS and Mac machines (not to mention CP/M and TRS-80) on the job over the years so it's not like I've never seen what other machines can offer.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

## 332. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 09:34:49 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May20.093449.6941@ugle.unit.no>
Source record: 22966
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tfgqkINNdr1@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:

> Ehem, correct me if I'm wrong, but don't the Amiga monitor drivers reside
> in devs:monitors?????? What is the essential difference between a monitor
> driver in devs:monitors and one in c:\auto? And second: how many resolutions
> do you use frequently when on the workbench screen?

I think those are there just to tell Workbench what the modes are called, and
which modes the user wants to see.

> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 333. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 10:20:28 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <1tfm1cINNg25@tom.rz.uni-passau.de>
Source record: 22967
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May20.093449.6941@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>In article <1tfgqkINNdr1@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>
> > Ehem, correct me if I'm wrong, but don't the Amiga monitor drivers reside
> > in devs:monitors?????? What is the essential difference between a monitor
> > driver in devs:monitors and one in c:\auto? And second: how many resolutions
> > do you use frequently when on the workbench screen?
>
>I think those are there just to tell Workbench what the modes are called, and
>which modes the user wants to see.

Well, this difference is not essential(!) to me. The only thing interesting
to me (and about 99.9% of the other users, IMHO) is if the resolutions are
available and supported by the OS, not how they are made available.

Weregoose

---
- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
- In the sky a mighty eagle doesn't care 'but what's illegal -
- On its wings the rainbow's light it's flying to eternity. -
---

## 334. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 11:40:09 UTC
From: leifv@dhhalden.no
Message-ID: <leifv.245.737898009@dhhalden.no>
Source record: 22968
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tdghp$k0d@Tut.MsState.Edu> skip@cy.cs.olemiss.edu (Skip Sauls) writes:

>>BUT CAN THEY DO THEM WELL? *EVERY* MOD player I have heard for *ANY*
>>computer besides the Amiga shoulds like shit in comparison to a native
>>Amiga mod player.
>
>when running DOS apps. Under Windows, even with it's inferior brand
>of multitasking, it is no problem to listen to a mod while watching
>a video, compiling, using the network, and doing other things which
>were once thought to be the private domain of the Amiga.

Well, on the 386/33 with SBPro I'm using now it is a problem playing a
moduls whild closing a window...the music slows noticably down and speeds up
again when the window have finished closing. I won't even mention what
happens when if I try doing some real work.

(Well, things may work better with other soundcards than SBPro?)

>>> Also, remember this: the PC clone market has got more soundcards sold than
>>> there are Amigas out there. A lot of those cards have 16 voice and 32 voice
>>> polyphony. The Amiga is still doing 4 voices of 8 bit audio.

Yeah, and all those PC soundcards out there still plays 4*8-bit modules...
arranged on the Amiga 'coz none of the PC-clown owners out there is creative
enough to make their own modules! =D

>>I don't think it was 4-voice in the original lineup.
>
>If I remember correctly, even the original Mac had 4 voices, but it
>was due to software, not hardware. From the Mac II on, most of the
>Macs had some sort of hardware assist, but audio has certainly never
>been their strongpoint. Amazingly enough, even some of their newer
>machines were (are?) still saddled with the more primitive audio.

The Mac SI I'm using (not exactly state of the art but...) uses 47% of the
CPU performance playing Amiga modules...Oh, well

>>Joseph Hillenburg (xterm), NPS Technologies, Bloomington, Indiana
>Skip Sauls
/// Leif Hugo Vaarum, Rodsveien 28, 1776 HALDEN
-------///----------------------------------------------------------
\\\ /// InterNet: leifv@dhhalden.no :"But wipe off that smile
\\\/// (Good) Amiga coders do it 50 : Cause everyone's wearing a
\/// times per second! : frown here" - Pogo Pops
---------------------------------------------------------------------

## 335. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 12:35:04 UTC
From: grier@bnr.ca
Message-ID: <C7BsAH.K7L@news.rich.bnr.ca>
Source record: 22969
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
> And would you think that's anything like a good solution for multimedia?
> I don't even think it RESEMBLES a good solution. A 20-minute song
> sitting on some huge trilobyte hard drive is NOT a funny idea, especially
> not for multimedia. And I _CERTAINLY_ hope that the rest of your
> multimedia needs are already in ram, or you'll have to try to use that
> hard drive during that direct-from-disk stuff for other tasks.
>
> From a multimedia perspective, that's a really, really bad idea, and I'm
> surprised you mentioned it.

It sounds like a waste to me also. However it is just one example of how
poorly defined Multi-Media really is. Although I truly like Atari computers
better than most. I would choose an Amiga if I had to CREATE a multi-media
demo right now. If some of the reported genlocks and special effects add-ons
for the Falcon actually materialize, then I might change my mind.

To play a multi-media demo/program/whatever I really do not care much
about the machine it runs on, as long as it looks, and sounds the way
the demos creator wanted it to.

Since I already own a TT, I would probably get something like the NovaCard
to get all the video features of the Amiga. A bit pricey, but it would do.

TTFN
Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

## 336. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 13:23:18 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C7Bulv.Gow@liverpool.ac.uk>
Source record: 22971
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <jazzC7A6v8.3pu@netcom.com>, jazz@netcom.com (David C. Navas) writes:
> In article <1tc6kc$suh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
> >>>Does this mean the Amiga should be used for direct-to-disk sound recording?
> >Question: How much does it cost, and what systems does it run on in the
>
> It costs you nothing but a piece of software and the appropriate (any)
> sampling equipment. Really, I have some truly HUGE (tens of megabytes)
> of samples recorded via a parallel port sampler (home made, even, running
> off a nine volt battery :) ) and put on disk.
>
> Not sure if he had a scope display up at the same time either, but that's
> neither here nor there.
>
> >(it's not much good if it costs $1500 or more.. and can't run on an A1200)
>
> Hmm, we sold the software for $150 to a guy in Holland just recently, and
> you can probably make a sampler for $30. Please note, the program is for
> acq. and analysis, not just direct-to-disk recording....
> I'm just trying to point out the fact that the AMiga is fully capable of
> it.
>
> --
> David Navas jazz@netcom.com
> dnavas@us.oracle.com
> "Talent develops in quiet places; character, in the full current of human life"

Wow, 16 bit 50Khz direct to disk recording through the parallel port. Now
that truly is impressive. Not to mention difficult to believe.

---
Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

## 337. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 14:10:03 UTC
From: andre@andrez.equinox.gen.nz
Message-ID: <andre.02rz@andrez.equinox.gen.nz>
Source record: 22975
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tehdu$41k@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>>point is, even if our hardware isn't the best, we do HAVE music s/w.
>
>Amiga may have been the first to use and create .MODs but once everyone else
>adopts the standard, it isn't who developed it that counts anymore, but who
>does it the BEST.

Yeah then why don't you Falconers write a new >8 channel tracker standard
huh if you think your machines are so shit hot.. (you've got the chance to
steal some of Amiga's steam.. Do it!! to hard huh? losers. ;-))

>consumer level multimedia, but if you want to get into professional audio,
>I really think the Amiga would not be on the list of a recording engineer. :)

--
+----------------------------+----------------------------------------+
|andre@andrez.equinox.gen.nz | Be Pure |
|Amiga5001meg+GVPII+2meg | Be Vigilant |
|and still using 1.3 <gasp!> | Most of all Behave! ..Torquemada2000AD |
+----------------------------+----------------------------------------+

## 338. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 14:52:23 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993May20.145223.19263@mpifr-bonn.mpg.de>
Source record: 22973
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <C7BuIv.Gow@liverpool.ac.uk> mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:
>Wow, 16 bit 50Khz direct to disk recording through the parallel port. Now
>that truly is impressive. Not to mention difficult to believe.

Well, he never said 50kHz 16bit. But of course this is possible with a little
bit of extra hardware (in the $10 range).

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

## 339. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 14:53:56 UTC
From: marks@castle.ed.ac.uk
Message-ID: <35983@castle.ed.ac.uk>
Source record: 22972

neurom@u.washington.edu (Neuromancer) writes:

>Do you want a price estimate on that 4000 DSP board? About $1,200.

Isn't that board supposed to include a 33Mhz 040 in addition to the DSP
though? Nevertheless you are correct in that the Falcon is likely to
remain the cheapest personel computer with a DSP for some time to come.
(Actually, haven't some SNES cartridges been incorporating cheap DSP's?
:-)

> --Neuromancer

Raw Shark
--
! Raw Shark of the Net.Trenchcoat.Brigade !
!"This is a work of fiction. Any resemblence to any real people (living,!
! dead or stolen by fairies) or to any real animals, gods, witches, !
! countries and events (magical or otherwise) is just blind luck, or so !
! we hope." Disclaimer courtesy of The Books of Magic !

## 340. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 15:15:51 UTC
From: jazz@netcom.com
Message-ID: <jazzC7BzqG.o2@netcom.com>
Source record: 22974
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <C7BuIv.Gow@liverpool.ac.uk> mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:
>In article <jazzC7A6v8.3pu@netcom.com>, jazz@netcom.com (David C. Navas) writes:
>> In article <1tc6kc$suh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>>>>>Does this mean the Amiga should be used for direct-to-disk sound recording?
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>> I'm just trying to point out the fact that the AMiga is fully capable of
^^^^^^^^^^^^^^^^^^^
>> it.
^^^
>Wow, 16 bit 50Khz direct to disk recording through the parallel port. Now
>that truly is impressive. Not to mention difficult to believe.

"it" clearly refers to direct-to-disk sound recording. Sorry you seem to
have made some connection with an alternate reality :)
It (that tricky word again -- we are referring to the direct-to-disk
recording again) was stereo 8bit 15kHz, more like....

Should this be used in a studio? No, of course not, I wouldn't dream of
suggesting it. I also wanted to make sure that the discussion didn't
drift into "the Amiga can't do disk-sound recording at all", which is just as
lame.

--
David Navas jazz@netcom.com
dnavas@us.oracle.com
"Talent develops in quiet places; character, in the full current of human life"

## 341. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 16:38:26 UTC
From: jsmith@hopper.Virginia.EDU
Message-ID: <C7C3K3.K98@murdoch.acc.Virginia.EDU>
Source record: 22977
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <C7BuIv.Gow@liverpool.ac.uk> mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:
>In article <jazzC7A6v8.3pu@netcom.com>, jazz@netcom.com (David C. Navas) writes:
>> In article <1tc6kc$suh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>> >>>Does this mean the Amiga should be used for direct-to-disk sound recording?
>> >Question: How much does it cost, and what systems does it run on in the
>>
>> It costs you nothing but a piece of software and the appropriate (any)
>> sampling equipment. Really, I have some truly HUGE (tens of megabytes)
>> of samples recorded via a parallel port sampler (home made, even, running
>> off a nine volt battery :) ) and put on disk.
>>
>> Not sure if he had a scope display up at the same time either, but that's
>> neither here nor there.
>>
>> >(it's not much good if it costs $1500 or more.. and can't run on an A1200)
>>
>> Hmm, we sold the software for $150 to a guy in Holland just recently, and
>> you can probably make a sampler for $30. Please note, the program is for
>> acq. and analysis, not just direct-to-disk recording....
>> I'm just trying to point out the fact that the AMiga is fully capable of
>> it.
>>
>> --
>> David Navas jazz@netcom.com
>> dnavas@us.oracle.com
>> "Talent develops in quiet places; character, in the full current of human life"
>
>Wow, 16 bit 50Khz direct to disk recording through the parallel port. Now
>that truly is impressive. Not to mention difficult to believe.
>
>-------------------------------------------------------------
>Kevin O'Donovan kebab@cix.compulink.co.uk
> mebeb@uxb.liverpool.ac.uk

whats so difficult to believe about a parallel port doing 110Kbytes /sec??
give or take some depending on the overhead.

Jonathan

## 342. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 16:44:40 UTC
From: neurom@u.washington.edu
Message-ID: <1tgchoINNon9@news.u.washington.edu>
Source record: 22976

<sigh> Looks like another long followup. Anybody who doesn't want to see some real semantic disassembling should hit n as soon as possible....

In article <1993May19.192259.4232@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
> In article <1tdkncINN1np@news.u.washington.edu>, neurom@u.washington.edu (Neuromancer) writes:
> > In article <jph.16le@anaconda.Bloomington.IN.US> jph@anaconda.Bloomington.IN.US
> > (J.P. Hillenburg) writes:
>
> > > YOU DON'T UNDERSTAND. The *DSP* *ITSELF* is running a multitasking OS.
> > > We don't care whether the computer is multitasking. Any computer can
> > > do that nowadays. The AT&T 3210 and Motorola 9600x can do this. The
> > > 56001 can't. It couldn't in the NeXT. It can't in the Falcon.
> >
> > Do you want a price estimate on that 4000 DSP board? About $1,200.
>
> Estimated by whom? You? I'd like to see the RRP before I believe anything I
> read in a flamewar...
>

By Commodore. It's a neat thing being a dealer, you get all sorts of advanced notice by those who supply you.

NOTE to anybody who wants to refute me on this: You better have the exact release from Commodore ready to Fax to me as proof, and since Commodore never sent us one, I'd really like to know who you get to forge documents for you.

> > > Falcons are few and far between. You're comparing the measly
> > > procession of Falcon's vs. the full line of Amigas. This is like
> > > comparing the A4000 vs. the whole Atari ST-descent line. The fact of
> > > the matter is, the AVERAGE Amiga comes with BETTER graphics and BETTER
> > > sounds than the average Atari, and I would venture to guess that there
> > > are more A4000's out there than Falcon 030's, in any case.
> > >
> >
> > Please read the paragraph you followup next time. He stated that "as the Atari
> > computer line goes into the 90's, everything from the base F030 model in the
> > 1040-style case on up will be capable of 8 channels of 16-bit CD quality audio
> > output." Please note the "into the 90's" and "from the base F030 model...up."

> > See? From the F030.
>
> From the F030 where? Are there MORE Falcons out there?
>

Yes and no. The Falcon040 is in the works. No, I don't believe everything I read, but after reading it 20+ times....

[Disclaimer: Yes, I know that Atari has lied. But remember, the Falcon030 does exist. It may be late, but they never lied about its existence.]

> > > BUT CAN THEY DO THEM WELL? *EVERY* MOD player I have heard for *ANY*
> > > computer besides the Amiga sounds like shit in comparison to a native
> > > Amiga mod player.
> >
> > Whoa. I don't think so. Try one on a 486 DX/2 66 w/ Viva Maestro 16-bit
> > stereo sound card running at 44kHz. I _buries_ the Amiga .MOD players.
[P.S.,
> > sound familiar? 16-bit, stereo, 44+kHz..... ]
>
> It *buries* the Amiga MOD players? Which damn computer was the MOD INVENTED
for?
> My PC friends ask me for good Amiga MOD sites, because there are NO native PC
> mods... Yeah, I'm so impressed.
>

Who said I was using PC .MODS? All .MODS are created equal, but not all .MOD players or .MOD playing machines. If you can pull of DAT quality sound on your, what, A500, then I'll bow down and praise the Amiga god. Until then....

S H U T U P A B O U T T H E S O U N D B I T ! !
Amigas had an advantage in sound when they first came out, they don't anymore. I can get the exact same quality of sound that your Amiga can produce with a $100 PC card, or a stock STe. I can get _much_ better sound from a $200+ PC card, or an F030.

I'd send you a tape of this 466 with the Maestro, but the tape couldn't pick up the quality. I could send you a 44kHz .WAV recording, but you couldn't play it back either. If you'd like, just come up here and I'll show you.

> > > Sure, if you want to discuss addons, we can get that many channels too.
> >
> > But not as cheaply. Give me some products, and I'll get you prices on
them,
> > including the equivilant PC product. One warning, you must be able to
beat
> > $199 for 16 bit, stereo, 44kHz sound. Not as solid as a Falcon, but still
> > available.
>

Notice, no rebuttal on this point. Hmmm...

--Neuromancer

## 343. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 17:38:26 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May20.173826.15433@newshost.lanl.gov>
Source record: 22978

In article 02rz@andrez.equinox.gen.nz, andre@andrez.equinox.gen.nz (Andre' Barton) writes:
>
>Yeah then why don't you Falconers write a new >8 channel tracker standard
>huh if you think your machines are so shit hot.. (you've got the chance to
>steal some of Amiga's steam.. Do it!! to hard huh? losers. ;-))

Ah... doesn't a post like this make you Amiga user's swell with pride? :)

---

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

## 344. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 18:55:02 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May20.185502.17295@ugle.unit.no>
Source record: 22979

In article <1tgchoINNon9@news.u.washington.edu>, neurom@u.washington.edu (Neuromancer) writes:

> In article <1993May19.192259.4232@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind
> Bernhardsen) writes:
> > In article <1tdkncINN1np@news.u.washington.edu>, neurom@u.washington.edu
> (Neuromancer) writes:
> > > In article <jph.16le@anaconda.Bloomington.IN.US>
> jph@anaconda.Bloomington.IN.US
> > > (J.P. Hillenburg) writes:

> > Estimated by whom? You? I'd like to see the RRP before I believe anything I
> > read in a flamewar...
>
> By Commodore. It's a neat thing being a dealer, you get all sorts of advanced
> notice by those who supply you.
>
> NOTE to anybody who wants to refute me on this: You better have the exact
> release from Commodore ready to Fax to me as proof, and since Commodore never
> sent us one, I'd really like to know who you get to forge documents for you.

So, C= sort of confidentially told you over the phone..? Also, somebody else mentioned that it had an 040 on the same card...

> Yes and no. The Falcon040 is in the works. No, I don't believe everything I
> read, but after reading it 20+ times....
>
> [Disclaimer: Yes, I know that Atari has lied. But remember, the Falcon030
> does exist. It may be late, but they never lied about its existence.]

Well... They've lied in the past... Famed for it, in fact. (Yes, in Atari mags too).

> > It *buries* the Amiga MOD players? Which damn computer was the MOD INVENTED
> for?
> > My PC friends ask me for good Amiga MOD sites, because there are NO native PC
> > mods... Yeah, I'm so impressed.
>
> Who said I was using PC .MODS? All .MODS are created equal, but not all .MOD

PC .MODs? Hmm... Well, yeah, I think there's a (4-channel) PC tracker... Somewhere.

> players or .MOD playing machines. If you can pull of DAT quality sound on
> your, what, A500, then I'll bow down and praise the Amiga god. Until then....
>
> S H U T U P A B O U T T H E S O U N D B I T ! !

> Amigas had an advantage in sound when they first came out, they don't
> anymore. I can get the exact same quality of sound that your Amiga can
> produce with a $100 PC card, or a stock STe. I can get _much_ better
> sound from a $200+ PC card, or an F030.

Yeah, and for a $200+ Amiga card, I can better that again. The point is, MODs
are treated like some sacred God of (non-professional) music, and most of them
originate on the Amiga. OKAY?

> I'd send you a tape of this 466 with the Maestro, but the tape couldn't pick up
> the quality. I could send you a 44kHz .WAV recording, but you couldn't play it
> back either. If you'd like, just come up here and I'll show you.

Try me. The Indigo we have here does CD-quality sound quite nicely, thanks.
So just UUencode it and mail it. What's 466?

> > > > Sure, if you want to discuss addons, we can get that many channels too.
> > > >
> > > But not as cheaply. Give me some products, and I'll get you prices on
> them,
> > > including the equivilant PC product. One warning, you must be able to
> beat
> > > $199 for 16 bit, stereo, 44kHz sound. Not as solid as a Falcon, but still
> > > available.
>
> Notice, no rebuttal on this point. Hmmm...

Nix. I know next to nothing about Amy sound cards, pricing etc. I know you
can get 16-bit, high-quality cards at an affordable price, though, but I try
to talk about things I know about (most of the time).

> --Neuromancer

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

## 345. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 22:37:46 UTC
From: uznerk@mcl.ucsb.edu
Message-ID: <uznerk.737937466@mcl>
Source record: 22892
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <jazzC7A7Br.4DH@netcom.com> jazz@netcom.com (David C. Navas) writes:
[much deletia..]

>>but it isn't going to be that way for very long with 16-bit sound cards
>>becoming commonplace in PCs.

>Many of these "16"-bit audio cards only deliver 14bits or less out of
>the jack. Very few go through the pretty steep requirements of digital-->
>analog conversion at that resolution.

I guess you've never heard the sound quality of a Gravis Ultrasound. The other PC soundcards lose bits of information when mixing digital signals, i.e. playing a .mod on a SBPro or a PAS16. The GUS can digitally add up to 32 16bit channels without losing any quality, which lead to a huge discussion on c.s.i.p.soundcad about whether or not it had a 21bit DAC. Either way, the Ultrasound truly does rival a CD player in terms of audio quality.

Actually, I think the GUS sounds better than an Amiga at playing back mods. Most of you will probably think I'm full of sh!t, but A) I have my GUS hooked up to a full blown hi-fi system so I can hear every (im)perfection in sound output quality and B) when the GUS isn't using all of its 32 voices at once, it takes the unused portion of it's mixer's processor time and uses it to oversample (like a CD player) what few voices it *is* playing back. Oversampling might not do much to the sound quality of a CD player, which already uses 16bit 44.1khz samples, but it actually does help a lot for the less resolution in mod samples. And yes, I used to own an Amiga 500 for 3 years hooked up to the same stereo that my GUS plays through now, and I believe the GUS sounds better for mods.

Bottom line: I'd much rather have an "Ultrasound for Amiga" than a DSP chip. I think it can reproduce better sounding music for less money than a DSP can.

--
---
Andrew Krenz -- uznerk@mcl.ucsb.edu | krenz@engrhub.ucsb.edu
---

## 346. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-20 22:59:30 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C7CL77.7so@ecf.toronto.edu>
Source record: 22980

In article <35983@castle.ed.ac.uk> marks@castle.ed.ac.uk (Raw Shark) writes:
>neurom@u.washington.edu (Neuromancer) writes:
>
>>Do you want a price estimate on that 4000 DSP board? About $1,200.
>
>Isn't that board supposed to include a 33Mhz 040 in addition to the DSP
>though? Nevertheless you are correct in that the Falcon is likely to
>remain the cheapest personel computer with a DSP for some time to come.
>(Actually, haven't some SNES cartridges been incorporating cheap DSP's?
>:-)
>

Are you talking about that SuperFx chip on that Starfox game??
If you are, it isn't a DSP! It's a 10Mhz RISC chip, if I'm not mistaken.....

Vaya con Dios,
AcEzE.
--
.sig deleted by lousy, stinkin, dirty, rotten and utterly PARANOID sys admin!

## 347. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 00:15:28 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1th6v0INNf39@uwm.edu>
Source record: 22981
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tfgqkINNdr1@tom.rz.uni-passau.de>, Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
: >And the number of resolutions one can reach as a default on the Falcon is
: >SIGNIFICANTLY less than the number of resolutions on the default AGA
: >system. And since we're talking about multimedia, it's likely that
: >you'll be using default capabilities, not ones you hand-code.

: Ehem, correct me if I'm wrong, but don't the Amiga monitor drivers reside
: in devs:monitors?????? What is the essential difference between a monitor
: driver in devs:monitors and one in c:\auto? And second: how many resolutions
: do you use frequently when on the workbench screen?

As an answer to your first half... The Amiga SHIPS with a rather HUGE amount of resolutions--enough that one is literally at first a bit lost. There are a LOT of them. I'm not referring to resolutions you program, in that case, which was clearly stated, but those that the average user would access--those which are shipped with the system.

As an answer to that last part: That's pretty lame. You have one resolution on a workbench screen. Of course, the nice part is that with the Amiga, you can have and use as many screens of differing resolutions as you like.

And since we're talking about multimedia, it could EASILY be to your advantage to make use of that. I'm sure I don't have to spell them out for you.

Please, let's try to keep the stupid and pointless posts to a minimum: Regardless of the subject line, I do NOT believe that this should degenerate any further. If you'd like to have a good argument with me, that's one thing. But to reduce it to lame remarks and name calling would be something I have no wish to partake in.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "...It's okay to eat fish, cause they don't have any feelings..." :)
(: _Something in the Way_ -Nirvana :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 348. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 00:25:11 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1th7h7INNf39@uwm.edu>
Source record: 22982
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C7BsAH.K7L@news.rich.bnr.ca>, Brian Grier (grier@bnr.ca) wrote:
: It sounds like a waste to me also. However it is just one example of how
: poorly defined Multi-Media really is. Although I truly like Atari computers

Even without using the dreaded word, in ANY case where you'd like to present the best possible front with the least amount of requirements, the LAST thing you would want to have to do is rely on a digitized sountrack being played back; composed music would give you only slightly less (if any) quality, and would give you a GREAT DEAL more resources to work with--that is, on the Amiga; not necessarily true on the Falcon, because in order to make good use of that, you'll need to use the DSP, and that can drain your resources.

: better than most. I would choose an Amiga if I had to CREATE a multi-media
: demo right now. If some of the reported genlocks and special effects add-ons
: for the Falcon actually materialize, then I might change my mind.

None of which compare to the things available for the Amiga, I'll have to say. If you want special effects, god knows that there are enough packages now--and I'm NOT referring to the Toaster here. From both a hardware and a software perspective, if you're talking about video, the Amiga has the Falcon beat; whether we talk of reality or vapor.

: To play a multi-media demo/program/whatever I really do not care much
: about the machine it runs on, as long as it looks, and sounds the way
: the demos creator wanted it to.

1) If we're talking about a kiosk, the most important thing to remember is that this isn't a one-shot, one-play deal; a kiosk is the collection of hardware needed to run a multimedia (we'll call it a demo) demo.

: Since I already own a TT, I would probably get something like the NovaCard
: to get all the video features of the Amiga. A bit pricey, but it would do.

And if you needed to set up several systems to do that? Let's say you make a training presentation, and you want to set it up in your business--you'll need several kiosks. If your choice is between an Amiga 1200 and a TT, both with, let's say a 50MB hd (or perhaps just a CD player if you wish to have a CD of your presentation mastered), guess which you'd rather buy in quantity?

On top of that, you'e got to wonder what kind of Amiga it would take to get you all that the TT could have handled.

And, by the way, the program you mentioned is a rather sickly program compared to modern authoring programs on the Amiga. There's some nice

stuff out there.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "...It's okay to eat fish, cause they don't have any feelings..." :)
(: _Something in the Way_ -Nirvana :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 349. Re: Falcon/Amiga audio hardware (was Re: Ignorant Atari users)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 00:43:44 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1th8k0INNf39@uwm.edu>
Source record: 22983
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May20.043434.27182@beaver.cs.washington.edu>, Ben Gilbert (bgilbert@cs.washington.edu) wrote:
: Ok, first of all I wasn't especially thinking of multimedia when I referred
: to the Falcon's audio capabilities, I was thinking more of exclusive audio
: use. That issue aside, I'd like to hear more about the kind of stuff you've

Exclusive audio isn't much of a thumb though, is it? I mean, unless your particular application for the system is for exclusive audio usage, then you're not really pushing it, are you?

: mentioned with respect to multimedia sound. What exactly is it that needs
: to be done with the sound other than playing it back and stuff? I don't
: know a heck of a lot about MOD players but there are several excellent ones
: for Atari computers (most work better with at least DMA sound), and they
: don't seem to take a heck of a lot of processor time...

And on the Amiga, they take next to NONE. I've seen macs spend over 50%. I've seen Falcons do it, and it' not at all as low as the Amiga's.

Basically; it's using samples playd back at different speeds and pitches to create music, at its core. The ADVANTAGE is that your 20 minute soundtrack takes 200k, rather than 200MB. You no longer need an OM drive to store your music.

: For example, what abilities are you speaking of when you say the Amiga
: allows a "much greater range of audio abilities?" I must confess I don't

We're not restricted to specific, hardwired playback rates. We've got a full 8-bits of information per channel, as WELL as 6-bits of volume control per channel, which gives you roughly 12 bits of resolution. Most mod players outside of the Amiga either ignore that 6-bits of volume, or try desperately (and usually fail) to do it.

: know much about the Amiga hardware but it seems to me the Falcon could do
: this pretty well too.

It CAN. But it cannot do it with nearly as much finesse as the Amiga does. Why? Because it's done in our hardware at very, very little cost, resource-wise.

: Again, it's the old tradeoff between features, power and price. If I
: were to design a Falcon-like computer I'd probably want the full 32-bit
: bus, maybe a dual bus for graphics, with some exclusive video RAM, etc.
: However, all of these things add to the cost and perhaps the design
: time of a system (in the Falcon's case, I think some of it may have
: been the result of compatibility issues). It's the same with the Amiga

The lack of a "fast" bus is a compatibility issue, yes; if they wanted it to be ST compatible, it was a much easier thing to do. But a full-32 bit bus was crippling, and it gets them nothing.

: 1200 -- why does it have a 68020 instead of an 030? Why the single

Simple. Because the 1200 ships with only chip ram, and chip is uncacheable, the 68020 is as good a choice. Without its cache, the 030 is very, very close in speed to the 020, and the 020 is much, much cheaper.

: piece case? There are always compromises that must be made, and I
: don't think it's fair to keep comparing a base-model computer with
: some idealistic top of the line workstation.

I'm not. I was speaking from the vantage point of a 1200. Not exactly a top of the line workstation.

The things I speak of aren't high-end doodads; I referred to Paula, which exists in ALL amigas. I referred to the FAST bus, which exists in all Amigas, though isn't necessarily populated. On a 1200, one can easily drop in some fast ram and go (of course, it's just as easy to add a real 030, and get a big boost in performance).

The Falcon's 030 isn't getting much performance gain over the 1200's 020. It would have to have dedicated ram for that, and it simply doesn't.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "...It's okay to eat fish, cause they don't have any feelings..." :)
(: _Something in the Way_ -Nirvana :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 350. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 03:09:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13507@uqcspe.cs.uq.oz.au>
Source record: 22984
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

ggg@kepler.unh.edu (Gregory G Greene) writes:

> I have a Gravis Ultrasound for my 486...
> ... for $129, not bad for 16 bit, CD quality, 32 voice stereo sound.
^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^^

I assume this is some marketting term that does NOT mean "channels".

--
Warwick
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / How now, Tao cow?
v Brisbane, Australia. /

## 351. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 03:11:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13508@uqcspe.cs.uq.oz.au>
Source record: 22986
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

gblock@csd4.csd.uwm.edu (Gregory R Block) writes:

>Without that DSP, there is little to no use for having 16-bit audio, and
>you may as well go back to STe hardware, where you can make better use of
>system resources.

No use in having DSP-less 16-bit audio?

Do you own a CD player, or do you just listen to MOD files
all the time, because your ears can't tell the difference?

--
Warwick
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / How now, Tao cow?
v Brisbane, Australia. /

## 352. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 07:32:40 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <1ti0ioINNea8@tom.rz.uni-passau.de>
Source record: 22887
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1th6v0INNf39@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1tfgqkINNdr1@tom.rz.uni-passau.de>, Thorsten Guenther
(guenther@vati.fmi.uni-passau.de) wrote:
>As an answer to your first half... The Amiga SHIPS with a rather HUGE
>amount of resolutions--enough that one is literally at first a bit lost.
^^^^^^^^^^^^^^^^^^^^

And only few of them are used, depending on the monitor you have hooked to
your 4000/1200, and the resolution used mostly on Amigas with AGA chipset
is dblNTSC, if you don't make multimedia and need the interlaced highres
modes. In fact, I have yet to meet an Amiga user doing multimedia, and I
know several of them. At least the local IEEE Amiga group is more interested
in graphic cards like the Picasso, and these cards are incapable of doing
video work, as far as I know.

>There are a LOT of them. I'm not referring to resolutions you program,
>in that case, which was clearly stated, but those that the average user
>would access--those which are shipped with the system.

The average user of a Falcon would use the noninterlaced mode with the
highest resolution (640*200) or VGA 640*480.

>As an answer to that last part: That's pretty lame. You have one
>resolution on a workbench screen. Of course, the nice part is that with
>the Amiga, you can have and use as many screens of differing resolutions
>as you like.

Yep, a screen concept is a great advantage, if used properly. I just can't
see reasons for opening screens in so-called 'standard applications'.

>And since we're talking about multimedia, it could EASILY be to your
>advantage to make use of that. I'm sure I don't have to spell them out
>for you.

Sorry, but I am not interested in multimedia. I am just searching for a
computer that is e.g. able to use graphic cards as a standard output
device (if RTG was available, this would be true for the Amiga, but it isn't
yet), good sound (the ST sound sucks, really) and high resolutions (and as
I have stated earlier, there are bundles available containing NVDI, an
output speedup/ROM replacement, and the ScreenBlaster or a Falcon and
a ScreenBlaster. I do not consider 8bit graphics an ideal, but at least
I won't have to buy an expensive graphic card w/ VME->Falcon interface.

>Please, let's try to keep the stupid and pointless posts to a minimum:
>Regardless of the subject line, I do NOT believe that this should
>degenerate any further. If you'd like to have a good argument with me,

>that's one thing. But to reduce it to lame remarks and name calling
>would be something I have no wish to partake in.

I am not interested in name-calling, either. It just bothers me when some
people state 'the ***** can't do this or that', if it isn't true.
What would you say if I stated 'the Amiga can't read/write IBM disks'
or 'can't do memory protection', etc.?

Weregoose

---
- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
- In the sky a mighty eagle doesn't care about what's illegal -
- On its wings the rainbow's light it's flying to eternity. -

## 353. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 08:08:42 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1ti2ma$1cor@info2.rus.uni-stuttgart.de>
Source record: 22888
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <jazzC7A6v8.3pu@netcom.com> jazz@netcom.com (David C. Navas) writes:
>It costs you nothing but a piece of software and the appropriate (any)
>sampling equipment. Really, I have some truly HUGE (tens of megabytes)
>of samples recorded via a parallel port sampler (home made, even, running
>off a nine volt battery :) ) and put on disk.

Well, we are talking about two different things...
The Falcon is able to sample 16-bit-Sound at 50 Khz and to put it directly on
the harddisk not only in the memory! So, if you have 1 GByte free on your HD youcan sample
a 1 GByte-File... (lets see how you manage this with your Hardware
on the Amiga :).

Ciao, Heiko.

## 354. Re: Intellectually Stimulating Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 08:45:32 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1ti4rc$1kjd@info2.rus.uni-stuttgart.de>
Source record: 22890
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tdhlh$606@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>Hmmm. I know the Falcon (and I think STe) do set the sample playback rates
>to fixed speeds. I had hear it was possible to send in an external clock
>to the DSP for sample playback to get rates that aren't already supported.
>
>(although this may not be important for sample playback, since I think most
>playback rates from the DMA engine are conveniently provided for)

Yes, your absolutely right! You can add an external clock to the DSP-
Interface and the TOS will be already prepared for it. But this isn't a
build-in feature of the Falcon and i've only mentioned facts about the Falcon
without external hardware (even if this hardware would be very very simple).

Ciao, Heiko.

## 355. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 09:00:16 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1ti5n0$1ctb@info2.rus.uni-stuttgart.de>
Source record: 22889
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

(Sorry, but i can't hold this back...)

In article <1teh37INNjq@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>: I've got to set things right: the 16-Bit-Sound can be used without the DSP
>: via DMA. The DSP is only a Signal-Prozessor to transform digital data (so you
>
>That DSP is also what takes those 8 channels of audio and squeezes it
>into the actual number of physical channels, two. Without it, your CODEC
>is just a glorified two-channel audio system. Simply NOT adequate for
>multimedia--that gives you a digitized soundtrack, and NOTHING more. It
>doesn't even allow you to make better use of your resources and use
>"composed" music, through samples, like mods do.
>
>Without that DSP, there is little to no use for having 16-bit audio, and
>you may as well go back to STe hardware, where you can make better use of
>system resources.

You are absolutely correct! The CODEC only handles 2-channel Sound (but you
can add the 4 channels of the old 8bit-STE-DMA-Sound if you need more...).
Do you really think, these MOD-Files are enough for true Multimedia? Please,
compare them to the sound-quality of an old tape-recorder! I think both (the
Falcon and the Amiga 12000) are not able to produce really satisfying
Multimedia-Applications, you'll have to invest much more money to gain that.

Ciao, Heiko.

## 356. Amiga and Atari Screen Modes (Was: Re: Ignorant Atari users)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 14:13:45 UTC
From: rb10006@phx.cam.ac.uk
Message-ID: <1993May21.141345.24106@infodev.cam.ac.uk>
Source record: 22891
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1ti0ioINNea8@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:

[...]

|> Sorry, but I am not interested in multimedia. I am just searching for a
|> computer that is e.g. able to use graphic cards as a standard output
|> device (if RTG was available, this would be true for the Amiga, but it isn't
|> yet), good sound (the ST sound sucks, really) and high resolutions (and as

[...]

|>
|> Weregoose
|>
|> ------------------------------------------------------------------------------
|> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
|> - In the sky a mighty eagle doesn't care about what's illegal -
|> - On its wings the rainbow's light it's flying to eternity. -

I don't want to start yet another argument, but most Amiga graphics cards CAN be used for standard output these days. They just provide a new monitor driver for the monitor drivers drawer, and whenever the user is asked to select a resolution, the new modes appear...

You can run Workbench in them, and any other Display Database app. SHOULD work. (Saw a Retina at the Format Live show. Nice card.)

Robert Brown.

## 357. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 17:08:40 UTC
From: bjgrier@bnr.ca
Message-ID: <C7DzMG.FH4@news.rich.bnr.ca>
Source record: 22893
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

gblock@csd4.csd.uwm.edu (Gregory R Block) writes:

{ lots of stuff deleteed for whatever reason I've choosen this time }

> : better than most. I would choose an Amiga if I had to CREATE a multi-media
> : demo right now. If some of the reported genlocks and special effects add-ons
> : for the Falcon actually materialize, then I might change my mind.
>
> None of which compare to the things available for the Amiga, I'll have to
> say. If you want special effects, god knows that there are enough
> packages now--and I'm NOT referring to the Toaster here. From both a
> hardware and a software perspective, if you're talking about video, the
> Amiga has the Falcon beat; whether we talk of reality or vapor.

Basically I think I said that.

> : To play a multi-media demo/program/whatever I really do not care much
> : about the machine it runs on, as long as it looks, and sounds the way
> : the demos creator wanted it to.
>
> 1) If we're talking about a kiosk, the most important thing to remember
> is that this isn't a one-shot, one-play deal; a kiosk is the collection
> of hardware needed to run a multimedia (we'll call it a demo) demo.

I think I said that.

> : Since I already own a TT, I would probably get something like the NovaCard
> : to get all the video features of the Amiga. A bit pricey, but it would do.
>
> And if you needed to set up several systems to do that? Let's say you
> make a training presentation, and you want to set it up in your
> business--you'll need several kiosks. If your choice is between an Amiga
> 1200 and a TT, both with, let's say a 50MB hd (or perhaps just a CD
> player if you wish to have a CD of your presentation mastered), guess
> which you'd rather buy in quantity?

I'd master the presentation for that interactive multi-media thing that
Radio Shack sells, It costs less that an A500. I think that C= makes one
of those things, for all I know they make the one RS sells.

So it comes down to use the most cost effective tool you can find that will
accomplish the job. And cost trade offs do include what you already own.

Brian.
--

Disclaimer: The opinions expressed are mine not those of BNR.


| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |

## 358. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 22:58:45 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1tjmr5INNrk5@uwm.edu>
Source record: 22894
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1ti0ioINNea8@tom.rz.uni-passau.de>, Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
: And only few of them are used, depending on the monitor you have hooked to
: your 4000/1200, and the resolution used mostly on Amigas with AGA chipset
: is dblNTSC, if you don't make multimedia and need the interlaced highres
: modes. In fact, I have yet to meet an Amiga user doing multimedia, and I

1) this WHOLE discussion was in the context of a multimedia environment. If you can't handle that, we can change the subject, fine.

2) the one place that everyone here will agree to (in .advocacy) is that C= is actually MARKETING the Amiga in the multimedia market, and that is where C='s resources are heading; that is where the joint venture between NewTek (of VideoToaster fame) and C= is going to push (as well as the DTV market).

Just because your friends don't use it for multimedia doesn't mean it's not a major focus of what C= sees the Amiga becoming both now and in the future.

(as a sidenote, multimedia does not NECESSARILY require interlacing; one can combine everything on the computer's high-resolution display as well. However, it is a distinct benefit to NOT be forced to convert the normal outputs of such things as VCR's and laserdiscs into an output compatible with the resoultuions in use; better in many cases if the computer can work in the resolutions of the other devices. "Digital Video" can make use of high resolution displays as well, naturally, but if you'd like to combine many types of media (kind of a self-serving definition), then you want interlace)

: The average user of a Falcon would use the noninterlaced mode with the
: highest resolution (640*200) or VGA 640*480.

Multimedia means combining elements to create a single presentation; on the Amiga and the Falcon, those elements may not all need or require the same resolutions and depths, and advantages are gained by letting them work in their native environments rather than imposing overhead upon them.

: Yep, a screen concept is a great advantage, if used properly. I just can't
: see reasons for opening screens in so-called 'standard applications'.

You mean "real life work"? You can't see a point to grouping your applications? I prefer to have my "CodeBench" screen, where ALL of my development tools have their windows open to; including my compiler, debugger, a shell window, and all of my debugging tools.

It's of GREAT advantage to be able to create separate and independent environments for grouping applications by function and purpose.

And that isn't the only example. I haven't even begun to discuss my TeX stuff.

: Sorry, but I am not interested in multimedia. I am just searching for a

I am. I'm interested in applications like multimedia mail, I'm interested in hyperlinked documentation, I'm interested in LOTS of things that could make my life as a user AND a developer easier. And that's what multimedia could mean for me.

: computer that is e.g. able to use graphic cards as a standard output
: device (if RTG was available, this would be true for the Amiga, but it isn't
: yet), good sound (the ST sound sucks, really) and high resolutions (and as
: I have stated earlier, there are bundles available containing NVDI, an
: output speedup/ROM replacement, and the ScreenBlaster or a Falcon and
: a ScreenBlaster. I do not consider 8bit graphics an ideal, but at least
: I won't have to buy an expensive graphic card w/ VME->Falcon interface.

Good points. However, first let me say that RTG exists; it works. It simply isn't fully integrated yet, and won't be until 4.0. Famous folk like Dave Haynie already make use of it. I believe that my Amiga HAS good sound. GOOD. Not spectacular, but it does what it needs to do for my happiness. I get my mantras in the background, and I don't waste CPU time. (I hacked up a quickie program that I might release that is reminiscent to a Mac program called "OMMM"...)

: I am not interested in name-calling, either. It just bothers me when some
: people state 'the ***** can't do this or that', if it isn't true.
: What would you say if I stated 'the Amiga can't read/write IBM disks'
: or 'can't do memory protection', etc.?

This isn't that kind of issue. I'm merely stating an obvious fact--the Falcon is not as well suited to multimedia applications as the Amiga. And I've given LOTS of examples to back that up. And I'm sure I'll be mentioning more and repeating the ones I've already stated, so if you miss them, stay tuned.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "...It's okay to eat fish, cause they don't have any feelings..." :)
(: _Something in the Way_ -Nirvana :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 359. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 23:02:44 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1tjn2kINNrk5@uwm.edu>
Source record: 22895
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1ti5n0$1ctb@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: (Sorry, but i can't hold this back...)

Good to hear. Restraint isn't all it's cracked up to be, anyways. But
one should be a bit more open to what's real...

: Do you really think, these MOD-Files are enough for true Multimedia? Please,
: compare them to the sound-quality of an old tape-recorder! I think both (the

Umm, do me a favor. Try to imagine life for a minute. Now try to
imagine taking that 22khz sampled life, and replace it with a 44.1KHz
sampled one. Get my point? "Mod" is an example of composed music, and
there's nothing that says you can't use higher sampling rates.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "...It's okay to eat fish, cause they don't have any feelings..." :)
(: _Something in the Way_ -Nirvana :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 360. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-21 23:21:18 UTC
From: hasse@solace.hsh.se
Message-ID: <1993May21.232118.4110@solace.hsh.se>
Source record: 22896
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <andre.02rz@andrez.equinox.gen.nz> andre@andrez.equinox.gen.nz (Andre' Barton) writes:

>In article <1tehdu$41k@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>>>point is, even if our hardware isn't the best, we do HAVE music s/w.
>>
>>Amiga may have been the first to use and create .MODs but once everyone else
>>adopts the standard, it isn't who developed it that counts anymore, but who
>>does it the BEST.

>Yeah then why don't you Falconers write a new >8 channel tracker standard
>huh if you think your machines are so shit hot.. (you've got the chance to
>steal some of Amiga's steam.. Do it!! to hard huh? losers. ;-))

I can inform you that there is an 8 channel tracker for Atari that's called
Octalizer. There is also something called EPSS that has from 2 up to 16
*polyphonic* channels depending on what CPU you have and what playback
frequncy you want, but normally you use 8 polyphonic channels in 25KHz,
and that's on a STe. If you make a Falcon specifik replayroutine using the
DSP I would guess that you could squeeze out approx 32 channels.

[stuff deleted]

'nuff said! ;-)

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

## 361. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-22 01:50:00 UTC
From: cmedley@wam.umd.edu
Message-ID: <1tk0s8$gh0@cville-srv.wam.umd.edu>
Source record: 22897
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1tjmr5INNrk5@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1ti0ioINNea8@tom.rz.uni-passau.de>, Thorsten Guenther
(guenther@vati.fmi.uni-passau.de) wrote:
>: And only few of them are used, depending on the monitor you have hooked to
>: your 4000/1200, and the resolution used mostly on Amigas with AGA chipset
>: is dblNTSC, if you don't make multimedia and need the interlaced highres
>: modes. In fact, I have yet to meet an Amiga user doing multimedia, and I
>
>1) this WHOLE discussion was in the context of a multimedia environment.
>If you can't handle that, we can change the subject, fine.

Actually, the discussion started with someone claiming the Falcon was
an expensive paperweight as a computer. Multimedia was just something someone
claimed the Amiga 1200 could do better than the Falcon, and like drowning
people on the Titanic, every Amiga owner then began to discuss the beauty
of the .MOD file. :)

The original topic was why someone would even *buy* a Falcon, and I originally
pointed out (lo these many hundreds of posts ago) that the Falcon, due to its
16-bit digital audio capabilities vs. the Amiga's 8-bit audio capabilities
could pump out superior sound quality.

Lately, some posts stated basically that "yeah, but the Falcon is just going
to do sample playback" which would eat up tons of disk space, and that the
tracker method was more efficient.

One obvious thing I think everyone forgot is that a lot of multimedia machines
play music back straight off their CD-ROMs as well.. but this is something
that can only be done on playback, and not during creation.

>
>2) the one place that everyone here will agree to (in .advocacy) is that
>C= is actually MARKETING the Amiga in the multimedia market, and that is
>where C='s resources are heading; that is where the joint venture between
>NewTek (of VideoToaster fame) and C= is going to push (as well as the DTV
>market).
>
Great point. The Amiga is hyped for multimedia and DTV.

>Just because your friends don't use it for multimedia doesn't mean it's
>not a major focus of what C= sees the Amiga becoming both now and in the
>future.
>
Good point, too.

>(as a sidenote, multimedia does not NECESSARILY require interlacing; one
>can combine everything on the computer's high-resolution display as
>well. However, it is a distinct benefit to NOT be forced to convert the
>normal outputs of such things as VCR's and laserdiscs into an output
>compatible with the resoultuions in use; better in many cases if the
>computer can work in the resolutions of the other devices. "Digital
>Video" can make use of high resolution displays as well, naturally, but
>if you'd like to combine many types of media (kind of a self-serving
>definition), then you want interlace)
>
>: The average user of a Falcon would use the noninterlaced mode with the
>: highest resolution (640*200) or VGA 640*480.
>
>Multimedia means combining elements to create a single presentation; on
>the Amiga and the Falcon, those elements may not all need or require the
>same resolutions and depths, and advantages are gained by letting them
>work in their native environments rather than imposing overhead upon them.

I'm not clear what you mean by this... do you mean to say that there is
an overhead imposed on doing non-standard resolutions on either or both
machines? I am not sure this is the case with either one....

>
>: Yep, a screen concept is a great advantage, if used properly. I just can't
>: see reasons for opening screens in so-called 'standard applications'.
>
>You mean "real life work"? You can't see a point to grouping your
>applications? I prefer to have my "CodeBench" screen, where ALL of my
>development tools have their windows open to; including my compiler,
>debugger, a shell window, and all of my debugging tools.
>
>It's of GREAT advantage to be able to create separate and independent
>environments for grouping applications by function and purpose.
>
>And that isn't the only example. I haven't even begun to discuss my TeX
>stuff.
>
>: Sorry, but I am not interested in multimedia. I am just searching for a
>
>I am. I'm interested in applications like multimedia mail, I'm
>interested in hyperlinked documentation, I'm interested in LOTS of things
>that could make my life as a user AND a developer easier. And that's
>what multimedia could mean for me.

Who isn't? :)
>
>: computer that is e.g. able to use graphic cards as a standard output
>: device (if RTG was available, this would be true for the Amiga, but it isn't
>: yet), good sound (the ST sound sucks, really) and high resolutions (and as
>: I have stated earlier, there are bundles available containing NVDI, an
>: output speedup/ROM replacement, and the ScreenBlaster or a Falcon and
>: a ScreenBlaster. I do not consider 8bit graphics an ideal, but at least

>: I won't have to buy an expensive graphic card w/ VME->Falcon interface.
>
>Good points. However, first let me say that RTG exists; it works. It
>simply isn't fully integrated yet, and won't be until 4.0. Famous folk
>like Dave Haynie already make use of it. I believe that my Amiga HAS
>good sound. GOOD. Not spectacular, but it does what it needs to do for
>my happiness. I get my mantras in the background, and I don't waste CPU
>time. (I hacked up a quickie program that I might release that is

That is where we are subjective.

I play around on professional keyboards. To me, Amiga 8-bit sound is nice,
but it's about as impressive to me as...oooh, the VIC-20 sound is to you. I
am once in a while impressed with it, or for that matter, even stock STe sound.

But it ain't no Korg Wavestation. :)

>reminiscent to a Mac program called "OMMM"...)
>
>: I am not interested in name-calling, either. It just bothers me when some
>: people state 'the ***** can't do this or that', if it isn't true.
>: What would you say if I stated 'the Amiga can't read/write IBM disks'
>: or 'can't do memory protection', etc.?
>
>This isn't that kind of issue. I'm merely stating an obvious fact--the
>Falcon is not as well suited to multimedia applications as the Amiga.

So far, your facts are:

1) .MOD files would require CPU time.
2) The .MOD file method is the most likely candidate for use in multimedia.

The thing to consider is that that may not be the only method. Since I'm
no PC guru in the realm of PC multimedia... tell me everyone, what standards
do PC clone users adhere to for multimedia presentation?

The reason I ask is... we know they have boards that are capable of more than
4 channels of stereo sound, and those boards sell like hotcakes. Why would
they choose to use .MOD files that were creaetd on the Amiga which would be
limited to fewer polyphonic voices than their sound cards were capable of
putting out?

>And I've given LOTS of examples to back that up. And I'm sure I'll be
>mentioning more and repeating the ones I've already stated, so if you
>miss them, stay tuned.
>
>Greg
>
>--
>(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
>(: "...It's okay to eat fish, cause they don't have any feelings..." :)

## 362. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-22 07:22:45 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1tkkc5INN4f2@uwm.edu>
Source record: 22898
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C7DzMG.FH4@news.rich.bnr.ca>, Brian Grier (bjgrier@bnr.ca) wrote:
: I'd master the presentation for that interactive multi-media thing that
: Radio Shack sells, It costs less that an A500. I think that C= makes one
: of those things, for all I know they make the one RS sells.

There are three interactive players available--CDTV by C=, CD-I by
Phillips, and ?VDI? by Radio Shack; the last is a pseudo-Windows thing
running on a rather slow processor. CDTV/CD-I are LIGHT YEARS better.

: So it comes down to use the most cost effective tool you can find that will
: accomplish the job. And cost trade offs do include what you already own.

Very true. However, if you're going to SELECT a system to do it on, what
you already own ISN'T a factor--only what each platform offers.

And the Amiga holds the lead.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "...It's okay to eat fish, cause they don't have any feelings..." :)
(: _Something in the Way_ -Nirvana :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 363. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-22 13:45:49 UTC
From: marks@castle.ed.ac.uk
Message-ID: <36067@castle.ed.ac.uk>
Source record: 22899

alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:

>In article <35983@castle.ed.ac.uk> marks@castle.ed.ac.uk (Raw Shark) writes:

>Are you talking about that SuperFx chip on that Starfox game??
>If you are, it isn't a DSP! It's a 10Mhz RISC chip, if I'm not mistaken.....

The Starfox chip was developed by Argonaut specifically for Nintendo,
the DSP I was referring to was used in a racing game whose name I have
forgotten.

>Vaya con Dios,
>AcEzE.

Raw Shark

--
! Raw Shark of the Net.Trenchcoat.Brigade !
!"This is a work of fiction. Any resemblence to any real people (living,!
! dead or stolen by fairies) or to any real animals, gods, witches, !
! countries and events (magical or otherwise) is just blind luck, or so !
! we hope." Disclaimer courtesy of The Books of Magic !

## 364. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-22 15:23:27 UTC
From: andre@andrez.equinox.gen.nz
Message-ID: <andre.02sc@andrez.equinox.gen.nz>
Source record: 22900
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May21.232118.4110@solace.hsh.se> hasse@solace.hsh.se (Hans Holmberg) writes:
>I can inform you that there is an 8 channel tracker for Atari that's called
>Octalizer. There is also something called EPSS that has from 2 up to 16
>*polyphonic* channels depending on what CPU you have and what playback
>frequncy you want, but normally you use 8 polyphonic channels in 25KHz,
>and that's on a STe. If you make a Falcon specifik replayroutine using the
>DSP I would guess that you could squeeze out approx 32 channels.
>
>'nuff said! ;-)

Oh is that all?, sound's very nice that's what I wanted to hear (envy ;-))
Cheers

--
+----------------------------+----------------------------------------+
|andre@andrez.equinox.gen.nz | Be Pure |
|Amiga5001meg+GVPII+2meg | Be Vigilant |
|and still using 1.3 <gasp!> | Most of all Behave! ..Torquemada2000AD |
+----------------------------+----------------------------------------+

## 365. Re: Emplant emulating Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-22 17:49:14 UTC
From: phruby@ucrengr
Message-ID: <31467@galaxy.ucr.edu>
Source record: 22906

Really, there is an Atari ST emulator for the Amiga? Wow! What is it like? Do you have the buy the ROMs separatly or what? How does it work? How much is it? What's the deal? Respond via e-mail. I don't usually read this group.

Paul
phruby@ucrengr.ucr.edu

## 366. Convince me to buy an Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-22 17:59:02 UTC
From: phruby@ucrengr
Message-ID: <31469@galaxy.ucr.edu>
Source record: 22907

Like the subject says, convice me to buy an Amiga. So the thing has better graphic capabilities than my Atari. So what! So the thing has better games. Personally, I use my SNES and Genesis for games. I compute with my computer. Why would I want to switch from one company on life support to another that isn't much better off. Face it, if there was no such thing as a video toaster, the Amiga would be about as remembered as the Timex Sinclar 1000. What ever....

## 367. Atari 800 emulation

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-23 06:14:33 UTC
From: hanner@sumax.seattleu.edu
Message-ID: <1tolv9INN6ab@sumax.seattleu.edu>
Source record: 22901

Would anyone be interested in joint development of a Atari 800 subsystem
for Windows NT?

We need good C/C++ Windows programmers.

Let me know via email.

Curtis...

## 368. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-23 19:47:18 UTC
From: grosland@taliesin.emi.u-bordeaux.fr
Message-ID: <1993May23.194718.19787@greco-prog.fr>
Source record: 22902
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

FLiP (cmedley@wam.umd.edu) wrote:

[stuff deleted]

: In fact, to satiate my curiosity, what happens on an Amiga if two
: programs both want the sound chip and it is out of voices? Does it
: dynamically allocate the voices or deny requests while it is still in use?

Well, your curiosity will be satisfy ..
Once, with a friend, we tried to play 2 mods with 2 different players,
and guess what ? It was working : both musics were running but it was
ugly : they were BOTH playing AT THE SAME TIME !!!
It was quiet funny !!!!

S. G.
--
/=====================================================================\
| Sebastien GROSLAND | LICENCE INFORMATIQUE |
| grosland@taliesin.emi.u-bordeaux.fr | Bat E Chambre 215 |
| | Village Universitaire I |
| | 33400 Talence (France) |
| "Elen sila lumenn omentielvo" | |
| J.R.R Tolkien | |
| (the fellowship of the ring) | |
\=====================================================================/

## 369. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-24 04:23:28 UTC
From: erlingh@storlind.idt.unit.no
Message-ID: <ERLINGH.93May24042328@storlind.idt.unit.no>
Source record: 22903
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993May14.115309.13390@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
is real useful... Oh yeah, I was talking about the VIDEO toaster. Well, before
I respond to THAT, could somebody tell me what a Cubase Audio is? (Yeah, I've
figured out it has something to do with sound :P)

Yeah, you're right.
Cubase is the sequencer of choice (ST/MAC/WindBlows).
Cubase audio is that, as well as it incorporates digital AUDIO with
the sequences. It can do 4 tracks of HD-recording, and an additional 4
voices from memory, and on top of that, the DSP can add realtime effects
to the sound (echo, flanger, etc.).

Basically, it is what I have always wanted to have in my studio...:-)

> >-Eyvind

> Jon Lovstad | Sorry, but this part of my .sig file has been
> jonal@sofus.dhhalden.no | retconned by DeFalco...

-Eyvind

Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

## 370. Bus speed, bus width

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-24 07:08:29 UTC
From: David.Edell@bbs.actrix.gen.nz
Message-ID: <1993May24.070829.9619@actrix.gen.nz>
Source record: 22904
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C7Gops.238@genesis.nred.ma.us> nugget@genesis.nred.ma.us writes:
> In article <1tj4db$p6a@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
> >
> >The Falcon does have 32-bit RAM. This is a major misconception... the CPU
> >has 16-bit access to memory that is also accessible to the VIDEL video chip
> >and DSP, among other things. The video subsystem has full 32 bit access to
> >RAM.
> >....
> >
> >So it really isn't a big performance issue. :)
>
> Yeah, but doesn't the 16 bit access to the RAM cripple the '030?
> Isn't that like using a MMR on a 500 without 32bit RAM? That's my only
> major problem with the Falcon besides software support..
> --

Ah, but who would buy the Amiga 4000/040 now, knowing that it fetches
data from LOCAL memory at around 3.5 MB/s? That's -with- a 32-bit
buswidth! Commodore is surely guilty of engineering malpractice if
their top-of-the-line system is outclassed by 8-bit computers like
4 MHz 6502/816s in Nintendos and Apple IIGS. With that kind of
performance, I doubt the A4000 will be around by the end of the
year.

## 371. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-24 07:59:31 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1tpv93$13in@info2.rus.uni-stuttgart.de>
Source record: 22905
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1ti5n0$1ctb@info2.rus.uni-stuttgart.de> i wrote:
>You are absolutely correct! The CODEC only handles 2-channel Sound (but you
>can add the 4 channels of the old 8bit-STE-DMA-Sound if you need more...).

Oups! I was wrong! Sorry Amiga-Freaks, but the Falcon has 8 Mono channels
(that means 4 Stereo channels with 16 Bit). With the 4 channels from the
STE-DMA-Sound you will have a lot more than any Amiga...

Some posts ago, somebody mentioned that the parallel-port is able to transmit
about 110 KB/s. Standard Centronics-Ports are only able to manage about 5 KB/s!
For 16-bit 50 Khz Stereo-Sound you will need approximatly 195 KB/s!!

Ciao, Heiko.

## 372. Re: Ignorant Atari users

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-24 13:30:23 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993May24.133023.13083@apgea.army.mil>
Source record: 22908
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <vailm00.737871147@tohi> vailm00@tohi (MARC VAILLANCOURT) writes:
>Greg Greene writes:
>
>> How much and who supports it? I bought the Gravis Ultrasound for $129,
>> not bad for 16 bit, CD quality, 32 voice stereo sound.
>
> But again, there's still no driver for the GUS on your beloved OS/2.. And
>the SoundBlaster emulation doesn't work half of the time, isn't it true? :-)
>
> Marc

ahhh but a dos program written to take advantage of native GUS will work
fine under a Dos session on os/2.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "Someone who thinks logically is a nice contrast from the real I
I world" -unknown I
+---------------------------------------------------------------------+

## 373. Re: Bus speed, bus width

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-24 17:23:32 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993May24.112332.13299@iscsvax.uni.edu>
Source record: 22909
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <1993May24.070829.9619@actrix.gen.nz>, David.Edell@bbs.actrix.gen.nz writes:
> In article <C7Gops.238@genesis.nred.ma.us> nugget@genesis.nred.ma.us writes:
>> In article <1tj4db$p6a@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>> >
>> >The Falcon does have 32-bit RAM. This is a major misconception... the CPU
>> >has 16-bit access to memory that is also accessible to the VIDEL video chip
>> >and DSP, among other things. The video subsystem has full 32 bit access to
>> >RAM.
>> >....
>> >
>> >So it really isn't a big performance issue. :)
>>
>> Yeah, but doesn't the 16 bit access to the RAM cripple the '030?
>> Isn't that like using a MMR on a 500 without 32bit RAM? That's my only
>> major problem with the Falcon besides software support..
>> --
>
>
> Ah, but who would buy the Amiga 4000/040 now, knowing that it fetches
> data from LOCAL memory at around 3.5 MB/s? That's -with- a 32-bit
> buswidth! Commodore is surely guilty of engineering malpractice if
> their top-of-the-line system is outclassed by 8-bit computers like
> 4 MHz 6502/816s in Nintendos and Apple IIGS. With that kind of
> performance, I doubt the A4000 will be around by the end of the
> year.
>
I don't think Atari will be around by the end of the year...

>
```

## 374. Re: Convince me to buy an Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-25 06:23:56 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1tse1s$guk@usenet.INS.CWRU.Edu>
Source record: 22910

In a previous article, phruby@ucrengr (paul hruby) says:

>Like the subject says, convince me to buy an Amiga. So the thing has better
>graphic capabilities than my Atari. So what! So the thing has better games.
>Personally, I use my SNES and Genesis for games. I compute with my computer.
>Why would I want to switch from one company on life support to another
>that isn't much better off. Face it, if there was no such thing as a
>video toaster, the Amiga would be about as remembered as the Timex Sinclair
>1000. What ever....
>
>

Yea, as i remember, the Amiga is run off a TI 99/4A and a ColecoVision
wired together and controlling the external devices through the joystick ports,
yea, thats it. hahaha
--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

## 375. Re: Bus speed, bus width

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-25 12:58:21 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C7L2p9.HB3@liverpool.ac.uk>
Source record: 22912
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May24.112332.13299@iscsvax.uni.edu>, sinclap2954@iscsvax.uni.edu writes:
> I don't think Atari will be around by the end of the year...
>
*How* interesting. Please *do* tell us more...

---
Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

## 376. Re: Convince me to buy an Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-25 13:35:04 UTC
From: m92mmy@tdb.uu.se
Message-ID: <1993May25.133504.22047@tdb.uu.se>
Source record: 22911

paul hruby writes:

>Like the subject says, convice me to buy an Amiga. So the thing has better
>graphic capabilities than my Atari. So what! So the thing has better games.
>Personally, I use my SNES and Genesis for games. I compute with my computer.
>Why would I want to switch from one company on life support to another
>that isn't much better off. Face it, if there was no such thing as a
>video toaster, the Amiga would be about as remembered as the Timex Sinclar
>1000. What ever....

Let's put it this way, if you really want a computer that isn't a pain in
the butt, what's left if you take away reasonably fast things like
66Mhz 486s and Atari Falcon ??? (I'll leave the workstations out this time :)

Would you like a Macintosh, sir ???

HA HA HA...the day the Mac OS/hardware system becomes extinct I'll celebrate, *BIG*

I suggest *you* visit a dealer and *try* out every alternative on your list,
there's nothing like the real thing you know.

Check out an Amiga 4000/030, you wont regret it !!!

Ok, so the current AGA chip-set lacks some things, like chunky-pixel mode,
72 Hz vertical scan in certain video-modes and a fast serial port.

If time isn't a problem, wait till early 1994 when AA+ is released,
it's really just another extension of the original Amiga chip-set,
so if you're really after power and have a fat wallet you might
consider the AAA-chipset which should also be out by then.

The AA+ ...
---
..Eggebrecht, who worked at IBM as a hardware guy
before coming to Commodore, presented the future
hardware goals of Commodore first. First off was
the low-end chipset. He said it would be 2 chips
with about 100K transistors. As a comparison, the
ECS uses 60K transistors and the AGA uses 80K
transistors. It would address 32-bit DRAM and have
a 57MHz pixel clock. It would be very much ECS and
AGA compatible. Eggebrecht said that backwards
compatibility was very important for the low-end
stuff. You could have a 4MB floppy drive (he said
"four megaBIT", but I think he meant byte), and
the chipset would support 32-bit processors.
The memory bandwidth would be 8x what it is now,

and 72Hz refresh rates are possible in some modes.
He said it would be "easy" to do 2x the blitter
performance and a 800x600x8 bit 72 Hz modes (!).
The low-end chip set would support 16-bit truecolor,
meaning you could have 65536 colors at once, and
a FIFO'ed serial port would be part of it. The
FIFO will clear up a lot of present serial port
problems present now. Gee, I wouldn't mind
having the low-end stuff now :).
---
..The 16-bit colour will probably turn into 24-bit.

The AAA ...
---
Now, Eggebrecht continued, let's talk about the
exciting stuff -- the high-end chipset. The high-end
chipset is made of 4 chips with a total of 750K to
1M transistors. It could use either 32-bit or 64-bit
VRAM, giving it much increased performance. It would
have a reprogrammable pixel clock of 57 to 114 MHz.
The present pixel clock is 28MHz (AGA, I assume). Let
me go off on a tangent here. Apparently, Commodore's
new philosophy on systems design is to make subsystems
clock-asynchronous, so each part can be tuned to its
most optimal speed. The decoupling of the graphics
chipset from the processor clock is one example. Future
processors will also have asynchronous clocks from
the rest of the system.

Anyway, going back to the new chipset, it would also
support chunky modes, without losing its bitplane nature.
It would support CD-ROM in the form of some kind of really
fast serial line where it could display video and play
back sound in realtime. It would have framegrabbing
builtin (frame rate unknown), and screen promotion builtin.
It would have a 1Kx1K screen (I don't know if this is the
default or not). It would also have 8 channels of 100KHz
16-bit sound (sounds like overkill, no?). Supporting all
this would be on-demand DMA -- I assume this means we
aren't tied to having certain DMA channels for certain
parts only. It would be backwards compatible with the
ECS and AGA, although Eggebrecht didn't stress it as much.

The performance of this chipset is 12-20x current bandwidth.
There will be a 32-bit blitter with 8x the performance of the
present one. The system is capable of having 1 blitter for
EVERY bitplane! There will be 24-bit truecolor (yeah, now
where's my 48-bit color?). There will be some kind of
enhanced decompression stuff builtin to handle different
data types. I presume he means MPEG and JPEG. Let's see,
what else? The genlocking would be improved (no specifics).

The system is modular so you can upgrade to later chipsets. The default screen refresh is 72Hz with the system capable of 100Hz. The processor slot would be 32-bit and processor independent. He mentioned RISC processors, but said nothing more. Wow is all I can say at this point. But, he wasn't through yet.

---

The OS ...

---

Eggebrecht next went on to talk about the upcoming product features. AGA will be incorporated into all upcoming Amiga products. All future Amiga computers would be modular allowing you to add stuff like RISC processors (he said it again!). Commodore realizes that in the past they've kind of stayed apart from everyone else and haven't been keeping up. No more of that now -- Commodore will keep up with the industry, which means, Eggebrecht says, they will introduce 100MHz processors as soon as they are out. Commodore "won't dilly-dally" anymore. DSP support is coming. 32-bit SCSI-II is coming around Jan 1993, and may be incorporated into future motherboards. CDTV is going to merge with the Amiga line. We're going to get full-motion video with MPEG. CDTV itself is going to be cost-reduced and enhanced. Eggebrecht stated in no uncertain terms that Commodore still thinks CDTV is one of its most important projects. Software is going to be upgraded to handle all this.

Speaking of software, Eggebrecht also mentioned the new OS's that are going to be coming out. He stated that both compatibility and stability are their two greatest goals. Retargetability is also a major goal (he had about 5). Specifically, release 3 has all of the 2.1 stuff plus AGA support and multimedia support. 3.1 has API network extensions. I asked Allen Havemose about this, and he seemed to imply that the 2.0 TCP/IP software is not going to be released but instead integrated into the OS. 3.1 also will have file and printer sharing, and DSP support. Release 4 will be retargetable and have full Postscript printer support. I asked Havemose about resource tracking, and he said, "Not in the next version", meaning 4.0, but he said it will be in later. I'm somewhat surprised at this and I hope I heard wrong.

As to how far along these things are, Eggebrecht says they're close to working silicon, but would not give any dates at all. He didn't say much about the OS release dates. Eggebrecht and Jim Dionne said in very certain terms that the current Amigas (the 500,

2000, 3000) cannot be upgraded to AGA. Eggebrecht
gave some technical reasons for it. They include:
surface mounting of chips to reduce capacitance
when the chips are run at a high clock rate, 32-bit
access to memory, and the unsuitability of current
Chip RAM to be used. However, Dionne said that
"about a million" people have already asked him about
a power-up deal, and there will probably be one.

---

Now, I'll just sit back and watch all Falcon and Maggot-fans take this apart :)

///| --==================--
/// | Mattias Myrberg :)
\\\///--|miga m92mmy@tdb.uu.se
\xx/ | -Witty Quote UC-
--==================--

In space nobody can hear you click-click-click..
..on the huge button that says 'Total Disintegration'

## 377. Re: Convince me to buy an Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-25 15:47:06 UTC
From: cmedley@wam.umd.edu
Message-ID: <1ttf1q$och@cville-srv.wam.umd.edu>
Source record: 22913

In article <1tse1s$guk@usenet.INS.CWRU.Edu> dh395@cleveland.Freenet.Edu (Steven J Tucker) writes:
>
>In a previous article, phruby@ucrengr (paul hruby) says:
>
>>Like the subject says, convince me to buy an Amiga. So the thing has better
>>graphic capabilities than my Atari. So what! So the thing has better games.
>>Personally, I use my SNES and Genesis for games. I compute with my computer.
>>Why would I want to switch from one company on life support to another
>>that isn't much better off. Face it, if there was no such thing as a
>>video toaster, the Amiga would be about as remembered as the Timex Sinclair
>>1000. What ever....
>>
>>
>
> Yea, as i remember, the Amiga is run off a TI 99/4A and a ColecoVision
>wired together and controlling the external devices through the joystick ports,
>yea, thats it. hahaha

A ColecoVision? Well... I'm a former ADAM owner (and hence, programmer... who could own something like that with no software and never write code? :) ) I can definitely see the ADAM's influence on the Amiga... yes indeed.. I remember the horrible color bleeding problem when you'd put a pixel up that would conflict with all the pixels around it.. in the old 256x192x16 color mode. Yep... this just has to be the precursor to HAM mode. :) :) :)

## 378. Re: Bus speed, bus width

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-26 00:55:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13587@uqcspe.cs.uq.oz.au>
Source record: 22914
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@iscsvax.uni.edu writes:

>I don't think Atari will be around by the end of the year...

Which year? I've heard you guys say that every year for the past 5 years...

"That company is dead. Well, almost dead - they'll be dead by the
end of the month. By the end of this year, they'll be dead. They're
almost dead. Just about dead. Are they dead yet? They're just a
zombie - they're really dead. Well, nearly dead. Just about dead.
Going. Going. Going. Still there. Must be just about dead. Dead?
Almost. Not quite, but just about dead..."

Happy birthday Bill Oddie.

--
Warwick
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / How now, Tao cow?
v Brisbane, Australia. /

# 379. ** BUYING AND SELLING ** Atari 8 Bit Equiptment

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-27 05:10:19 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1u1ifr$itd@usenet.INS.CWRU.Edu>
Source record: 22915
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.8bit,rec.games.video,rec.games.video.classic,rec.games.video.marketplace,ba.forsale,cle.forsale,misc.forsale,misc.wanted

```
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Attention All ATARI 8 BIT OWNERS

* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
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!! Now BUYING all ATARI 8 BIT computer equiptment & periferals !!

!! Fair prices paid... EMail w/ your old equiptment list for a quote !!

!! Seeking the following: Atari 800 Atari 810-SD !!
!! Atari 800xl Atari 815-DD !!
!! Anything unusually !! Atari 600xl Atari 1050-ED !!
!! vaporus, hard to !! Atari 65xe Atari XF551-DD !!
!! find, and all !! Atari 130xe Indus GT-DD !!
!! ENHANCED Hardware !! Atari 1200xl All TRAK Drives !!
!! pays MUCH higher! !! Atari 1450xl(d) Atari 850 Interface !!
!! !! Atari 1020 Atari 1025 !!
!! We carry a full !! Atari 1027 Atari XEP-80 !!
!! line of HARDWARE !! Atari XM301 Atari 1030 !!
!! and SOFTWARE, !! Atari SX212 Atari 820 !!
!! ask us and we can !! Atari XDM121 PR Connection !!
!! get it for you! !! !!
!! !! Also BUYING all your old SOFTWARE & CARTS !!
!! We carry a full !! E-Mail your list NOW for a quote! !!
!! line of UPGRADES! !! !!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!! !!
!! We also carry a full line of all Atari 8 bit hardware, software !!
!! memory upgrades, OS upgrades, power supplys, repair PARTS !!
!! IO cables, books, carts and ALL ELSE ATARI 8 BIT! !!
!!!E-Mail today for your low-low quote on the hard/software you need!!!
!!! !!!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |-------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "
```

## 380. ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 01:57:08 UTC
From: en2prmm@sunlab1.bath.ac.uk
Message-ID: <C7ps45.13z@sunlab1.bath.ac.uk>
Source record: 22916
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I knew 9 people with Atari ST's. 1 is buying a Falcon and an A500+.
2 are buying PC's. 2 have sold their ST's and bought A1200s.
One bought my old 500.
And 2 are happy with their STs.

So taken as representative of the 750,000 ST owners in the UK,
that means Atari may hold on to 1/3 of their user base, and sell
90,000 or so Falcons.

Statistics are misleading, but whatever the technical merits of
the machines are, I can produce a long list of AGA software.
C= may pull the Amiga around, but Atari lost it with the STE.

I have used a Falcon. 256 colour mode sucked big time.
I got decent speed outta the thing by dropping to 16 colours.
(What happened to 128, 64, 32? )
Then, it felt as responsive as WB 1.3 on an A1000.

Nice try guys, come back next year with one that works.

Paul Martell-Mead

## 381. Re: Falcons in end users hands??

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 05:01:18 UTC
From: wilsont@rahul.net
Message-ID: <C7q0M6.4M6@rahul.net>
Source record: 22919

In <1u3jsc$dc4@usenet.INS.CWRU.Edu> de786@cleveland.Freenet.Edu (Charles P. Zeps) writes:

>I've waited 3 months for 3 months hearing ,"they're here" so many times I can't
>count.Ordered a 486 today and amreading my Dos 6 manual.Too bad for them...

Putting this into the advocacy group...

Too bad for you, I hope you enjoy MS-DOS... the disk compressor is standard
MS junk, and oh... i hope you like the idea of 640K limits! good luck with
your kludge-o-matic.

Oh yah, I program the darn things, and I hate every last minute.

You just entered the realm of the sheep...
--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
Death to Intel and Segmented Memory! Long live Flat memory Models!

## 382. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 10:36:33 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <1u4pvhlNNo27@tom.rz.uni-passau.de>
Source record: 22917
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C7ps45.13z@sunlab1.bath.ac.uk> en2prmm@sunlab1.bath.ac.uk (P R Martell-Mead) writes:
>I knew 9 people with Atari ST's. 1 is buying a Falcon and an A500+.
>2 are buying PC's. 2 have sold their ST's and bought A1200s.
>One bought my old 500.
>And 2 are happy with their STs.
>
>So taken as representative of the 750,000 ST owners in the UK,
>that means Atari may hold on to 1/3 of their user base, and sell
>90,000 or so Falcons.

You dare to take 9 ST owners as a representative?

>Statistics are misleading, but whatever the technical merits of
>the machines are, I can produce a long list of AGA software.
>C= may pull the Amiga around, but Atari lost it with the STE.

You may perhaps produce a long list of AGA software, but who cares? There is a long list of software using the Falcon capabilities anyway, since a GEM program doesn't need to be rewritten if there are higher resolutions, more colours etc. (OK, there has to be a VDI supporting the 16/24bit colour modes, but this is (should be) bundled with the graphics card/computer).

>I have used a Falcon. 256 colour mode sucked big time.
>I got decent speed outta the thing by dropping to 16 colours.
>(What happened to 128, 64, 32? )

Great, we really NEED 5/6/7bit graphics, as it is fun to have 5/6/7 bytes for 8 pixels. Really, esp. programming these modes is fun.
BTW, AGA doesn't support 6/7bit graphics either, don't you wonder why?

>Then, it felt as responsive as WB 1.3 on an A1000.

Including the crappy GUI? Why don't you use 1.0 instead, nothing compares to the original. Only those stupids not knowing anything about the Amiga are using WB 2.x/3.x.

>Nice try guys, come back next year with one that works.

*Sarcasm on*
Yessir! Nobody cares about Atari anyway. As warwick stated, it is dead, well, almost dead. Just a few, stupid, ignorant programmers (Jeff Minter, companies like Steinberg, Eclipse, etc.) think the Falcon is a great computer, but in real life, only Amiga counts. PCs, ATARIs, Macs, etc., they are soon to be pushed off the market by the mere power of C=.
*Sarcasm off*

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

## 383. Re: Falcons in end users hands??

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 12:12:06 UTC
From: sorourke@lonestar.utsa.edu
Message-ID: <1993May28.121206.18371@ringer.cs.utsa.edu>
Source record: 22934

In article <C7q0M6.4M6@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>In <1u3jsc$dc4@usenet.INS.CWRU.Edu> de786@cleveland.Freenet.Edu (Charles P. Zeps) writes:
>
>
>>I've waited 3 months for 3 months hearing ,"they're here" so many times I can't
>>count.Ordered a 486 today and amreading my Dos 6 manual.Too bad for them...
>
>Putting this into the advocacy group...
>
>Too bad for you, I hope you enjoy MS-DOS... the disk compressor is standard
>MS junk, and oh... i hope you like the idea of 640K limits! good luck with
>your kludge-o-matic.
>
I agree. MS-DOS 6.0 is really about as poor a choice as you can make for a
486.

>Oh yah, I program the darn things, and I hate every last minute.
>
>You just entered the realm of the sheep...
>--
>Timothy Wilson ~~Dark Oak Software~~~ Atari Explorer Online
>wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
>::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
>Death to Intel and Segmented Memory! Long live Flat memory Models!
Yes! Long live AMD and OS/2!

## 384. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 12:27:28 UTC
From: don@chopin.udel.edu
Message-ID: <C7qL9t.In@news.udel.edu>
Source record: 22918
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
> en2prmm@sunlab1.bath.ac.uk (P R Martell-Mead) writes:

>>So taken as representative of the 750,000 ST owners in the UK,
>>that means Atari may hold on to 1/3 of their user base, and sell
>>90,000 or so Falcons.
>
>You dare to take 9 ST owners as a representative?

Well, at least he did state that it was only nine users, rather than
making blatant pronouncements of the worldwide marketplace based on
'everyone I know' in Iowa, like a certain frequent C.S.A.Advo poster
/economics major has done many times :) .....
(Maybe I shouldn't bring up MB here... he seems to have quieted down
a little bit lately....)

>>Statistics are misleading, but whatever the technical merits of
>>the machines are, I can produce a long list of AGA software.
>>C= may pull the Amiga around, but Atari lost it with the STE.
>
>You may perhaps produce a long list of AGA software, but who cares? There
>is a long list of software using the Falcon capabilities anyway, since
>a GEM program doesn't need to be rewritten if there are higher resolutions,
>more colours etc. (OK, there has to be a VDI supporting the 16/24bit colour
>modes, but this is (should be) bundled with the graphics card/computer).

Same with any software that uses the Display Database in OS 2.0 and
beyond to select its resolutions & colors.

>>I have used a Falcon. 256 colour mode sucked big time.
>>I got decent speed outta the thing by dropping to 16 colours.
>>(What happened to 128, 64, 32? )
>
>Great, we really NEED 5/6/7bit graphics, as it is fun to have 5/6/7 bytes
>for 8 pixels. Really, esp. programming these modes is fun.
>BTW, AGA doesn't support 6/7bit graphics either, don't you wonder why?

Sure it supports them. I know of several people who run their workbenches
in 64 colors because it provides a decent tradeoff between speed & color depth.

Not sure I understand what you're trying to say with the '5/6/7 bytes for
8 pixels' above, but it sounds like you're thinking in terms of a 'chunky'
bitmap display rather than the Amiga's bitplane-based video.

>>Then, it felt as responsive as WB 1.3 on an A1000.
>

>Including the crappy GUI?

Yes, GEM is every bit as crappy as WB 1.3. :-)
(Sorry, couldn't pass up the opportunity...)

> Why don't you use 1.0 instead, nothing compares
>to the original. Only those stupids not knowing anything about the Amiga
>are using WB 2.x/3.x.
>
>>Nice try guys, come back next year with one that works.
>
>*Sarcasm on*

You mean the 1.3 vs 2.x thing wasn't sarcasm?

>Yessir! Nobody cares about Atari anyway. As warwick stated, it is dead, well,
>almost dead. Just a few, stupid, ignorant programmers (Jeff Minter, companies
>like Steinberg, Eclipse, etc.) think the Falcon is a great computer, but in
>real life, only Amiga counts. PCs, ATARIs, Macs, etc., they are soon to be
>pushed off the market by the mere power of C=.
>*Sarcasm off*
>

Exactly!

(Yeah, right....)

>Weregoose
>

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

## 385. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 14:41:38 UTC
From: cmedley@wam.umd.edu
Message-ID: <1u58b2$k0g@cville-srv.wam.umd.edu>
Source record: 22920
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C7ps45.13z@sunlab1.bath.ac.uk> en2prmm@sunlab1.bath.ac.uk (P R Martell-Mead) writes:
>I knew 9 people with Atari ST's. 1 is buying a Falcon and an A500+.
>2 are buying PC's. 2 have sold their ST's and bought A1200s.
>One bought my old 500.
>And 2 are happy with their STs.
>

I know 4 Amiga owners.
One dumped his A2000 for a 486/25.
Two dropped it for Macintosh.
One is buying an Atari Falcon when it comes out, but will keep his A500 + DCTV.

>So taken as representative of the 750,000 ST owners in the UK,
>that means Atari may hold on to 1/3 of their user base, and sell
>90,000 or so Falcons.
>

Well, I guess from my statistics, no one would keep an Amiga around, would they? :)

>I have used a Falcon. 256 colour mode sucked big time.
>I got decent speed outta the thing by dropping to 16 colours.
>(What happened to 128, 64, 32? )
>Then, it felt as responsive as WB 1.3 on an A1000.
>

The Falcon felt fine to me in 256 color mode. The True Color (65536) mode did seem a lot slower on dialog redraws than 256 colors, but even that wasn't as bad as you're claiming.

By the way, was it as usable as the 256k A1000? :)

>Nice try guys, come back next year with one that works.
>
>Paul Martell-Mead
>

Or we could all by clones with really expensive video boards, and lotsa sound hardware and customize one of those machines to be what the Amiga should be... :)

## 386. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 14:44:45 UTC
From: cmedley@wam.umd.edu
Message-ID: <1u58gt$k5v@cville-srv.wam.umd.edu>
Source record: 22921
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C7qL9t.In@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>
>
> Yes, GEM is every bit as crappy as WB 1.3. :-)
> (Sorry, couldn't pass up the opportunity...)
>

Hey, did they ever let the Amiga GUI do things like move windows off the
edge of the screen? :)

## 387. Re: Falcons in end users hands??

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 14:53:00 UTC
From: cmedley@wam.umd.edu
Message-ID: <1u590c$kp1@cville-srv.wam.umd.edu>
Source record: 22838

In article <C7q0M6.4M6@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>In <1u3jsc$dc4@usenet.INS.CWRU.Edu> de786@cleveland.Freenet.Edu (Charles P. Zeps) writes:
>
>
>>I've waited 3 months for 3 months hearing ,"they're here" so many times I can't
>>count.Ordered a 486 today and amreading my Dos 6 manual.Too bad for them...
>
>Putting this into the advocacy group...
>
>Too bad for you, I hope you enjoy MS-DOS... the disk compressor is standard
>MS junk, and oh... i hope you like the idea of 640K limits! good luck with
>your kludge-o-matic.
>

I thought the 640k limit was only still imposed on DOS apps?
Can't Windows 3.xx apps use as much memory as needed?

>Oh yah, I program the darn things, and I hate every last minute.
>

Well, I used to hate programming Sun SPARCs, but... they're nice machines. :)

>You just entered the realm of the sheep...

Well, while the Falcon's away, the sheep will play. :)

Speaking of which, I've heard the dealers got machines to sell.. but
how many? If they only shipped 100-200 to the entire country, I'm going
to laugh.

Remember all this talk about 2 factories being online... and how a month
ago, machines were in going through Q/A.

I'm shocked many people can still wait.
(I think the only ones who might be justified are the MIDI users, like me :) )

## 388. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 15:50:24 UTC
From: jazz@netcom.com
Message-ID: <jazzC7quo0.1z9@netcom.com>
Source record: 22923
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1u4pvhINNo27@tom.rz.uni-passau.de> guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
>Great, we really NEED 5/6/7bit graphics, as it is fun to have 5/6/7 bytes
>for 8 pixels. Really, esp. programming these modes is fun.

Hmm, dealing with 7bitplanes is the same as dealing with 8 over here!?
Must be one of those bitplane/pixmap differences, huh?

>BTW, AGA doesn't support 6/7bit graphics either, don't you wonder why?

Gronk.
ECS, for one, handles two separate 6bit modes. AGA is capable of
emulating ECS, and I'm quite sure, handles 6/7 bit gfx modes just fine.

--
David Navas jazz@netcom.com
dnavas@us.oracle.com
"Talent develops in quiet places; character, in the full current of human life"

## 389. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 15:58:47 UTC
From: en2prmm@sunlab1.bath.ac.uk
Message-ID: <C7qv33.D0F@sunlab1.bath.ac.uk>
Source record: 22922
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In the referenced article, cmedley@wam.umd.edu (FLiP) writes:
>In article <C7qL9t.In@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>>
>>
>> Yes, GEM is every bit as crappy as WB 1.3. :-)
>> (Sorry, couldn't pass up the opportunity...)
>>
>
>Hey, did they ever let the Amiga GUI do things like move windows off the
>edge of the screen? :)

Why bother, when you can define a virtual screen thousands of pixels square,
and SMOOTHLY SCROLL the viewport? :) :)

And regarding the Falcon I used..

I am not lying. It was in 256 colour mode, I double clicked a hard diskicon.
Painfully, it drew the window, bit by bit. I cannot see any point in running
the desktop in 256 colours. Having used an A4000/030, I will probably
run mine in 64, with a nice demo-type 32 colour piccy as a backdrop.
And the 16 bit mode didn't impress me. The A4000 sitting next to
the Falcon showed the same JPG file in 800*600 resolution, 256 colours
and there was virtually no difference. Oh dear, I thought. only 18 bits
for the palette!!!!

Paul

## 390. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 16:31:01 UTC
From: neurom@u.washington.edu
Message-ID: <1u5eo5INN3r8@news.u.washington.edu>
Source record: 22924

In article <C7ps45.13z@sunlab1.bath.ac.uk> en2prmm@sunlab1.bath.ac.uk (P R Martell-Mead) writes:
> I knew 9 people with Atari ST's. 1 is buying a Falcon and an A500+.
> 2 are buying PC's. 2 have sold their ST's and bought A1200s.
> One bought my old 500.
> And 2 are happy with their STs.
>
> So taken as representative of the 750,000 ST owners in the UK,
> that means Atari may hold on to 1/3 of their user base, and sell
> 90,000 or so Falcons.
>
> Statistics are misleading, but whatever the technical merits of
> the machines are, I can produce a long list of AGA software.
> C= may pull the Amiga around, but Atari lost it with the STE.

I can too, Deluxe Paint AGA and Zool. Not a _single_other_ AGA program has/can/is now being shipped to me, and all my distributors are soothingly saying....soon. ;-)

And, comparing the STe to the A1200 is, excuse me, bullshit. You're comparing a brand new machine to a, what, 3 year old machine? If you've been listening here long enough, you'd also know that people are trying to compare the Falcon030 with the A4000!!!! Jeez, people.
>
> I have used a Falcon. 256 colour mode sucked big time.

And you think 256 color mode on an A1200 is speedy? You get the infamous double window. Click---Drag---Drop---New Window------------Old on Dissapears.

> I got decent speed outta the thing by dropping to 16 colours.
> (What happened to 128, 64, 32? )
> Then, it felt as responsive as WB 1.3 on an A1000.

Fast A1000. _Really_Fast_ A1000. (You sure that shouldn't be a '3'?)

--Neuromancer

## 391. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 16:35:15 UTC
From: neurom@u.washington.edu
Message-ID: <1u5f03INN3st@news.u.washington.edu>
Source record: 22925

In article <C7qv33.D0F@sunlab1.bath.ac.uk> en2prmm@sunlab1.bath.ac.uk (P R Martell-Mead) writes:
> In the referenced article, cmedley@wam.umd.edu (FLiP) writes:
>> And the 16 bit mode didn't impress me. The A4000 sitting next to
> the Falcon showed the same JPG file in 800*600 resolution, 256 colours
> and there was virtually no difference. O

Excuse me. I'm sorry, but I don't think I understood correctly. The F030, with a new program out by....God...who did that? I'm not sure (BTW, if you flame me for this being Vapor Ware, I _will_ search through every single comp.sys.atari.st article and _find_ the damn thing just to show you....there. I feel beter now.)

Anyway, it uses the DSP chip to decode JPEG images. In 800x600x32k colors, I _think_ it took somewhere on the order of 7 seconds? I _really_ could be wrong on this one, but, compared to the 486/33 I use at work, it really screamed.

So, just thought I's shed some light on the subject.

--Neuromancer

## 392. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 16:43:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <1u5feo$r95@cville-srv.wam.umd.edu>
Source record: 22926
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C7qv33.D0F@sunlab1.bath.ac.uk> en2prmm@sunlab1.bath.ac.uk (P R Martell-Mead) writes:
>In the referenced article, cmedley@wam.umd.edu (FLiP) writes:
>>In article <C7qL9t.In@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>>>
>>>
>>> Yes, GEM is every bit as crappy as WB 1.3. :-)
>>> (Sorry, couldn't pass up the opportunity...)
>>>
>>
>>Hey, did they ever let the Amiga GUI do things like move windows off the
>>edge of the screen? :)
>
>Why bother, when you can define a virtual screen thousands of pixels square,
>and SMOOTHLY SCROLL the viewport? :) :)
>

Virtual screens are done on almost every platform... even Windows comes with
a large virtual screen application... :)

(I would love to see if the hardware scrolling programs on the Falcon are
much better than the STe ones as they use a new video chip in the machine)

>And regarding the Falcon I used..
>
>I am not lying. It was in 256 colour mode, I double clicked a hard diskicon.
>Painfully, it drew the window, bit by bit. I cannot see any point in running
>the desktop in 256 colours. Having used an A4000/030, I will probably
>run mine in 64, with a nice demo-type 32 colour piccy as a backdrop.
>And the 16 bit mode didn't impress me. The A4000 sitting next to
>the Falcon showed the same JPG file in 800*600 resolution, 256 colours
>and there was virtually no difference. Oh dear, I thought. only 18 bits
>for the palette!!!!
>

Ummmmmm... if the JPG was originally a GIF that had been converted, of course
it would look the same in 256 color mode. :)

The 18-bit palette is a limitation in the normal modes.. True Color looked
really impressive.

As for the window redraws, the only time the Falcon looked slow (and the one
I saw was a pre-production model) was when we ran a picture viewer and it was
doing calculations of some kind on the image as we changed window size.

Disclaimer: As the Amigoids who post in the *.atari.* newsgroups say, I'm not here to flame, just to correct any misconceptions being spread. :)

## 393. Re: Convince me to buy an Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 17:21:59 UTC
From: tnelson@fluorite.telesciences.com
Message-ID: <1993May28.172159.1969@telesciences.com>
Source record: 22840

Mattias Myrberg (m92mmy@tdb.uu.se) wrote:
: paul hruby writes:
:
: >Like the subject says, convice me to buy an Amiga. So the thing has better
: >graphic capabilities than my Atari. So what! So the thing has better games.
: >Personally, I use my SNES and Genesis for games. I compute with my computer.

Sounds like someone with a reasonably straight set of priorities...

: >Why would I want to switch from one company on life support to another
: >that isn't much better off. Face it, if there was no such thing as a
: >video toaster, the Amiga would be about as remembered as the Timex Sinclar
: >1000. What ever....
:
: Let's put it this way, if you really want a computer that isn't a pain in
: the butt, what's left if you take away reasonably fast things like
: 66Mhz 486s and Atari Falcon ??? (I'll leave the workstations out this time :)
:
: Would you like a Macintosh, sir ???
:
: HA HA HA...the day the Mac OS/hardware system becomes extinct I'll celebrate, *BIG*

Should just be a couple of years now, as far as new machines go. Of course,
upgrade paths will be in place for all current users. And we'll be upgrading
to RISC hardware, with a clearly-defined path to 64 bits, whereas you'll be
upgrading to AAA and still using a 68020 (tiny cache, no MMU, no floating-point --
but then, who needs that for demos, right?).

Of course, since your Amiga won't even be in the same league with Macs anymore,
it should take the pressure off you to try to justify your purchase mista^H^H^H^H^H
decision.

:
: I suggest *you* visit a dealer and *try* out every alternative on your list,
: there's nothing like the real thing you know.
:

I suggest he *try* to visit a dealer -- I'm thirty miles from West Chester, and
the closest Commodore dealer is in Reading -- a good eighty miles from me! Hey,
does C= have a company store?

Or maybe there's one just down the street, but all Commodore retailers have to
sign a non-advertising agreement before they're authorized. Gee, that would
explain a lot...

: Check out an Amiga 4000/030, you wont regret it !!!
:

: Ok, so the current AGA chip-set lacks some things, like chunky-pixel mode,
: 72 Hz vertical scan in certain video-modes and a fast serial port.

Ever notice how Amoeboids are so obsessed with video? Sprites, chunky pixels,
weird 1200x200 resolutions -- I mean, are these computers, or mutated TVs?
I understand the Video Toaster is a BIG hit with the soft-core porn producers,
though....

:
: If time isn't a problem, wait till early 1994 when AA+ is released,
: it's really just another extension of the original Amiga chip-set,
: so if you're really after power and have a fat wallet you might
: consider the AAA-chipset which should also be out by then.

Or if you're willing to wait for VaporWare, and you *don't* have a fat
wallet, appearing around the same time-frame will be the new PowerPC
Macs, which will give you the kind of MIPS Ghod intended all good little
computers to have. C='ll probably still be pushing 68020-based
machines. But hey, since the majority of Amiga users have an A500, it's
still an upgrade, right?

:
: The AA+ ...
: ----------------------------------------------------
: ..Eggebrecht, who worked at IBM as a hardware guy
: before coming to Commodore, presented the future
: hardware goals of Commodore first. First off was
: the low-end chipset. He said it would be 2 chips
: with about 100K transistors. As a comparison, the
: ECS uses 60K transistors and the AGA uses 80K
: transistors. It would address 32-bit DRAM and have
: a 57MHz pixel clock. It would be very much ECS and
: AGA compatible. Eggebrecht said that backwards
: compatibility was very important for the low-end
: stuff. You could have a 4MB floppy drive (he said
: "four megaBIT", but I think he meant byte), and

This is the guy in charge of Commodore's hardware?
My guess is he's been wearing a suit too long!

: the chipset would support 32-bit processors.
: The memory bandwidth would be 8x what it is now,
: and 72Hz refresh rates are possible in some modes.
: He said it would be "easy" to do 2x the blitter
: performance and a 800x600x8 bit 72 Hz modes (!).
: The low-end chip set would support 16-bit truecolor,
: meaning you could have 65536 colors at once, and
: a FIFO'ed serial port would be part of it. The
: FIFO will clear up a lot of present serial port
: problems present now. Gee, I wouldn't mind
: having the low-end stuff now :).
: ----------------------------------------------------

: ..The 16-bit colour will probably turn into 24-bit.

Let's hope so if they're going to stick an adjective
like "truecolor" on it.

:
: The AAA ...
: ---------------------------------------------------
: Now, Eggebrecht continued, let's talk about the
: exciting stuff -- the high-end chipset. The high-end
: chipset is made of 4 chips with a total of 750K to
: 1M transistors. It could use either 32-bit or 64-bit
: VRAM, giving it much increased performance. It would
: have a reprogrammable pixel clock of 57 to 114 MHz.
: The present pixel clock is 28MHz (AGA, I assume). Let
: me go off on a tangent here. Apparently, Commodore's
: new philosophy on systems design is to make subsystems
: clock-asynchronous, so each part can be tuned to its
: most optimal speed. The decoupling of the graphics
: chipset from the processor clock is one example. Future
: processors will also have asynchronous clocks from
: the rest of the system.

This should lead to what the IBM world cherishes as "wait
states". I mean, how are you going to hand a chip running
at 114MHz some data from a (guessing) 33MHz bus? Sure,
you'll have some sort of cacheing going on, and you'll
interleave requests among all chips involved, but you'll
suck bandwidth like a golf ball through a garden hose.
Unless these are all 8- or 16-bit chips and you're going
to do 32-bit fetches and then shift the data in -- or
maybe just tell people that they're going to have to
buy their RAMs in packs of EIGHT to fit that sixty-four-bit
bus...

:
: Anyway, going back to the new chipset, it would also
: support chunky modes, without losing its bitplane nature.
: It would support CD-ROM in the form of some kind of really
: fast serial line where it could display video and play
: back sound in realtime. It would have framegrabbing
: builtin (frame rate unknown), and screen promotion builtin.

Gee, video playback from CD-ROM. I guess I could wait until
'94 and get this from Commodore, or wait until 5:00 and go
home and have it on my Mac...

: It would have a 1Kx1K screen (I don't know if this is the
: default or not). It would also have 8 channels of 100KHz
: 16-bit sound (sounds like overkill, no?). Supporting all
: this would be on-demand DMA -- I assume this means we
: aren't tied to having certain DMA channels for certain

: parts only. It would be backwards compatible with the

This would be cool -- kind of a DMA-channel pool. How
many DMA channels does the Amiga have now? And what
uses them? (Whoops! Musta bumped my flame mode switch!)

: ECS and AGA, although Eggebrecht didn't stress it as much.
:
: The performance of this chipset is 12-20x current bandwidth.
: There will be a 32-bit blitter with 8x the performance of the
: present one. The system is capable of having 1 blitter for
: EVERY bitplane! There will be 24-bit truecolor (yeah, now
: where's my 48-bit color?). There will be some kind of
: enhanced decompression stuff builtin to handle different
: data types. I presume he means MPEG and JPEG. Let's see,
: what else? The genlocking would be improved (no specifics).
: The system is modular so you can upgrade to later chipsets.
: The default screen refresh is 72Hz with the system capable
: of 100Hz. The processor slot would be 32-bit and processor
: independent. He mentioned RISC processors, but said

A processor-independant processor slot? Smells like local
bus to me...

: nothing more. Wow is all I can say at this point. But,
: he wasn't through yet.
: ------------------------------------------------------------
:
:
: The OS ...
: ------------------------------------------------------------
: Eggebrecht next went on to talk about the upcoming
: product features. AGA will be incorporated into all
: upcoming Amiga products. All future Amiga computers
: would be modular allowing you to add stuff like RISC
: processors (he said it again!). Commodore realizes
: that in the past they've kind of stayed apart from
: everyone else and haven't been keeping up. No more

Commodore hasn't been keeping up with the industry in
the same way that David Koresh didn't keep up with
Christianity...

: of that now -- Commodore will keep up with the industry,
: which means, Eggebrecht says, they will introduce 100MHz
: processors as soon as they are out. Commodore "won't

Does that mean that we'll be seeing an Alpha-based 133MHz
Amiga any day now? 200, do I hear 200MHz? Or should I
be waiting for Mostek to unveil its new GaAs-ECL-MOS
clock-tripled 6502 at 100MHz?

Or maybe the Eggemeister meant "as soon as the supplier is
out". I can see it now....

"MAYNARD, Mass: Digital Equipment Corporation (DEC) today
announced it would be discontinuing its popular Alpha
computer chip line. The company also announced that they
would start volume shipments of their new 256-bit Ernie
series of processors.

"In a related story, Commodore Business (ha!) Machines announced
their newest computer, the Amiga/X, based on DEC's Alpha chip set..."

: dilly-dally" anymore. DSP support is coming. 32-bit
: SCSI-II is coming around Jan 1993, and may be incorporated
: into future motherboards. CDTV is going to merge with
: the Amiga line. We're going to get full-motion video
: with MPEG. CDTV itself is going to be cost-reduced and

Days late and dollars short, kids. Apple's either had this
or will have it before C= ships it, and now I hear they're
even CHEAPER (Centris 610 costs less than A4000/040) -- is
this true? Since of course there are no C= dealers in my
neighborhood, I can't compare prices...

: enhanced. Eggebrecht stated in no uncertain terms that
: Commodore still thinks CDTV is one of its most important
: projects. Software is going to be upgraded to handle all
: this.
:
[Lots more Future Perfect visions deleted]
:
: ------------------------------------------------------------
:
: Now, I'll just sit back and watch all Falcon and Maggot-fans take this apart :)

Too easy. Of couse, that's because I have a Computer that does Work, not
a Toy that does Video. Well, actually, I do have a SEGA Genesis, but that's
just for when company comes over.

But you never know -- I picked up a SuperPET for $15 at a garage sale, so now
I can play with APL. In a couple years I can probably pick up an Amiga for the
same price so I can play with video. Oh, and play MODs while I generate Julia
sets and ray-trace landscapes all at the same time. Very important stuff.

:
:
:
: ///| --==================--
: /// | Mattias Myrberg :)
: \\\///--|miga m92mmy@tdb.uu.se
: \xx/ | -Witty Quote UC-
: --==================--
:
: In space nobody can hear you click-click-click..

: ..on the huge button that says 'Total Disintegration'
:

Tracy Nelson
Hoping to click-click-click Mattias' brain's switch to an ON position...

## 394. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 18:05:54 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1u5ka2lNNnj7@uwm.edu>
Source record: 22927
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1u4pvhINNo27@tom.rz.uni-passau.de>, Thorsten Guenther (guenther@kirk.fmi.uni-passau.de) wrote:
: You dare to take 9 ST owners as a representative?

Well, let's just hope they're not quite as misinformed as you seem to be...

: You may perhaps produce a long list of AGA software, but who cares? There
: is a long list of software using the Falcon capabilities anyway, since
: a GEM program doesn't need to be rewritten if there are higher resolutions,
: more colours etc. (OK, there has to be a VDI supporting the 16/24bit colour
: modes, but this is (should be) bundled with the graphics card/computer).

Correct. The same is true for the Amiga; but if you want those programs to be able to make use of what is available, you generally need to write it to be cognizant. For example, and old 16-color paint program for your ST isn't going to suddenly paint in TrueColor on your Falcon.

: Great, we really NEED 5/6/7bit graphics, as it is fun to have 5/6/7 bytes
: for 8 pixels. Really, esp. programming these modes is fun.

1) Yes, you do. Dropping the number of planes frees cycles in many modes on the Amiga for CPU use. Even if, on the Amiga, you're running out of Fast ram, there are times when you will need to access chip ram, and that means that you want to keep as much bandwidth as possible open.

Of course, this is ALSO true on the Falcon--it does help to use lower resolutions or depths. Unfortunately, on the Falcon, there is no "fast ram" to hide in from the contention, all motherboard ram is affected by it. Also, unfortunately for the falcon, you can't do much to alter the depth of the display, which provides an EXCELLENT way of reducing the amoutn of contention based upon the needs of the program in question.

2) Programming these modes isn't difficult at all. The system takes care of anything even remotely difficult, and programming for 8 isn't any different than programming for 4, 5, 6, or 7.

: BTW, AGA doesn't support 6/7bit graphics either, don't you wonder why?

Yet another tidbit of misinformation. As always, the Amiga chipset supports UP TO 8-bitplanes. That includes 1/2/3/4/5/6/7/8/HAM8.

: Including the crappy GUI? Why don't you use 1.0 instead, nothing compares
: to the original. Only those stupids not knowing anything about the Amiga
: are using WB 2.x/3.x.

Eh? Sure. While you're at it, why don't you drop back to TOS 1.0 on that Falcon of yours. If he says that the Falcon was as responsive as an A1000 running 1.3, that's one thing. Pulling strange colloquialisms out of your ass isn't going to change what he thought. If you'd like to DEFEND that position, there are better ways of doing it.

[Really, really weak sarcasm removed]

Gee, not only are you incapable of writing your own sarcasm, most of that being borrowed from Warwick, you couldn't even manage to make your POINT with it.

Perhaps we should try to clear up the huge cloud of misinformation hanging over your head. Nobody here things that the Amiga is god. Then again, nobody here thinks the Falcon is either; the flaws in the Falcon are blatant, obvious, ass-biting holes in the architecture, and they're not something you can gloss over with a shot of whiskey and a checkbook.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 395. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 18:13:29 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1u5ko9INNnj7@uwm.edu>
Source record: 22928
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C7qv33.D0F@sunlab1.bath.ac.uk>, P R Martell-Mead (en2prmm@sunlab1.bath.ac.uk) wrote:
: I am not lying. It was in 256 colour mode, I double clicked a hard diskicon.
: Painfully, it drew the window, bit by bit. I cannot see any point in running
: the desktop in 256 colours. Having used an A4000/030, I will probably

You don't? Remember, this is a Falcon. They don't HAVE screens. If you want to make use of 256 colors in your program, you've got to have that desktop in 256 colors. Same as a Mac, same as a PC. Unlike the Amiga, you've got to set the depth (and therefore speed) of your whole system to accomodate a single program.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) :) Wubba :)

## 396. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 18:16:18 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1u5ktiINNnj7@uwm.edu>
Source record: 22929
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1u5feo$r95@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: Ummmmmm... if the JPG was originally a GIF that had been converted, of course
: it would look the same in 256 color mode. :)

No, it wouldn't. It would look like hell ran over it in a pickup truck.
The two would be totally different, because JPEG stores things in 24-bits
of color information, and GIFs are 8-bits deep. Ever see JPEG-compressed
GIFs? They're hideous, and they never turn out the same way twice.

: Disclaimer: As the Amigoids who post in the *.atari.* newsgroups say, I'm
: not here to flame, just to correct any misconceptions being spread. :)

Naturally. Perhaps its time I started reading *.atari.advocacy; they
don't seem to be doing a very good job.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) :) Wubba :)

## 397. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 18:28:28 UTC
From: cmedley@wam.umd.edu
Message-ID: <1u5lkc$4s0@cville-srv.wam.umd.edu>
Source record: 22930
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1u5ka2INNnj7@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>Perhaps we should try to clear up the huge cloud of misinformation
>hanging over your head. Nobody here things that the Amiga is god. Then
>again, nobody here thinks the Falcon is either; the flaws in the Falcon
>are blatant, obvious, ass-biting holes in the architecture, and they're
>not something you can gloss over with a shot of whiskey and a checkbook.
>

Well, what sort of "blatant, obvious, ass-biting holes in the architecture"
exist in the Falcon?

And believe me, any problem can be fixed with enough money. The whole
premise of the Atari (and the Amiga too) is that the machines pump out
more performance for the penny than anything else in the clone or Mac
world.

Now, we all know what a resounding success both machines have been. :)

The Falcon is a very nice machine designed, I believe, to appeal to the
musician first and foremost, and then the hobbyist computer users. I would
hazard a guess that some people will use them for the DSP and get in to
more sophisticated uses, but I wouldn't expect major universities to write
code for these over their dedicated workstations.

But for the price... it sure ain't bad. :)

## 398. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 18:29:43 UTC
From: cmedley@wam.umd.edu
Message-ID: <1u5lmn$4uc@cville-srv.wam.umd.edu>
Source record: 22931
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1u5ktiINNnj7@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1u5feo$r95@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>: Ummmmmm... if the JPG was originally a GIF that had been converted, of course
>: it would look the same in 256 color mode. :)
>
>No, it wouldn't. It would look like hell ran over it in a pickup truck.
>The two would be totally different, because JPEG stores things in 24-bits
>of color information, and GIFs are 8-bits deep. Ever see JPEG-compressed
>GIFs? They're hideous, and they never turn out the same way twice.

That's funny... the JPG images I have have done well. These are all
digitized images in 256 colors.

Perhaps I have a magic touch? :)

## 399. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 18:36:27 UTC
From: cmedley@wam.umd.edu
Message-ID: <1u5m3b$5a5@cville-srv.wam.umd.edu>
Source record: 22932
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1u5ko9INNnj7@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <C7qv33.D0F@sunlab1.bath.ac.uk>, P R Martell-Mead (en2prmm@sunlab1.bath.ac.uk) wrote:
>: I am not lying. It was in 256 colour mode, I double clicked a hard diskicon.
>: Painfully, it drew the window, bit by bit. I cannot see any point in running
>: the desktop in 256 colours. Having used an A4000/030, I will probably
>
>You don't? Remember, this is a Falcon. They don't HAVE screens. If you
>want to make use of 256 colors in your program, you've got to have that
>desktop in 256 colors. Same as a Mac, same as a PC. Unlike the Amiga,
>you've got to set the depth (and therefore speed) of your whole system to
>accomodate a single program.
>

That's true...but how about considering this... when a Mega ST/e/TT owner adds a graphics card to their system, it works with all the software that uses the AES & VDI.

The same holds true for a Mac or Windows application.

The Amiga claims to have device independence, right?

What happens when you throw in your video boards and your applications says to the Amiga: "Gee whiz, I wanna run in XXX x YYY mode with ZZZ bit color!" and it demands an Amiga mode that is unsupported on the card?

(but of course, works fine on the stock Ami chips... :) )

Does it just mystically work on your videoboard and try to work like it is doing that funky HAM mode on the SVGA? I think not. :)

## 400. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 19:23:19 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993May28.192319.20847@seas.gwu.edu>
Source record: 22935
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu (FLiP) writes:
>en2prmm@sunlab1.bath.ac.uk (P R Martell-Mead) writes:
>>I knew 9 people with Atari ST's. 1 is buying a Falcon and an A500+.
>>2 are buying PC's. 2 have sold their ST's and bought A1200s.
>>One bought my old 500.
>>And 2 are happy with their STs.
>>
>
>I know 4 Amiga owners.
>One dumped his A2000 for a 486/25.
>Two dropped it for Macintosh.
>One is buying an Atari Falcon when it comes out, but will keep his A500 + DCTV.
>
>>So taken as representative of the 750,000 ST owners in the UK,
>>that means Atari may hold on to 1/3 of their user base, and sell
>>90,000 or so Falcons.
>>
>
>Well, I guess from my statistics, no one would keep an Amiga around, would
>they? :)

Cool. Can I make up a story now? I know 500 people who tossed their clones,
Macs, Amigas, and Ataris out the window. Obviously, no one is using computers
these days.

I'd like to see one of those Falcon machines, though. The specs look good
for the price. What kind of software (word processing, image processing,
3D rendering, etc.) does it have? Thanks.

-- Gerald

## 401. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 19:25:30 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993May28.192530.20935@seas.gwu.edu>
Source record: 22936
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
cmedley@wam.umd.edu (FLiP) writes:
>don@chopin.udel.edu (Donald R Lloyd) writes:
>>
>>
>> Yes, GEM is every bit as crappy as WB 1.3. :-)
>> (Sorry, couldn't pass up the opportunity...)
>>
>
>Hey, did they ever let the Amiga GUI do things like move windows off the
>edge of the screen? :)
>

Yep. You can even move the screen off the edge of the screen.

-- Gerald
```

# 402. Re: Loosing hope.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 19:54:11 UTC
From: paul@isl.cf.ac.uk
Message-ID: <1993May28.195412.23615@cm.cf.ac.uk>
Source record: 22933

I've taken this discussion to mail but I want to make a few last points
to make my position clear.

In article <13627@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>If all you've done is read a few bits of advertising, what makes you think
>you're any kind of expert?
>
I never claimed to be an expert. I started this thread originally
because the falcon struck me as being expensive for what it was.
I now concede from discussion with other users, who are far more
objective in their opinions and don't resort to denigrating the person
they discuss with, that if you are specifically interested in the d2d and
dsp capabilities then the falcon is probably the best buy. I still
believe that for the price of a falcon you can get a far more powerfull
machine with better graphics abilities and upgrade potential if you go
for a 486 based machine.

I use both pc's and ST's, the pc for work and the ST as a midi
sequencer. I'm not a zealot, I use the best machine for the job. If you
can't accept people who don't believe atari is the answer to everything
then that's your problem.

--
Paul Richards, University of Wales, College Cardiff

Internet: paul@isl.cf.ac.uk
spedpr@thor.cf.ac.uk

## 403. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 20:03:20 UTC
From: huots00@tohi
Message-ID: <huots00.738619400@tohi>
Source record: 22837
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1u4pvhINNo27@tom.rz.uni-passau.de> guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
>>I have used a Falcon. 256 colour mode sucked big time.
>>I got decent speed outta the thing by dropping to 16 colours.
>>(What happened to 128, 64, 32? )
>
>Great, we really NEED 5/6/7bit graphics, as it is fun to have 5/6/7 bytes
>for 8 pixels. Really, esp. programming these modes is fun.
>BTW, AGA doesn't support 6/7bit graphics either, don't you wonder why?

Yes ! Amiga supports any bitplane deph between 1 and 8 !

Why use a 8 bit display when you need only 6 ?

Bye!
Sylvain Huot, huots00@dmi.usherb.ca

# 404. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 22:19:19 UTC
From: ggg@kepler.unh.edu
Message-ID: <1u6357$pou@mozz.unh.edu>
Source record: 22842
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'>gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
'>>Ummmmmm... if the JPG was originally a GIF that had been converted, of course
'>>it would look the same in 256 color mode. :)
'>
'>No, it wouldn't. It would look like hell ran over it in a pickup truck.
'>The two would be totally different, because JPEG stores things in 24-bits
'>of color information, and GIFs are 8-bits deep. Ever see JPEG-compressed
'>GIFs? They're hideous, and they never turn out the same way twice.

I don't have any problems. Sure, you lose a little bit of image
quality depending on the quality parameter of cjpeg, but otherwise they
come out fine. What quality setting are you using?

Greg Greene
ggg@kepler.unh.edu

## 405. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-28 23:30:55 UTC
From: azog@world.std.com
Message-ID: <C7rFzK.1u1@world.std.com>
Source record: 22839
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu (FLiP) writes:

>In article <C7qL9t.In@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>>
>>
>> Yes, GEM is every bit as crappy as WB 1.3. :-)
>> (Sorry, couldn't pass up the opportunity...)
>>

>Hey, did they ever let the Amiga GUI do things like move windows off the
>edge of the screen? :)

Actually, one thing Amiga got right that DRI/GEM got wrong (gee, I
have a whole list of 'features')

Lesse... first, when using the window title bar to move a window, and you
hit the limit, but keep moving the mouse, the pointer still keeps moving.
Same thing with like scroll bars. Notice on the Amiga, when its at its
limit, and you keep moving the mouse, the pointer stays still...
(some may consider the opposite as correct...)

Also, has the new GEM fixed the 'move up one window' type o bug? You all
know what I mean: open a folder, and scroll down half-way so the slider
bar isnt at the top, and open another directory on into this window.
Now use the widget to close this one to move back to the original directory,
and the scroll bar is now at the top... annoying, especially for file
management...

--
Billy D'Augustine
azog@world.std.com

No sir, I don't like it.

## 406. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-29 01:07:24 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993May29.010724.10797@beaver.cs.washington.edu>
Source record: 22841
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1u5ko9INNnj7@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>You don't? Remember, this is a Falcon. They don't HAVE screens. If you
>want to make use of 256 colors in your program, you've got to have that
>desktop in 256 colors. Same as a Mac, same as a PC. Unlike the Amiga,
>you've got to set the depth (and therefore speed) of your whole system to
>accomodate a single program.
>

Bzzzzzzzzt, wrong answer. The Falcon can switch to any resolution on the
fly within a program and have full AES/VDI support. This has been true
right from the start. Even the normal ST can do this, but the Falcon does
better (I think on the ST you don't get AES support or something). In fact
one of Atari's new guidelines for writing programs (including games) is that
they be installable from the hard disk and run from any resolution at all.
So, you've got a monochrome desktop up. Want to run that true-color game?
No problem, just click and go. (I don't know how MultiTOS handles this,
but that's a different issue entirely since you can run a Falcon with or
without MultiTOS)

>
>Greg
>
>--
>(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
>(: "The angle of the dangle is inversely proportional to the :)
>(: heat of the meat." -Beavis :)
>(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

## 407. Re: Falcons in end users hands??

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-29 03:28:32 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1u6l90$11fc@msuinfo.cl.msu.edu>
Source record: 22844

cmedley@wam.umd.edu (FLiP) writes:

>I thought the 640k limit was only still imposed on DOS apps?
>Can't Windows 3.xx apps use as much memory as needed?

The fact that Windoze makes the process invisible doesn't mean that
the CPU isn't wasting 3/4 of its time performing this stupid deed.

"640K ought to be enough for anybody." -Bill

--
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

## 408. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-29 05:22:33 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993May29.052233.4398@seas.gwu.edu>
Source record: 22843
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

bgilbert@cs.washington.edu (Ben Gilbert) writes:
>Bzzzzzzzzt, wrong answer. The Falcon can switch to any resolution on the
>fly within a program and have full AES/VDI support. This has been true
>right from the start. Even the normal ST can do this, but the Falcon does
>better (I think on the ST you don't get AES support or something). In fact
>one of Atari's new guidelines for writing programs (including games) is that
>they be installable from the hard disk and run from any resolution at all.
>So, you've got a monochrome desktop up. Want to run that true-color game?
>No problem, just click and go. (I don't know how MultiTOS handles this,
>but that's a different issue entirely since you can run a Falcon with or
>without MultiTOS)

Hmmm, so can the Falcon have two or more different resolutions available
simultaneously, or does it switch the entire display to the same resolution
and depth?

I'd still like to know some of the good applications for the Falcon.
Things like MS Word would be nice, but also affordable apps along the
lines of Final Copy 2. Thanks.

-- Gerald

## 409. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-29 12:53:18 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May29.125318.11070@ugle.unit.no>
Source record: 22845
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1u4pvhINNo27@tom.rz.uni-passau.de>, guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
> In article <C7ps45.13z@sunlab1.bath.ac.uk> en2prmm@sunlab1.bath.ac.uk (P R Martell-Mead) writes:

> >So taken as representative of the 750,000 ST owners in the UK,
> >that means Atari may hold on to 1/3 of their user base, and sell
> >90,000 or so Falcons.
>
> You dare to take 9 ST owners as a representative?

I'd say nine ST owners are a fairly big proportion... MHO only, of course ;)

[...]

> >I have used a Falcon. 256 colour mode sucked big time.
> >I got decent speed outta the thing by dropping to 16 colours.
> >(What happened to 128, 64, 32? )
>
> Great, we really NEED 5/6/7bit graphics, as it is fun to have 5/6/7 bytes
> for 8 pixels. Really, esp. programming these modes is fun.
> BTW, AGA doesn't support 6/7bit graphics either, don't you wonder why?

It doesn't? Gee, then it must be using an 8-bit mode for the 64/128 colour Workbench. Go figure. Think 'SAVING MEMORY', OK? If you only NEED 100 colours, esp. for big animations, using 8-bit modes are a waste.

> >Then, it felt as responsive as WB 1.3 on an A1000.
>
> Including the crappy GUI? Why don't you use 1.0 instead, nothing compares
> to the original. Only those stupids not knowing anything about the Amiga
> are using WB 2.x/3.x.

Uh, say what? I think I'm having a comprehension problem here. Or maybe you feel that 1.0 would put GEM in a better light?

> >Nice try guys, come back next year with one that works.
>
> *Sarcasm on*
> Yessir! Nobody cares about Atari anyway. As warwick stated, it is dead, well,
> almost dead. Just a few, stupid, ignorant programmers (Jeff Minter, companies
> like Steinberg, Eclipse, etc.) think the Falcon is a great computer, but in
> real life, only Amiga counts. PCs, ATARIs, Macs, etc., they are soon to be
> pushed off the market by the mere power of C=.
> *Sarcasm off*

Nah. Atari's gonna be pushed off the market by the 'mere' power of MS, Apple and the Klone manufacturers.

> Weregoose
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--|miga: Why settle for less? | Disclaimer: Pbbbbbbbbth!
\X/ | | Save the whalers!

## 410. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-30 05:12:43 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993May30.051243.19812@beaver.cs.washington.edu>
Source record: 22846
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May29.052233.4398@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
>
>Hmmm, so can the Falcon have two or more different resolutions available
>simultaneously, or does it switch the entire display to the same resolution
>and depth?
>

Hold on a sec, I didn't say anything about simultaneously... :) Now how could you do that anyway? Have 320x200 in the top half of the screen and 640x480 in the bottom half? Sounds a bit weird to me...

Whatever program is currently running has control of the screen and can change to a new resolution. Now I have absolutely no (read : don't ask me) idea how MultiTOS handles programs that ask for different resolutions... Maybe there is a way to request permission to control the whole screen or something. I think the answer to your question is that it _does_ switch the whole display to a certain resolution and depth. The point I was trying to make is that this is up to the program and can change during a particular program's execution.

>
>I'd still like to know some of the good applications for the Falcon.
>Things like MS Word would be nice, but also affordable apps along the
>lines of Final Copy 2. Thanks.
>

Never heard of Final Copy 2, but it sounds like a word processor. :)
There are loads of great WPs available that will run on the Falcon (such as Calligrapher, Atari Works, Redacteur, That's Write, etc...). I don't know how "affordable" you want, most of these programs are $100+.

>
>-- Gerald

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

## 411. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-30 06:34:08 UTC
From: danaf@rebecca.its.rpi.edu
Message-ID: <1u9kh0$416@usenet.rpi.edu>
Source record: 22847
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May30.051243.19812@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>In article <1993May29.052233.4398@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
>>
>>Hmmm, so can the Falcon have two or more different resolutions available
>>simultaneously, or does it switch the entire display to the same resolution
>>and depth?
>>
>
>Hold on a sec, I didn't say anything about simultaneously... :) Now how could
>you do that anyway? Have 320x200 in the top half of the screen and 640x480
>in the bottom half? Sounds a bit weird to me...

It is, and it takes some getting used to, but that's exactly how the Amiga does it. Once you try it, you'll never want to go back. You can grab the title bar of your SCREEN, drag it halfway down the monitor, and reveal the screen behind it, regardless of resultion or color depth.

I don't pretend to understand it, but I believe this is also the secret behind the "Dynamic HAM" display hack - under the old graphics chipset, the 640x400 hires mode is limited to 16 colors. But, using this ability to display entirely different "screens" on the same display, DHAM remaps the 16-color palette EVERY SCANLINE, allowing 4096-color HAM on a hires screen. Just one of the innovative little strokes of genius that Amiga people have. That's one of the things that makes the Amiga so great - the people it gathers together. They are, quite simply, some of the most inventive, brilliant, interesting people ever assembled together into one "group". I firmly believe that, no matter how independant it really is of the graphics hardware, the Video Toaster could not have been designed without the Amiga - the computer was needed to bring the "people with good, high-tech brains" (from the Toaster demo tape) together into NewTek Inc.

>>-- Gerald
>
>Cheers,
>--
>Ben Gilbert e-mail : bgilbert@cs.washington.edu
>Department of Computer Science
>University of Washington

--
//////////////////////////[[[[[[[[[[]]]]]]]]]]\\\\\\\\\\\\\\\\\\\\\\\\\\
(718) (212) (516) (518)

=======Amiuser============Frank R. Dana, Jr.============Doc Ami=======
--------My opinions rarely reflect those of any sane person,----------

## 412. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-30 07:50:48 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993May30.075048.29896@seas.gwu.edu>
Source record: 22848
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

bgilbert@cs.washington.edu (Ben Gilbert) writes:
>gerald@seas.gwu.edu (Gerald G. Washington) writes:
>>
>>Hmmm, so can the Falcon have two or more different resolutions available
>>simultaneously, or does it switch the entire display to the same resolution
>>and depth?
>>
>
>Hold on a sec, I didn't say anything about simultaneously... :) Now how could
>you do that anyway? Have 320x200 in the top half of the screen and 640x480
>in the bottom half? Sounds a bit weird to me...

Well, the Amiga has been able to do it since the first A1000 was released.
It's a great memory saver--all programs don't need the highest resolution.

>>I'd still like to know some of the good applications for the Falcon.
>>Things like MS Word would be nice, but also affordable apps along the
>>lines of Final Copy 2. Thanks.
>
>Never heard of Final Copy 2, but it sounds like a word processor. :)
>There are loads of great WPs available that will run on the Falcon (such as
>Calligrapher, Atari Works, Redacteur, That's Write, etc...). I don't know
>how "affordable" you want, most of these programs are $100+.

$100 isn't bad, but a program would have to be top-notch (with good support)
for me to spend more than that. Final Copy 2 is a word processor--I bought
it for $90. What does the Falcon have along the lines of image processors,
desktop publishing, and 3D rendering? Thanks again.

-- Gerald

## 413. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-30 11:19:21 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May30.111921.20742@ugle.unit.no>
Source record: 22849
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May30.051243.19812@beaver.cs.washington.edu>, bgilbert@cs.washington.edu (Ben Gilbert) writes:
> In article <1993May29.052233.4398@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
> >
> >Hmmm, so can the Falcon have two or more different resolutions available
> >simultaneously, or does it switch the entire display to the same resolution
> >and depth?
>
> Hold on a sec, I didn't say anything about simultaneously... :) Now how could
> you do that anyway? Have 320x200 in the top half of the screen and 640x480
> in the bottom half? Sounds a bit weird to me...

So tell me, have you ever used an Amiga? DRAGGABLE screens, with INDEPENDENT resolutions. Ah, the wonders of a copper... ;)

> Whatever program is currently running has control of the screen and can change
> to a new resolution. Now I have absolutely no (read : don't ask me) idea how
> MultiTOS handles programs that ask for different resolutions... Maybe there
> is a way to request permission to control the whole screen or something. I
> think the answer to your question is that it _does_ switch the whole display
> to a certain resolution and depth. The point I was trying to make is that
> this is up to the program and can change during a particular program's
> execution.

So what if you switch back to GEM, is GEM in 320x200, or 640x480? (Assuming your desktop was set up for 640x480 before some program requested 320x200)

[Boring stuff about wordprocessing WIPED MERCILESSLY HAHAHAHAHAHAHAHAHAHA]

> >-- Gerald
> Ben Gilbert e-mail : bgilbert@cs.washington.edu
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--|miga: Why settle for less? | Disclaimer: Pbbbbbbbbth!
\X/ | | Save the whalers!

## 414. Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-30 16:38:58 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1993May30.163858.8690@cc.umontreal.ca>
Source record: 22850

There was this person who said Multiple resolutions on the screen at the
same time sounded weird...

Well, take a look at the game "THE PAWN" on the ST. It used 620x200 for
the menu on the top of the screen, 320x200 (more colors) for the next 3/4
of the display, and 620x200 for the text portion of the bottom of the screen.

It has also been done in other programs too. Theres nothing to it,
it just takes a couple of interrupts at the right moments.

(The Amiga ain't the only computer that can do it.)
--
"When the cat's away, the mice will play Nethack" kosmatoo@jsp.umontreal.ca
/--- /---/ /___ /---/ --/-- /--- `/--- / / /----
/ /___/ /___/ /___/ / ___/ / __/ ___/ We R the robots
Odisseas Kosmatos G-Code: GCS/M d-- p--- c+++ l- (PC ---) m+ s g+ w++ t+ r

## 415. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-30 17:27:56 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993May30.172756.11674@infodev.cam.ac.uk>
Source record: 22851
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993May30.163858.8690@cc.umontreal.ca>, kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
|> There was this person who said Multiple resolutions on the screen at the
|> same time sounded weird...
|>
|> Well, take a look at the game "THE PAWN" on the ST. It used 620x200 for
|> the menu on the top of the screen, 320x200 (more colors) for the next 3/4
|> of the display, and 620x200 for the text portion of the bottom of the screen.
|>
|> It has also been done in other programs too. Theres nothing to it,
|> it just takes a couple of interrupts at the right moments.
|>
|> (The Amiga ain't the only computer that can do it.)

Well this isn't really the same thing. You're talking about taking one screen and using raster interrupts to re-configure it at various points. This sort of thing used to be common on the C64 BTW. What the Amiga does is have completely independant screens that can be dragged horizontally and vertically. They arent bits of one display area, but completelty independant of each other. AFAIK the Amiga *is* the only computer that can do that.

Chris Brown

## 416. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-30 18:09:08 UTC
From: azog@world.std.com
Message-ID: <C7uqF9.4qp@world.std.com>
Source record: 22852
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cpb1001@phx.cam.ac.uk (C.P. Brown) writes:

>Well this isn't really the same thing. You're talking about taking one screen and
>using raster interrupts to re-configure it at various points. This sort of thing
>used to be common on the C64 BTW. What the Amiga does is have completely
>independant screens that can be dragged horizontally and vertically. They arent
>bits of one display area, but completelty independant of each other. AFAIK the
>Amiga *is* the only computer that can do that.

>Chris Brown

If I understand this thread so far, all your saying is that you can have a
screen, where one window is one rez, and another window is another rez.
The Amiga aint the only one that can do that.

Since I am at home, and the info is at work, I cant give you definate info,
but there is a card, for the Sun SPARCs Sbus that gives you the same thing:
one window can have a totally different screen rez as another. Also, you
can have different bit depths in different windows. The add I recall had
one window display 24 bits worth of colour, and others displaying 8 bits
worth of colour (I dont recall anything less than 8 bits, like 4. seems
to me its a foregone depth these days...)

If your interested, go read up some Sun Expert mags, I think this is
where I saw it

--
Billy D'Augustine azog@world.std.com

Throw open the switches to the sonic oscillator,
and step up the reactor power input three - more - points!

## 417. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-30 18:17:08 UTC
From: djm2@ra.msstate.edu
Message-ID: <1uatn4$k0i@Tut.MsState.Edu>
Source record: 22853
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May30.051243.19812@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
> In article <1993May29.052233.4398@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
> >
> >Hmmm, so can the Falcon have two or more different resolutions available
> >simultaneously, or does it switch the entire display to the same resolution
> >and depth?
> >
>
> Hold on a sec, I didn't say anything about simultaneously... :) Now how could
> you do that anyway? Have 320x200 in the top half of the screen and 640x480
> in the bottom half? Sounds a bit weird to me...

No, it doesn't sound weird at all. A lot of Amiga programs use this to their advantage and well. Also, the display does not have to one screen at the top and one at the bottom. There can be as many screens in the display as you want, of any height.
Here is a good example of it's usefulness: ImageFX, an very good image processing program, operates with two screens of two different resolutions. There is a full-sized screen for displaying a preview of the pic that you're working on, and on top of that, there is a smaller screen that the interface is displayed on. At the touch of the right mouse button, you can bump this screen behind the preview so that you can see all of it. Another tap brings it back. I've also used this technique a while back in an AMOS basic program and it works very well. There is no redrawing necessary, and the OS doesn't have to keep track of what's under the control panels so it can be redrawn correctly, unlike the way any system handles windows. The effect is instantaneous.
I think it sounds weird to you, because you've never seen it in use..

>
> Whatever program is currently running has control of the screen and can change
> to a new resolution. Now I have absolutely no (read : don't ask me) idea how
> MultiTOS handles programs that ask for different resolutions... Maybe there
> is a way to request permission to control the whole screen or something. I
> think the answer to your question is that it _does_ switch the whole display
> to a certain resolution and depth. The point I was trying to make is that
> this is up to the program and can change during a particular program's
> execution.
>

Amiga programs have full control of their screens as well. A screen opened by an Amiga program is totally independant of any other screen in the system.

The only time one screen wil influence another, is if you drag a non-int.
screen down, showing an interlaced screen up under it. Then the computer
will automatically "promote" the non-int. screen to interlaced resolutions,
but it will still keep the exact same appearance as it did before.

> >
> >I'd still like to know some of the good applications for the Falcon.
> >Things like MS Word would be nice, but also affordable apps along the
> >lines of Final Copy 2. Thanks.
> >
>
> Never heard of Final Copy 2, but it sounds like a word processor. :)
> There are loads of great WPs available that will run on the Falcon (such as
> Calligrapher, Atari Works, Redacteur, That's Write, etc...). I don't know
> how "affordable" you want, most of these programs are $100+.
>
FC II is a fantastic graphical word processor/DTP program. It's best feature
is that it's capable of getting the maximum quality output from any printer.
But since it's postscript output is so good, I just send it's files up to
the school to print on their postscript boxes.

> >
> >-- Gerald
>
> Cheers,
> --
> Ben Gilbert e-mail : bgilbert@cs.washington.edu
> Department of Computer Science
> University of Washington

--
danimal on IRC
djm2@ra.msstate.edu

## 418. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-30 21:04:17 UTC
From: jph@anaconda.Bloomington.IN.US
Message-ID: <jph.1br5@anaconda.Bloomington.IN.US>
Source record: 22862
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
In article <C7uqF9.4qp@world.std.com> azog@world.std.com (azog) writes:
> If I understand this thread so far, all your saying is that you can have a
> screen, where one window is one rez, and another window is another rez.
> The Amiga aint the only one that can do that.

For $300?

--
Joseph Hillenburg (xterm), NPS Technologies, Bloomington, Indiana
UUCP: jph@anaconda.bloomington.in.us \ / Long live the Hornet
My BBS: The Wrong Number BBS, w/BMS +----o0o----+
+1 812 332 7379 (V.32bis) "Windows 3.1 is rock solid." -Jerry Shekhel
Current Project: Variance (Graphical oscilloscope for audio.device)
```

## 419. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-30 22:15:52 UTC
From: alex@bilver.uucp
Message-ID: <1993May30.221552.28650@bilver.uucp>
Source record: 22854

kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>There was this person who said Multiple resolutions on the screen at the
>same time sounded weird...

Those who never experienced the possibilities will always say that.

>Well, take a look at the game "THE PAWN" on the ST. It used 620x200 for

Or the same program on the Amiga.

>the menu on the top of the screen, 320x200 (more colors) for the next 3/4
>of the display, and 620x200 for the text portion of the bottom of the screen.

Hmm, I count 600 lines. :-) I know what you meant, though.

>It has also been done in other programs too. Theres nothing to it,
>it just takes a couple of interrupts at the right moments.
>
>(The Amiga ain't the only computer that can do it.)

True, but the Amiga doesn't need funky interrupt tricks to do it, and
doing it takes zero cpu time. I doubt the same is true for the Atari.

--
_ |__ Alex Matulich alex.matulich@oau.org
/(+__> Unicorn Research Corp, 4621 N Landmark Dr, Orlando, FL 32817
//| \ UUCP: alex@bilver.uucp {peora|ge-dab|uunet!tous}!bilver!alex
///__) Internet: alex@bilver.oau.org | alex%bilver@peora.sdc.ccur.com

## 420. HP DeskJet Plus & Panasonic 1124 printers for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 00:33:04 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1ubjo0$bn2@usenet.INS.CWRU.Edu>
Source record: 22855

I've decided to move up to color, so I need to sell the following:

HP DeskJet Plus... About two years old, works great. Includes Times Roman
font cartridge, original box and manual. Includes almost-new ink cartridge,
and an empty high capacity ink cartridge (for refilling). Must sell ASAP.
$225 plus shipping FIRM.

Panasonic KX-P1124 24-pin dot matrix printer. Six built-in fonts, three-way
paper handling. Works great, about three years old -- used it before I got
the DJ, and it's been in the closet since. Includes two ribbons.
$150 plus shipping.

Please send Email if interested.

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

## 421. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 00:43:06 UTC
From: jluk@eis.calstate.edu
Message-ID: <C7v8nv.I80@eis.calstate.edu>
Source record: 22859
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

danaf@rebecca.its.rpi.edu (Frank R. Dana Jr.) writes:
> It is, and it takes some getting used to, but that's exactly how the Amiga
> does it. Once you try it, you'll never want to go back. You can grab the title
> bar of your SCREEN, drag it halfway down the monitor, and reveal the screen
> behind it, regardless of resultion or color depth.
>
> I don't pretend to understand it, but I believe this is also the secret behind
> the "Dynamic HAM" display hack - under the old graphics chipset, the 640x400
[..]

Yeah, what happens is the graphics system jams the display information
into what's known as a "copperlist" -- a bunch of data which the graphics
COProcessOR (Dennise/Lisa) uses to generate the display. All the fancy
stuff gets done through this wonderful copperlist -- scanline palette
changes, sprites, viewports, screens, dual-playfield mode, interlacing, etc.
Because Denise/Lisa generates a display made up of scanlines, it's really
not a lot of trouble to change how much data gets put into the scanline,
when you're dealing with the copperlist. Hence, horizontal resolution
changes are easy to perform. Vertical resolution changes can't occur
because the monitor needs to re-sync to different frequencies in order to
get more/less vertical resolution in the same amount of time. The
electron gun can't change speed while it's painting the screen, so you end
up promoting vertical screen changes to whatever's best. (i.e. an
interlaced screen promotes the whole display to interlace)

Copperlists -- enter the power.

## 422. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 00:49:56 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993May31.004956.18400@beaver.cs.washington.edu>
Source record: 22856
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May30.075048.29896@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
>
>Well, the Amiga has been able to do it since the first A1000 was released.
>It's a great memory saver--all programs don't need the highest resolution.
>

Good point, I hadn't thought of that. I admit I have never seen this capability demonstrated on an Amiga, sue me... :-) Of course I've seen mixed resolutions in other situations (anyone remember the Atari 8-bit graphics modes with the 4 lines of text at the bottom), but I'm sure it's much improved since those days.

>
>
>$100 isn't bad, but a program would have to be top-notch (with good support)
>for me to spend more than that. Final Copy 2 is a word processor--I bought
>it for $90. What does the Falcon have along the lines of image processors,
>desktop publishing, and 3D rendering? Thanks again.
>

Well for desktop publishing there's Calamus as the frontrunner, and PageStream too (although whether or not they will release PS III for the Falcon is unknown). Also lots of other tools like Didot, Retouche, plus lots of vector tools (Arabesque, Convector, Outline Art), I think the Atari is _very_ capable in this area.

Image processing I am not too familiar with, what exactly does "image-processing" mean for a program?

For 3D rendering, Lexicor has an excellent line of products that are also portable with the Silicon Graphics machines. They have animation software (Chronos) as well as rendering stuff (Phoenix) and all sorts of graphics tools (Prism Paint, Rosetta-3D, etc.).

>
>-- Gerald

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

## 423. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 00:55:15 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993May31.005515.18592@beaver.cs.washington.edu>
Source record: 22857
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May30.111921.20742@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>
>So tell me, have you ever used an Amiga? DRAGGABLE screens, with INDEPENDENT
>resolutions. Ah, the wonders of a copper... ;)
>

I have used an Amiga before, but not very extensively. Also the friend I know that has one may not have the most recent stuff, he just has a 500 and who knows what version of the OS. I remember dragging screens down from the top menu bar but I didn't know you could do multiple resolutions at the same time...

>
> > Whatever program is currently running has control of the screen and can change
> > to a new resolution. Now I have absolutely no (read : don't ask me) idea how
> > MultiTOS handles programs that ask for different resolutions... Maybe there
> > is a way to request permission to control the whole screen or something. I
> > think the answer to your question is that it _does_ switch the whole display
> > to a certain resolution and depth. The point I was trying to make is that
> > this is up to the program and can change during a particular program's
> > execution.
>
>So what if you switch back to GEM, is GEM in 320x200, or 640x480? (Assuming
>your desktop was set up for 640x480 before some program requested 320x200)
>

The desktop always stays in the same resolution unless you tell it to change to a new one (although in rare cases a program will crash or mess with the system in some improper way and somehow screw up the desktop so it is not in the right resolution -- obviously programs that do this are not "well-behaved"). The program can change resolutions while it's running but when it leaves it is supposed to return the palette and everything else back to normal (I think that is another one of Atari's guidelines).

>--
> //| Eyvind Bernhardsen | eyvind@lise.unit.no
> // | |
>\\ //--|miga: Why settle for less? | Disclaimer: Pbbbbbbbbth!
> \X/ | | Save the whalers!

Cheers,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu

Department of Computer Science
University of Washington

## 424. Re: Convince me to buy an Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 01:04:39 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May31.010439.33062@rchland.ibm.com>
Source record: 22858

In article <1993May28.172159.1969@telesciences.com>, tnelson@fluorite.telesciences.com (Tracy M Nelson) writes:

|> Mattias Myrberg (m92mmy@tdb.uu.se) wrote:
|> : paul hruby writes:
|> :
|> : >Like the subject says, convice me to buy an Amiga. So the thing has better
|> : >graphic capabilities than my Atari. So what! So the thing has better games.
|> : >Personally, I use my SNES and Genesis for games. I compute with my computer.
|>
|> Sounds like someone with a reasonably straight set of priorities...
|>
|> : >Why would I want to switch from one company on life support to another
|> : >that isn't much better off. Face it, if there was no such thing as a
|> : >video toaster, the Amiga would be about as remembered as the Timex Sinclar
|> : >1000. What ever....
|> :
|> : Let's put it this way, if you really want a computer that isn't a pain in
|> : the butt, what's left if you take away reasonably fast things like
|> : 66Mhz 486s and Atari Falcon ??? (I'll leave the workstations out this time :)
|> :
|> : Would you like a Macintosh, sir ???
|> :
|> : HA HA HA...the day the Mac OS/hardware system becomes extinct I'll celebrate, *BIG*
|>
|> Should just be a couple of years now, as far as new machines go. Of course,
|> upgrade paths will be in place for all current users. And we'll be upgrading
|> to RISC hardware, with a clearly-defined path to 64 bits, whereas you'll be
|> upgrading to AAA and still using a 68020 (tiny cache, no MMU, no floating-point --
|> but then, who needs that for demos, right?).
|>
|> Of course, since your Amiga won't even be in the same league with Macs anymore,

Oh really? We'll have to see for that. Apple has gotten more competitive, but
their past is really bad (price/perf).

|> it should take the pressure off you to try to justify your purchase mista^H^H^H^H^H
|> decision.
|>
|> :
|> : I suggest *you* visit a dealer and *try* out every alternative on your list,
|> : there's nothing like the real thing you know.
|> :
|>
|> I suggest he *try* to visit a dealer -- I'm thirty miles from West Chester, and
|> the closest Commodore dealer is in Reading -- a good eighty miles from me! Hey,

|> does C= have a company store?
|>
|> Or maybe there's one just down the street, but all Commodore retailers have to
|> sign a non-advertising agreement before they're authorized. Gee, that would
|> explain a lot...

Agreed :-|

|>
|> : Check out an Amiga 4000/030, you wont regret it !!!
|> :
|> : Ok, so the current AGA chip-set lacks some things, like chunky-pixel mode,
|> : 72 Hz vertical scan in certain video-modes and a fast serial port.
|>
|> Ever notice how Amoeboids are so obsessed with video? Sprites, chunky pixels,
|> weird 1200x200 resolutions -- I mean, are these computers, or mutated TVs?
|> I understand the Video Toaster is a BIG hit with the soft-core porn producers,
|> though....

Tsk tsk. They are obbsesed with video, and video is an excellent market.
Too bad I have seen too many Mac people that since they can 'print to video' they
think their machine is the cooles desktop video solution.

|>
|> :
|> : If time isn't a problem, wait till early 1994 when AA+ is released,
|> : it's really just another extension of the original Amiga chip-set,
|> : so if you're really after power and have a fat wallet you might
|> : consider the AAA-chipset which should also be out by then.
|>
|> Or if you're willing to wait for VaporWare,

Sir, C= demonstrated a prototype of these new technologies at the lastest
developer conferences.... get some knowledge 'till you flame.

|> and you *don't* have a fat
|> wallet,

HA! Like Apple has ever been so price/competitive....

|> appearing around the same time-frame will be the new PowerPC
|> Macs, which will give you the kind of MIPS Ghod intended all good little
|> computers to have. C='ll probably still be pushing 68020-based
|> machines. But hey, since the majority of Amiga users have an A500, it's
|> still an upgrade, right?

If their machine is the one with custom graphics chipsets that have the built-in
mpeg decompression, your PowerPC chip based Mac would just crawl compared to that
capability. And since Apple is so notorious for not putting any copprocessors
at all to help the main CPU... tsk tsk. Now, this could change for Apple, and I admit
it, but since you have this 'stereotype-facts-opinionated' attitude, I have to
use the same sword.. can't I?

```
|>
|> :
|> : The AA+ ...
|> : ----------------------------------------------------
|> : ..Eggebrecht, who worked at IBM as a hardware guy
|> : before coming to Commodore, presented the future
|> : hardware goals of Commodore first. First off was
|> : the low-end chipset. He said it would be 2 chips
|> : with about 100K transistors. As a comparison, the
|> : ECS uses 60K transistors and the AGA uses 80K
|> : transistors. It would address 32-bit DRAM and have
|> : a 57MHz pixel clock. It would be very much ECS and
|> : AGA compatible. Eggebrecht said that backwards
|> : compatibility was very important for the low-end
|> : stuff. You could have a 4MB floppy drive (he said
|> : "four megaBIT", but I think he meant byte), and
|>
|> This is the guy in charge of Commodore's hardware?
|> My guess is he's been wearing a suit too long!
```

Make jokes.... but see who designed the PowerPC and then just shut up!

```
|>
|> : the chipset would support 32-bit processors.
|> : The memory bandwidth would be 8x what it is now,
|> : and 72Hz refresh rates are possible in some modes.
|> : He said it would be "easy" to do 2x the blitter
|> : performance and a 800x600x8 bit 72 Hz modes (!).
|> : The low-end chip set would support 16-bit truecolor,
|> : meaning you could have 65536 colors at once, and
|> : a FIFO'ed serial port would be part of it. The
|> : FIFO will clear up a lot of present serial port
|> : problems present now. Gee, I wouldn't mind
|> : having the low-end stuff now :).
|> : ----------------------------------------------------
|> : ..The 16-bit colour will probably turn into 24-bit.
|>
|> Let's hope so if they're going to stick an adjective
|> like "truecolor" on it.
```

Well, when Apple came out with their Mac they said their machine was a 32-bit machine (wich of course, is not true).

```
|>
|> :
|> : The AAA ...
|> : ----------------------------------------------------
|> : Now, Eggebrecht continued, let's talk about the
|> : exciting stuff -- the high-end chipset. The high-end
|> : chipset is made of 4 chips with a total of 750K to
|> : 1M transistors. It could use either 32-bit or 64-bit
|> : VRAM, giving it much increased performance. It would
```

```
|> : have a reprogrammable pixel clock of 57 to 114 MHz.
|> : The present pixel clock is 28MHz (AGA, I assume). Let
|> : me go off on a tangent here. Apparently, Commodore's
|> : new philosophy on systems design is to make subsystems
|> : clock-asynchronous, so each part can be tuned to its
|> : most optimal speed. The decoupling of the graphics
|> : chipset from the processor clock is one example. Future
|> : processors will also have asynchronous clocks from
|> : the rest of the system.
|>
|> This should lead to what the IBM world cherishes as "wait
|> states". I mean, how are you going to hand a chip running
|> at 114MHz some data from a (guessing) 33MHz bus?
^^^^^^^^^
/ I guess this almost says it all. No further comments.

Sure,
|> you'll have some sort of cacheing going on, and you'll
|> interleave requests among all chips involved, but you'll
|> suck bandwidth like a golf ball through a garden hose.
|> Unless these are all 8- or 16-bit chips and you're going
|> to do 32-bit fetches and then shift the data in -- or
|> maybe just tell people that they're going to have to
|> buy their RAMs in packs of EIGHT to fit that sixty-four-bit
|> bus...
|>
|> :
|> : Anyway, going back to the new chipset, it would also
|> : support chunky modes, without losing its bitplane nature.
|> : It would support CD-ROM in the form of some kind of really
|> : fast serial line where it could display video and play
|> : back sound in realtime. It would have framegrabbing
|> : builtin (frame rate unknown), and screen promotion builtin.
|>
|> Gee, video playback from CD-ROM. I guess I could wait until
|> '94 and get this from Commodore, or wait until 5:00 and go
|> home and have it on my Mac...

Oh really? Can you do that on your Mac? You mean, full screen 640x400 (or higher)
straight on the CD-ROM? Or is this a tiny and silly 160x200 window?

|>
|> : It would have a 1Kx1K screen (I don't know if this is the
|> : default or not). It would also have 8 channels of 100KHz
|> : 16-bit sound (sounds like overkill, no?). Supporting all
|> : this would be on-demand DMA -- I assume this means we
|> : aren't tied to having certain DMA channels for certain
|> : parts only. It would be backwards compatible with the
|>
|> This would be cool -- kind of a DMA-channel pool. How
|> many DMA channels does the Amiga have now?
```

25 (yes twenty-five). I think the Mac IIFX had only 1. The current Macs I think have none, except
the Quadra I think.

|> And what
|> uses them? (Whoops! Musta bumped my flame mode switch!)

The disk drive (one of the reasons you can format a floppy on the Amiga and
*continue* working), blitter, graphics chip, copper, the dma sound engine (so it
takes far less time than a Mac doing sound), the expansion slots.

|>
|> : ECS and AGA, although Eggebrecht didn't stress it as much.
|> :
|> : The performance of this chipset is 12-20x current bandwidth.
|> : There will be a 32-bit blitter with 8x the performance of the
|> : present one. The system is capable of having 1 blitter for
|> : EVERY bitplane! There will be 24-bit truecolor (yeah, now
|> : where's my 48-bit color?). There will be some kind of
|> : enhanced decompression stuff builtin to handle different
|> : data types. I presume he means MPEG and JPEG. Let's see,
|> : what else? The genlocking would be improved (no specifics).
|> : The system is modular so you can upgrade to later chipsets.
|> : The default screen refresh is 72Hz with the system capable
|> : of 100Hz. The processor slot would be 32-bit and processor
|> : independent. He mentioned RISC processors, but said
|>
|> A processor-independant processor slot? Smells like local
|> bus to me...

Yep, something among those lines... that's not bad.

|>
|> : nothing more. Wow is all I can say at this point. But,
|> : he wasn't through yet.
|> : ------------------------------------------------------------
|> :
|> :
|> : The OS ...
|> : ------------------------------------------------------------
|> : Eggebrecht next went on to talk about the upcoming
|> : product features. AGA will be incorporated into all
|> : upcoming Amiga products. All future Amiga computers
|> : would be modular allowing you to add stuff like RISC
|> : processors (he said it again!). Commodore realizes
|> : that in the past they've kind of stayed apart from
|> : everyone else and haven't been keeping up. No more
|>
|> Commodore hasn't been keeping up with the industry in
|> the same way that David Koresh didn't keep up with
|> Christianity...
|>
|> : of that now -- Commodore will keep up with the industry,

|> : which means, Eggebrecht says, they will introduce 100MHz
|> : processors as soon as they are out. Commodore "won't
|>
|> Does that mean that we'll be seeing an Alpha-based 133MHz
|> Amiga any day now? 200, do I hear 200MHz? Or should I
|> be waiting for Mostek to unveil its new GaAs-ECL-MOS
|> clock-tripled 6502 at 100MHz?

Make jokes again my friend.... tsk tsk. Check out Summer '94.

|>
|> Or maybe the Eggemeister meant "as soon as the supplier is
|> out". I can see it now....
|>
|> "MAYNARD, Mass: Digital Equipment Corporation (DEC) today
|> announced it would be discontinuing its popular Alpha
|> computer chip line. The company also announced that they
|> would start volume shipments of their new 256-bit Ernie
|> series of processors.
|>
|> "In a related story, Commodore Business (ha!) Machines announced
|> their newest computer, the Amiga/X, based on DEC's Alpha chip set..."

Tsk tsk.

|>
|> : dilly-dally" anymore. DSP support is coming. 32-bit
|> : SCSI-II is coming around Jan 1993, and may be incorporated
|> : into future motherboards. CDTV is going to merge with
|> : the Amiga line. We're going to get full-motion video
|> : with MPEG. CDTV itself is going to be cost-reduced and
|>
|> Days late and dollars short, kids. Apple's either had this

Hmmm? Had what?

|> or will have it before C= ships it, and now I hear they're
|> even CHEAPER (Centris 610 costs less than A4000/040) -- is
|> this true? Since of course there are no C= dealers in my
|> neighborhood, I can't compare prices...

Yeah, it could be true, although it depends on what Centris you
compare (650) since the lowest cost Centris 650 is FPU-less.

|>
|> : enhanced. Eggebrecht stated in no uncertain terms that
|> : Commodore still thinks CDTV is one of its most important
|> : projects. Software is going to be upgraded to handle all
|> : this.
|> :
|> [Lots more Future Perfect visions deleted]
|> :
|> : ------------------------------------------------------------

```
|> :
|> : Now, I'll just sit back and watch all Falcon and Maggot-fans take this apart :)
|>
|> Too easy. Of couse, that's because I have a Computer that does Work, not
|> a Toy that does Video. Well, actually, I do have a SEGA Genesis, but that's
|> just for when company comes over.
```

Well, you can call a toy what I have, but I surely can make more money out of it
than you do, perhaps the hint is that the desktop video market $pays$ very well.

```
|>
|> But you never know -- I picked up a SuperPET for $15 at a garage sale, so now
|> I can play with APL. In a couple years I can probably pick up an Amiga for the
|> same price so I can play with video. Oh, and play MODs while I generate Julia
|> sets and ray-trace landscapes all at the same time. Very important stuff.
```

Read above kid, and shut up.

```
|>
|> :
|> :
|> :
|> : ///| --==================--
|> : /// | Mattias Myrberg :)
|> : \\\///--|miga m92mmy@tdb.uu.se
|> : \xx/ | -Witty Quote UC-
|> : --==================--
|> :
|> : In space nobody can hear you click-click-click..
|> : ..on the huge button that says 'Total Disintegration'
|> :
|>
|> Tracy Nelson
|> Hoping to click-click-click Mattias' brain's switch to an ON position...
```

Hoping to click-click-click Tracy's *ss to an OFF position...

```
-------------------------------------
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail
```

## 425. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 02:35:03 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993May31.023503.19329@seas.gwu.edu>
Source record: 22860
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

azog@world.std.com (azog) writes:
>If I understand this thread so far, all your saying is that you can have a
>screen, where one window is one rez, and another window is another rez.
>The Amiga aint the only one that can do that.

Actually, the Amiga allows multiple screens of different resolutions and
depth to be displayed simultaneously. The number of windows on each screen
is limited only by memory.

>Since I am at home, and the info is at work, I cant give you definate info,
>but there is a card, for the Sun SPARCs Sbus that gives you the same thing:

Well, this is interesting, but I'm more interested in Amigas and Ataris
right now. I wish there were some place I could test out a Falcon.

-- Gerald

## 426. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 02:38:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13672@uqcspe.cs.uq.oz.au>
Source record: 22861
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
>kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) [probably] writes:

>> Well, take a look at the game "THE PAWN" on the ST. It used 620x200
>> for the menu on the top of the screen, 320x200 (more colors) for the
>> next 3/4 of the display, and 620x200 for the text portion of the
>> bottom of the screen.

>Well this isn't really the same thing. You're talking about taking one
>screen and using raster interrupts to re-configure it at various
>points. What the Amiga does is have completely independant screens
>that can be dragged horizontally and vertically.

Actually, these techniques are identical.

The Amiga however, uses hardware to control the changes, not CPU
interrupts. This means the Amiga can make the context switches much
more efficiently than other machines, and hence the feature has been
included in the operating system itself such that different
applications can have there own screen. This would be possible on
The Atari (and has been done), although allowing the separate
"screens" to be visible on the screen at once would be tricky.

For those that haven't seen it, the screens all take the full-width of
the display, and are presented like windows (except they aren't really,
since they take up real memory for each screen)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

## 427. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 07:02:23 UTC
From: cmedley@wam.umd.edu
Message-ID: <1ucahv$ma@cville-srv.wam.umd.edu>
Source record: 22863
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

This thread amuses me because it seems the Amiga's vaunted copperlist
and the ability to show more than 1 rez onscreen is wonderful.

What happens when you add a videoboard, though?

<and yes, we all know the Amiga can drive it, but can your videoboards,
which DON'T have a copper chip, do this? And how does AmigaDOS deal with it?>

It's nice to have a copperlist, but... ahem... isn't device independence also
a nice feature to have? AGA is nice now, but in 2-3 years, you may want more
resolution or colors. Then you'll plug in a video card into those machines
that are expandable enough to handle it.. and what will happen then?

## 428. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 07:04:23 UTC
From: cmedley@wam.umd.edu
Message-ID: <1ucaln$nh@cville-srv.wam.umd.edu>
Source record: 22864
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993May31.023503.19329@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
>
>Well, this is interesting, but I'm more interested in Amigas and Ataris
>right now. I wish there were some place I could test out a Falcon.
>
>-- Gerald

The Falcon is available for demo at Toad Computers at Severna Park, MD. They have had two demo units for show for quite a while, but should have just gotten some units to sell recently. You address says you're at GWU so Toad is within range of you.

## 429. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 11:42:19 UTC
From: twalls@ncc1701d.demon.co.uk
Message-ID: <twalls.030c@ncc1701d.demon.co.uk>
Source record: 22883
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May31.005515.18592@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
> >So tell me, have you ever used an Amiga? DRAGGABLE screens, with INDEPENDENT
> >resolutions. Ah, the wonders of a copper... ;)
> I have used an Amiga before, but not very extensively. Also the friend I know
> that has one may not have the most recent stuff, he just has a 500 and who
[...]
> when it leaves it is supposed to return the palette and everything else
> back to normal (I think that is another one of Atari's guidelines).

> Cheers,
> Ben Gilbert

Congratulations! I truly believe you deserve some kind of prize!

This is one of the first reasonable, rant free, thought out messages I have read in here in donkeys' years... Hurrah!

Just as I thought this entire newsgroup was turning into alt.fan.bill-gates Mk.II.

Personally I am holding out on my opinion of the Falcon until I have actually seen one, but I will say this; Atari UK had better buck their ideas up a bit, or it is doomed to the same sort of market penetration of the ST, which was good but not great. (I speak from the PoV of someone who sells the beasts in one of the largest electronics retailers in the country): The Amiga 1200 has sold very well indeed, and very soon the Mac Performa is going to be seen in the same high-street stores selling Amigas & Ataris, a revelation in itself. The Falcon, however, has yet to surface, and is rapidly falling behind in the race. Atari UK are going to find it hard to catch up methinks.

--
+---- Tim Walls --------------------------- Sysop - Protocol BBS ----+
| Data: +44(0)403 272931 FidoNet 2:253/513 AmigaNet 39:133/1 | ///
| twalls@ncc1701d.demon.co.uk |\\\///
+---- CommUnity Supporter --------- PGP 2.2 Public key available ----+ \XX/

## 430. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 13:22:06 UTC
From: azog@world.std.com
Message-ID: <C7w7sw.35z@world.std.com>
Source record: 22865
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:

>In article <C7uqF9.4qp@world.std.com> azog@world.std.com (azog) writes:
>> If I understand this thread so far, all your saying is that you can have a
>> screen, where one window is one rez, and another window is another rez.
>> The Amiga aint the only one that can do that.

>For $300?

Oh come now, of course not for $300.

Of course, the SPARC will chew the Amiga up and spit it out. My point
is that the quote 'the amiga is the *only* computer that can do
this', is that its false.

Now this is my problem with Amiga users. I have no doubts in my head
that the Amiga is a good computer, I am not that closed minded. My
problem is with Amiga users, who spout stuff like 'only the amiga
can do that!', and sneer at other machines for any reason. This is
almost as bad as the PC clone people, but they are clueless, they
genuinely belive that PCs are the only computers available.

A little story. I run a VAX 6420 here at work, with about 20gb of
disk space, 256mb of RAM, and over 300 users on a slow day. Some
Amiga weenie came in, and sneered at the thing, and said that his
Amiga can do better! Now, I know that some of you may not like VAXen
and/or VMS, but get a bit realistic: can your Amiga server various
other machines in various other tasks? My system is small, the 6420
serves my VAXstation, but I know of sites that have 10 or more VAXen
cluster together. This is what annoys me.

Now, I heard some rumors that Commodore is going to be 3rd-partying
(is that a real word?) the AXP chip from DEC, and making an AXP
Amiga. If this is the case, then I myself may consider buying one.
If the AXP Amiga is released before the AXP PCs, I will. Then, and only
then, can you compare youselves to the big guys.

--
Billy D'Augustine azog@world.std.com

Throw open the switches to the sonic oscillator,
and step up the reactor power input three - more - points!

## 431. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 15:15:16 UTC
From: goemon@venice.mps.ohio-state.edu
Message-ID: <1993May31.151516.18417@pacific.mps.ohio-state.edu>
Source record: 22866

In article <1993May30.163858.8690@cc.umontreal.ca> kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>There was this person who said Multiple resolutions on the screen at the
>same time sounded weird...
>
>Well, take a look at the game "THE PAWN" on the ST. It used 620x200 for
>the menu on the top of the screen, 320x200 (more colors) for the next 3/4
>of the display, and 620x200 for the text portion of the bottom of the screen.
>
>It has also been done in other programs too. Theres nothing to it,
>it just takes a couple of interrupts at the right moments.
>
>(The Amiga ain't the only computer that can do it.)

For your information, there is this totally insane program called "GFA Raytrace",
and in one of the screens it had Low-rez (sort of a HAM-rez with extra colours) and it was on the left hand side of the screen.. and it had
Medium-rez on the RIGHT HAND SIDE of the screen.. so it was switching rez
halfway across the scanline! Now that's pretty insane if you ask me...

## 432. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 15:57:59 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993May31.155759.5263@seas.gwu.edu>
Source record: 22867
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cmedley@wam.umd.edu (FLiP) writes:
>This thread amuses me because it seems the Amiga's vaunted copperlist
>and the ability to show more than 1 rez onscreen is wonderful.
>
>What happens when you add a videoboard, though?

Graphics cards don't remove the AGA chips. Adding a card adds new
resolutions/colors, but it doesn't break Commodore's custom chips. The
old screens are still there.

-- Gerald

## 433. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 18:59:35 UTC
From: cmedley@wam.umd.edu
Message-ID: <1udkin$rga@cville-srv.wam.umd.edu>
Source record: 22868
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993May31.155759.5263@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
>
>Graphics cards don't remove the AGA chips. Adding a card adds new
>resolutions/colors, but it doesn't break Commodore's custom chips. The
>old screens are still there.

No, but what happens when you drag the screens around on a videocard that does not have the ability to change resolutions on the fly because it doesn't have a copperlist?

Does it approximate the lower resolutions in the higher one, or does it force all applications to run in the current resolution (like every other system)?

My point is.. this is a nice feature (the copperlist) when you are using the OS on the built-in hardware of the Amiga. But when you upgrade to a video card, this resolution changing, etc.. is probably GONE.

Either that, or the cost of making a video card for the Amiga is sky-high because it would have to support this kind of operation on each scanline.

## 434. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 19:06:35 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1udkvrlNNp8g@uwm.edu>
Source record: 22869
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1u5lkc$4s0@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: Well, what sort of "blatant, obvious, ass-biting holes in the architecture"
: exist in the Falcon?

In case the architects weren't sure, the 030 really is a 32-bit
architecture.

Does that count as one?

: And believe me, any problem can be fixed with enough money. The whole

I'm not a believer in throwing money at a problem, especially one so
central as this. This is a flaw in the architecture, in many ways.

: premise of the Atari (and the Amiga too) is that the machines pump out
: more performance for the penny than anything else in the clone or Mac
: world.

How true is that? You'd like to say that the Falcon has an 030. The
only value that statement has is as a marketing term--I can stick an
R4400 on to an 8-bit bus, and use logic to make it look like the full
(64, I think--remember, the R4400 doesn't have dynamic bus sizing). How
much value does the statement mean? Sure, it's an R4400, but it's
crippled. It's misleading when unqualified.

: Now, we all know what a resounding success both machines have been. :)

:)

: The Falcon is a very nice machine designed, I believe, to appeal to the

I insist on disagreeing.

: musician first and foremost, and then the hobbyist computer users. I would
: hazard a guess that some people will use them for the DSP and get in to
: more sophisticated uses, but I wouldn't expect major universities to write
: code for these over their dedicated workstations.
: But for the price... it sure ain't bad. :)

For the price, I can get a REAL 030 machine, one that hasn't been
de-limbed. My statements aren't that the Falcon isn't functional, that's
foolish. The Falcon has good potential, and has some really nice spots
for applications to fill.

That doesn't magically change the architecture, and I'm not one to gloss
over it.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 435. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 19:10:45 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1udl7IINNp8g@uwm.edu>
Source record: 22870
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1u5lmn$4uc@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: That's funny... the JPG images I have have done well. These are all
: digitized images in 256 colors.

: Perhaps I have a magic touch? :)

I guess so; JPEG stores things in 24-bits, regardless of what you feed it. During its DCT, it converts (8x8 blocks?) into the stored information. That 8-bit picture has much rougher gradients between pixels because of the fact that you've only got 8 bits of granularity, and the DCT algorithm will suffer because of it.

Upon reversing that DCT, you don't get a bunch of 8-bit values, you get a bunch of 24-bit values that approximate the original 8-bit values, but are NOT the same. Those 24-bit values are then DITHERED down to 8 bits of resolution, and the resulting picture is generally awful in comparison to the original. The higher the compression you use, the more spectacular that difference will be.

That's the pseudo-technical reason behind NOT using JPEG on anything other than 24-bit images.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 436. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 19:16:22 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1udli6INNp8g@uwm.edu>
Source record: 22871
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1u5m3b$5a5@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: That's true...but how about considering this... when a Mega ST/e/TT owner
: adds a graphics card to their system, it works with all the software
: that uses the AES & VDI.

Right; it clicks off anything nice you may have internally, and instead
allows you to use the graphics card.

You basically throw away whatever graphics capabilities given you by the
company you bought the system from. Not my fav. solution.

: The same holds true for a Mac or Windows application.

Well, more or less true; Windows is similar to the Falcon in that
respect, one at a time. The Mac allows you to make use of multiple
monitors viewing a single screen.

: The Amiga claims to have device independence, right?

Right.

: What happens when you throw in your video boards and your applications
: says to the Amiga: "Gee whiz, I wanna run in XXX x YYY mode with ZZZ bit
: color!" and it demands an Amiga mode that is unsupported on the card?

: (but of course, works fine on the stock Ami chips... :) )

: Does it just mystically work on your videoboard and try to work like it
: is doing that funky HAM mode on the SVGA? I think not. :)

No. Here's what happens. (I think you'll be surprised).

The Amiga has something called a Display Database. Programs ask for
resolutions from that display database (when they open a screen; if they
don't, they just appear on whatever public screen is default). The
display database is the list of all resolutions available to the system;
display cards can ADD their resolutions to that list.

So, any card that adds their resolutions to that list and provides the
proper redirection functions retargets any graphics to the board for that
resolution.

As a result, on the Amiga, you can mix and match resolutions between
display devices. Use Amiga resolutions in tandem with those on your
other display devices.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 437. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 19:20:17 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1udlphINNp8g@uwm.edu>
Source record: 22872
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May29.010724.10797@beaver.cs.washington.edu>, Ben Gilbert (bgilbert@cs.washington.edu) wrote:
: Bzzzzzzzzt, wrong answer. The Falcon can switch to any resolution on the
: fly within a program and have full AES/VDI support. This has been true
: right from the start. Even the normal ST can do this, but the Falcon does

The result is NOT screens; the result is that the OS decides the minimum required resoultion, if I understand correctly, giving you no say in the amount of resources taken up by it.

My best guess is that you're trying to say that programs can specifically request specific modes, and the system will force everything into that mode if it isn't in it. Which isn't as good a solution as just giving it a screen of its own and leaving the others alone, is it?

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 438. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 19:24:56 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1udm28INNp8g@uwm.edu>
Source record: 22873
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May30.051243.19812@beaver.cs.washington.edu>, Ben Gilbert (bgilbert@cs.washington.edu) wrote:
: Hold on a sec, I didn't say anything about simultaneously... :) Now how could
: you do that anyway? Have 320x200 in the top half of the screen and 640x480
: in the bottom half? Sounds a bit weird to me...

Exactly. :) Perfectly possible. Even without that though, there are ways. One just has to keep track of more than one display bitmap and swap when asked, at its core. The Amiga is just extremely flexible with that.

: Whatever program is currently running has control of the screen and can change
: to a new resolution. Now I have absolutely no (read : don't ask me) idea how
: MultiTOS handles programs that ask for different resolutions... Maybe there
: is a way to request permission to control the whole screen or something. I

But what if you've got more than one program currently running???? :)

: think the answer to your question is that it _does_ switch the whole display
: to a certain resolution and depth. The point I was trying to make is that
: this is up to the program and can change during a particular program's
: execution.

Great. Nothing like having no control over how much your display slows down your system... Anyways, that's not the point. The fact of the matter is, the person saw no point in setting your Falcon to 256 colors for the desktop, and the answer is that it may not have a choice--because there is no concept of screens, you can't divide resources based upon need--it always must be set to the highest of the requests, needlessly slowing down your other, less demanding programs.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 439. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 19:35:46 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1udmmiINNp8g@uwm.edu>
Source record: 22874
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1ucahv$ma@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: This thread amuses me because it seems the Amiga's vaunted copperlist
: and the ability to show more than 1 rez onscreen is wonderful.

: What happens when you add a videoboard, though?

: <and yes, we all know the Amiga can drive it, but can your videoboards,
: which DON'T have a copper chip, do this? And how does AmigaDOS deal with it?>

Magic. honestly. It works with device independence, because people are
doing it now. RTG is available for many boards.

Boards can define their screens as not being draggable. When a
screenchange happens on our chipset, it's just a copperlist change. When
it happens on the display board, the display driver for that board
decides how the board handles it. The better and more flexible your
board, the closer it gets to being exactly like the rest of the system.

It's transparent, in most cases.

: resolution or colors. Then you'll plug in a video card into those machines
: that are expandable enough to handle it.. and what will happen then?

Then, it won't be any different than now--it'll work fine.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 440. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 20:09:06 UTC
From: cmedley@wam.umd.edu
Message-ID: <1udol2$1c9@cville-srv.wam.umd.edu>
Source record: 22875
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1udkvrINNp8g@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1u5lkc$4s0@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>: Well, what sort of "blatant, obvious, ass-biting holes in the architecture"
>: exist in the Falcon?
>
>In case the architects weren't sure, the 030 really is a 32-bit
>architecture.
>

Yes, that's true. Any other fascinating bits of knowledge no one else here
knew about you want to share with me? :)

>Does that count as one?
>
It does when you consider that out of the box, the Falcon has 16-bit RAM
in it. But then... ahem... so does the A1200.

*Boink!*

The only difference is that C= has provided on board connector for 32-bit RAM
on the 1200. The Atari Falcon can do it (ever heard of TT FastRAM? :) ), and
the OS will support it.

(there are already expansions to take it up to 128MB of RAM from GESoft...)

>: And believe me, any problem can be fixed with enough money. The whole
>
>I'm not a believer in throwing money at a problem, especially one so
>central as this. This is a flaw in the architecture, in many ways.
>

Hmmm. How much have you spent on your computer?

>
>For the price, I can get a REAL 030 machine, one that hasn't been
>de-limbed. My statements aren't that the Falcon isn't functional, that's
>foolish. The Falcon has good potential, and has some really nice spots
>for applications to fill.
>

For the price of a decently equipped Falcon or A1200, we could get
Centris 610s with (non-FPU) 68040s in them.

## 441. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 20:17:10 UTC
From: cmedley@wam.umd.edu
Message-ID: <1udp46$1kd@cville-srv.wam.umd.edu>
Source record: 22876
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1udli6INNp8g@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>No. Here's what happens. (I think you'll be surprised).
>
>The Amiga has something called a Display Database. Programs ask for
>resolutions from that display database (when they open a screen; if they
>don't, they just appear on whatever public screen is default). The
>display database is the list of all resolutions available to the system;
>display cards can ADD their resolutions to that list.
>

This is nice, but look at this next paragraph:

>So, any card that adds their resolutions to that list and provides the
>proper redirection functions retargets any graphics to the board for that
>resolution.
>

Let's look at the practical uses of this. For one thing, this means you
have to add the cost of hardware to do this to the card you're plopping
into your Ami. Since one of the big features we're discussing here for
the Ami that makes it soooooooooooo great is the ability to switch resolutions
in the middle of a display, so each program can have a unique "screen".

Now, this is nice, but how is this implemented in the hardware? Doesn't
this add precious cost to the Amiga, a machine which, if I remember prior
threads:

excels because so much is done on-board the computer, in the chips.

So, we're adding to the price of the machine right off the bat. Nevermind
that on the A1200, I've seen one thread here claiming they kept a clock out
of the machine for "cost reasons".

>As a result, on the Amiga, you can mix and match resolutions between
>display devices. Use Amiga resolutions in tandem with those on your
>other display devices.
>

And does this work on VGA cards plugged into the AT compatible slots?
Or is this only on the video-direct slot? And how much do SVGA-quality
cards cost that go on that slot?

Incidentally, I saw another thread on here complaining about the level of
8-bit graphics support in the current version of the AmigaOS. Am I
supposed to believe they will support this?

## 442. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 20:24:23 UTC
From: cmedley@wam.umd.edu
Message-ID: <1udphn$1um@cville-srv.wam.umd.edu>
Source record: 22877
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1udm28INNp8g@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1993May30.051243.19812@beaver.cs.washington.edu>, Ben Gilbert
(bgilbert@cs.washington.edu) wrote:
>Great. Nothing like having no control over how much your display slows
>down your system... Anyways, that's not the point. The fact of the
>matter is, the person saw no point in setting your Falcon to 256 colors
>for the desktop, and the answer is that it may not have a choice--because
>there is no concept of screens, you can't divide resources based upon
>need--it always must be set to the highest of the requests, needlessly
>slowing down your other, less demanding programs.
>

Well, let's look at this in the real world context.

The biggest penalty would occur when you run a program you'd be quite happy
to see in monochrome in 256 color mode. At this point, in hardware, the
Amiga is more flexible in that you can be doing your mono DTP and then
drag a screen, and then have that HAM mode picture pop up.

However, you're neglecting that under a windowing system, a program
can draw to its own work area in monochrome, and blit out to the main
display (be it 8 bit, 24 bit or whatever) in the window. This is what
most windowing paint programs do that I have seen. The Lexicor series
of products claim to be capable of working in 24-bits while displaying an
approximation of the display on whatever output device it is running on.

So the penalty is only on the display itself, not necessarily occurring
internally to the software.

Whether that penalty is so severe as you claim is the job for benchmarks
and for end users who own them to find out.

## 443. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 20:26:23 UTC
From: cmedley@wam.umd.edu
Message-ID: <1udplf$20a@cville-srv.wam.umd.edu>
Source record: 22878
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

And now the big question: How many video boards handle this resolution switching on the fly?

And since the Ami is a mature machine, with a devoted following, I'm sure some exist, so throw out their suggested retail prices while you're at it. :)

# 444. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 20:54:38 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May31.205438.8261@ugle.unit.no>
Source record: 22879
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1udplf$20a@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
> And now the big question: How many video boards handle this resolution
> switching on the fly?
>
> And since the Ami is a mature machine, with a devoted following, I'm sure
> some exist, so throw out their suggested retail prices while you're at it. :)

This doesn't matter... The point is, that since the Amiga knows about
different screen modes, you can just tell it "OK, this screen is 1280x1024,
24bit and is handled by my external card. But I'd like DPaint on THIS
screen, which is 320x256, 8bit, and is handled by AGA." Then you can switch
between them with Amiga-M and Amiga-N (if your screencard doesn't support
dragging screens on the fly)... The OS will use the external card when it has
to, Amiga chipset otherwise. Who needs to switch resolutions on the fly?
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--|miga: Just say yes. | Disclaimer: Pbbbbbbbbth!
\X/ | | Save the whalers!

## 445. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 21:11:39 UTC
From: roberts@g2syd.genasys.com.au
Message-ID: <1993May31.211139.26165@g2syd.genasys.com.au>
Source record: 22881
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <C7w7sw.35z@world.std.com> azog@world.std.com (azog) writes:
>Now, I heard some rumors that Commodore is going to be 3rd-partying
>(is that a real word?) the AXP chip from DEC, and making an AXP
>Amiga. If this is the case, then I myself may consider buying one.
>If the AXP Amiga is released before the AXP PCs, I will. Then, and only
>then, can you compare youselves to the big guys.

What do you mean by `big guys'? If you mean multi-user systems then
AmigaDOS won't cut it - with or without the latest fad in RISC chips.
If you mean bitchin' blazin' performance, then a 68040 is already faster
than many vaxes.

Up till your last statement, what you said was reasonable enough. But
anyhow, I suppose I don't much care whether you think Amigas can or
cannot be compared with the `big guys'.

>--
>Billy D'Augustine azog@world.std.com

Have fun,

Robert.
--
I used to be indecisive, | Robert Swan, roberts@g2syd.genasys.com.au
but now I'm not so sure. | Genasys II Pty. Ltd., North Sydney.

## 446. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 21:16:26 UTC
From: njale@dhhalden.no
Message-ID: <njale.118.738882986@dhhalden.no>
Source record: 22880
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1udphn$1um@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>From: cmedley@wam.umd.edu (FLiP)
>Subject: Re: ATARI! HA!
>Date: 31 May 1993 20:24:23 GMT
>In article <1udm28INNp8g@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article <1993May30.051243.19812@beaver.cs.washington.edu>, Ben Gilbert
(bgilbert@cs.washington.edu) wrote:
>>Great. Nothing like having no control over how much your display slows
>>down your system... Anyways, that's not the point. The fact of the
>>matter is, the person saw no point in setting your Falcon to 256 colors
>>for the desktop, and the answer is that it may not have a choice--because
>>there is no concept of screens, you can't divide resources based upon
>>need--it always must be set to the highest of the requests, needlessly
>>slowing down your other, less demanding programs.
>>
>
>Well, let's look at this in the real world context.
>
>The biggest penalty would occur when you run a program you'd be quite happy
>to see in monochrome in 256 color mode.

Well, the biggest penalty here is that the Falcons 256-color display is
unusable. I guess Atari included this option only because it looks good on
paper. Slooooow, is the keyword. The machine literally stops when using it.
Looks like a 16-bit bus, wasn't so smart, but letting this bus be shared by
the display was utter, utter ...

NjE

## 447. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 21:40:16 UTC
From: pjotr@ludd.luth.se
Message-ID: <1993May31.214016.14108@ludd.luth.se>
Source record: 22741
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <1udkin$rga@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:

>In article <1993May31.155759.5263@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
>>
>>Graphics cards don't remove the AGA chips. Adding a card adds new
>>resolutions/colors, but it doesn't break Commodore's custom chips. The
>>old screens are still there.

>No, but what happens when you drag the screens around on a videocard that
>does not have the ability to change resolutions on the fly because it doesn't
>have a copperlist?

>Does it approximate the lower resolutions in the higher one, or does it
>force all applications to run in the current resolution (like every other
>system)?

There is no support in Amiga OS for 3rd party boards yet. Any Amiga program using OS calls running on a 3rd party board is running hacked (3rd party written software) code from the card vendor replacing parts of the OS. Naturally, as 3rd party boards usually have one framebuffer only, screen dragging functions are disabled on the gfx board.

Now, RTG will fix this as every card you plug in will show up in the display database and tell the OS what it is capable of doing.

/Peter

## 448. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 22:11:56 UTC
From: cmedley@wam.umd.edu
Message-ID: <1udvrc$6jg@cville-srv.wam.umd.edu>
Source record: 22882
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993May31.205438.8261@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>
>This doesn't matter... The point is, that since the Amiga knows about
>different screen modes, you can just tell it "OK, this screen is 1280x1024,
>24bit and is handled by my external card. But I'd like DPaint on THIS
>screen, which is 320x256, 8bit, and is handled by AGA." Then you can switch
>between them with Amiga-M and Amiga-N (if your screencard doesn't support
>dragging screens on the fly)... The OS will use the external card when it has
>to, Amiga chipset otherwise. Who needs to switch resolutions on the fly?

But won't the video card and the Amiga need seperate monitors? If not, they
can't synch on the scanline. Switching between resolutions is nice, but
what we were discussing earlier was mixing resolutions.

My point was that mixing on the screen is no great thing, and it isn't a
device independent operation, and to do it adds cost to the cards.

The Amiga-M/N method doesn't change this fact.

<but I must admit, it sounds like an elegant solution.>

:)

Out of curiosity, what is RTG, and why is it causing such a stir? I just
saw another post where someon was complaining about it.

## 449. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 22:29:33 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May31.222933.33262@rchland.ibm.com>
Source record: 22885
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1udkin$rga@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
|> In article <1993May31.155759.5263@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
|> >
|> >Graphics cards don't remove the AGA chips. Adding a card adds new
|> >resolutions/colors, but it doesn't break Commodore's custom chips. The
|> >old screens are still there.
|>
|> No, but what happens when you drag the screens around on a videocard that
|> does not have the ability to change resolutions on the fly because it doesn't
|> have a copperlist?
|>
|> Does it approximate the lower resolutions in the higher one, or does it
|> force all applications to run in the current resolution (like every other
|> system)?
|>
|> My point is.. this is a nice feature (the copperlist) when you are using the
|> OS on the built-in hardware of the Amiga. But when you upgrade to a video
|> card, this resolution changing, etc.. is probably GONE.
|>
|> Either that, or the cost of making a video card for the Amiga is sky-high
|> because it would have to support this kind of operation on each scanline.
|>
|>

What you say is true to an extent. But hey, what's wrong with having the built-in graphics capable of that and the other plug in card incapable of that? Yeah, it would be better that the plug in card do the same as the built-in amiga graphics, but between a copperlist and none at all, give me the copperlist everyday.

---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 450. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 22:41:45 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May31.224145.16767@rchland.ibm.com>
Source record: 22737
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1udol2$1c9@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
|> In article <1udkvrINNp8g@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> >In article <1u5lkc$4s0@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
|> >: Well, what sort of "blatant, obvious, ass-biting holes in the architecture"
|> >: exist in the Falcon?
|> >
|> >In case the architects weren't sure, the 030 really is a 32-bit
|> >architecture.
|> >
|>
|> Yes, that's true. Any other fascinating bits of knowledge no one else here
|> knew about you want to share with me? :)
|>
|> >Does that count as one?
|> >
|> It does when you consider that out of the box, the Falcon has 16-bit RAM
|> in it. But then... ahem... so does the A1200.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|>
|> *Boink!*

Bzzzzzzzt! Thanks for playing FLiP but the A1200 does not have 16-bit RAM,
it is *all* 32-bit RAM.

|>
|> The only difference is that C= has provided on board connector for 32-bit RAM
|> on the 1200. The Atari Falcon can do it (ever heard of TT FastRAM? :) ), and
|> the OS will support it.
|>
|> (there are already expansions to take it up to 128MB of RAM from GESoft...)

How is the bird expanded? BTW, there's a 68030 50Mhz with 50MHz 68882 with 128megs
RAM capability from Microbotics... and the board is *shipping* Just in case...

|>
|>
|> >: And believe me, any problem can be fixed with enough money. The whole
|> >
|> >I'm not a believer in throwing money at a problem, especially one so
|> >central as this. This is a flaw in the architecture, in many ways.
|> >
|> Hmmm. How much have you spent on your computer?

The money solution is really bad! Taking that as an argument, even an old
Apple II can be expanded to a Cray 1 Super Computer! No, FLiP, money *does* matter,

is one of the important elements in the equation... what happened with "power without the price?"

|> >For the price, I can get a REAL 030 machine, one that hasn't been
|> >de-limbed. My statements aren't that the Falcon isn't functional, that's
|> >foolish. The Falcon has good potential, and has some really nice spots
|> >for applications to fill.
|> >
|>
|> For the price of a decently equipped Falcon or A1200, we could get
|> Centris 610s with (non-FPU) 68040s in them.

False. A decently equipped A1200 is only around $1,000 (this includes 2 megs fast ram, 25Mhz 68881 FPU, internal clock and a 40Meg+ (60?) hardisk). This price is still lower than the Falcon's and by FAR lower than a Centris 610.

---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 451. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 22:45:27 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May31.224527.9751@ugle.unit.no>
Source record: 22884
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1udvrc$6jg@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
> In article <1993May31.205438.8261@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
> >
> >This doesn't matter... The point is, that since the Amiga knows about
> >different screen modes, you can just tell it "OK, this screen is 1280x1024,
> >24bit and is handled by my external card. But I'd like DPaint on THIS
> >screen, which is 320x256, 8bit, and is handled by AGA." Then you can switch
> >between them with Amiga-M and Amiga-N (if your screencard doesn't support
> >dragging screens on the fly)... The OS will use the external card when it has
> >to, Amiga chipset otherwise. Who needs to switch resolutions on the fly?
>
> But won't the video card and the Amiga need seperate monitors? If not, they
> can't synch on the scanline. Switching between resolutions is nice, but
> what we were discussing earlier was mixing resolutions.

Well, the Amiga hardware DOES promote modes, so if you drag a 31kHz down
so a 15kHz mode is revealed, it tries to get a "best-fit" of the 15kHz mode.
But if (for whatever reason) the external display hardware can't support this,
then you simply can't drag the screen. No big deal, you just can't see other
screens when this screen is being displayed (and vice versa).

> My point was that mixing on the screen is no great thing, and it isn't a
> device independent operation, and to do it adds cost to the cards.

Yeah, but the OS has support for non-draggable screens; being able to drag
screens is not a requirement, it's a feature.

> The Amiga-M/N method doesn't change this fact.

Uh, what? Amiga-M/N and the screen-to-back gadget are there so you can
switch between screens. You don't NEED to drag screens.

> <but I must admit, it sounds like an elegant solution.>
>
> :)
>
> Out of curiosity, what is RTG, and why is it causing such a stir? I just
> saw another post where someon was complaining about it.

Just another TLA ;)
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--|miga: Just say yes. | Disclaimer: Pbbbbbbbbth!

\X/ | | Save the whalers!

## 452. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 22:46:53 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May31.224653.12228@rchland.ibm.com>
Source record: 22738
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1udphn$1um@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
|> In article <1udm28INNp8g@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> >In article <1993May30.051243.19812@beaver.cs.washington.edu>, Ben Gilbert
(bgilbert@cs.washington.edu) wrote:
|> >Great. Nothing like having no control over how much your display slows
|> >down your system... Anyways, that's not the point. The fact of the
|> >matter is, the person saw no point in setting your Falcon to 256 colors
|> >for the desktop, and the answer is that it may not have a choice--because
|> >there is no concept of screens, you can't divide resources based upon
|> >need--it always must be set to the highest of the requests, needlessly
|> >slowing down your other, less demanding programs.
|> >
|>
|> Well, let's look at this in the real world context.
|>
|> The biggest penalty would occur when you run a program you'd be quite happy
|> to see in monochrome in 256 color mode. At this point, in hardware, the
|> Amiga is more flexible in that you can be doing your mono DTP and then
|> drag a screen, and then have that HAM mode picture pop up.
|>
|> However, you're neglecting that under a windowing system, a program
|> can draw to its own work area in monochrome, and blit out to the main
|> display (be it 8 bit, 24 bit or whatever) in the window. This is what
|> most windowing paint programs do that I have seen.

And that... sucks! Anyway, you still have to alter more than 1 bit at a time
thanks to the: 1. Non-bitplane architecture of the Falcon and 2. When you move
the windows around.

|> The Lexicor series
|> of products claim to be capable of working in 24-bits while displaying an
|> approximation of the display on whatever output device it is running on.
|>
|> So the penalty is only on the display itself, not necessarily occurring
|> internally to the software.
|>
|> Whether that penalty is so severe as you claim is the job for benchmarks
|> and for end users who own them to find out.

No, it slows down. The whole GUI slows down in 256 colors vs less colors, that
should be pretty obvious-> happens in every computer. BTW, those 'lexicor' series
products that work internally on 24-bits while displaying an approximation I bet
are more slower than those that work with only 16 colors or 256 colors only.

|>
|>
|>

--
---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 453. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 22:48:47 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May31.224847.12032@rchland.ibm.com>
Source record: 22739
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
In article <1udplf$20a@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
|>
|> And now the big question: How many video boards handle this resolution
|> switching on the fly?
|>
|> And since the Ami is a mature machine, with a devoted following, I'm sure
|> some exist, so throw out their suggested retail prices while you're at it. :)
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
/ AHEM! The built-in graphics are more than adequate. If you buy
other boards usually they have mega-cool features that make it
very worthy even when paying the $extra$ (OpalVision comes to mind...)

|>
|>

--
---------------------------------------
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail
```

## 454. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 23:07:54 UTC
From: azog@world.std.com
Message-ID: <C7wyx8.4yA@world.std.com>
Source record: 22886
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

roberts@g2syd.genasys.com.au (Robert Swan) writes:

>What do you mean by `big guys'? If you mean multi-user systems then
>AmigaDOS won't cut it - with or without the latest fad in RISC chips.
>If you mean bitchin' blazin' performance, then a 68040 is already faster
>than many vaxes.

>Up till your last statement, what you said was reasonable enough. But
>anyhow, I suppose I don't much care whether you think Amigas can or
>cannot be compared with the `big guys'.

big guys = mostly DEC.

First, I am prejustice towards DEC. No reason... or maybe

DEC is, what, 30 years old? In their history, theyve done many revolutionaly
things. Look back at the PDP-10. This was a timesharing system, before
IBM (supposedly the BEST, vomit) even knew what timeshare was.

The PDP-8 lead the computer revolution in the late 60s and early 70s. The
PDP-11 in the 70s. The VAX in the 80s. The AXP in the 90s... (we hope!)

Not intended as a history lession. And I dont really care about multiuser,
in this sense. What I mean by 'big guys' are the companies, such as DEC
that have lots of money to put into research and development. Up until
their recent major troubles, they have been a major mover and shaker in
the field (I think probably the peoples at like MIT and CMU might come
first, because we all know educational research money is endless :-)

--
Billy D'Augustine azog@world.std.com

Throw open the switches to the sonic oscillator,
and step up the reactor power input three - more - points!

## 455. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-05-31 23:17:44 UTC
From: gjkst@pitt.edu
Message-ID: <12755@blue.cis.pitt.edu>
Source record: 22740
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

azog (azog@world.std.com) wrote:
: jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:

: >In article <C7uqF9.4qp@world.std.com> azog@world.std.com (azog) writes:
: >> If I understand this thread so far, all your saying is that you can have a
: >> screen, where one window is one rez, and another window is another rez.
: >> The Amiga aint the only one that can do that.

: >For $300?

: Oh come now, of course not for $300.

: Of course, the SPARC will chew the Amiga up and spit it out. My point
: is that the quote 'the amiga is the *only* computer that can do
: this', is that its false.

: Now this is my problem with Amiga users. I have no doubts in my head
: that the Amiga is a good computer, I am not that closed minded. My
: problem is with Amiga users, who spout stuff like 'only the amiga
: can do that!', and sneer at other machines for any reason. This is
: almost as bad as the PC clone people, but they are clueless, they
: genuinely belive that PCs are the only computers available.

: A little story. I run a VAX 6420 here at work, with about 20gb of
: disk space, 256mb of RAM, and over 300 users on a slow day. Some
: Amiga weenie came in, and sneered at the thing, and said that his
: Amiga can do better! Now, I know that some of you may not like VAXen
: and/or VMS, but get a bit realistic: can your Amiga server various
: other machines in various other tasks? My system is small, the 6420
: serves my VAXstation, but I know of sites that have 10 or more VAXen
: cluster together. This is what annoys me.

Now, this is my problem with Amiga-bashers. You say "Amiga users" as if there
is only one kind. To quote, "The Amiga aint the only one that can do that."
More precisely, Amiga users aren't the only people who do that. Some amiga
owners will respond that way. Some won't.

If that's not what you meant to say, well hey, too bad. Be precise, or run the
risk of being called dense. I get called dense a lot, I don't mind so much.
The argument above about the amiga's windowing capabilities was in the context
of personal machines, not for Workstations or VAX mecha.

: Now, I heard some rumors that Commodore is going to be 3rd-partying
: (is that a real word?) the AXP chip from DEC, and making an AXP
: Amiga. If this is the case, then I myself may consider buying one.
: If the AXP Amiga is released before the AXP PCs, I will. Then, and only

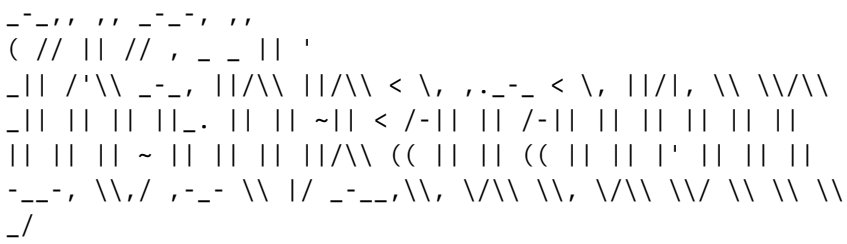
: then, can you compare youselves to the big guys.

See, we're not, at least not in this argument. Some people are, some people aren't, but there is no *we* in any sense of the word.

: --
: Billy D'Augustine azog@world.std.com

: Throw open the switches to the sonic oscillator,
: and step up the reactor power input three - more - points!

--



# 456. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 01:51:42 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993May31.195142.3885@msus1.msus.edu>
Source record: 22742
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1udol2$1c9@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
>In article <1udkvrINNp8g@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article <1u5lkc$4s0@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>>: Well, what sort of "blatant, obvious, ass-biting holes in the architecture"
>>: exist in the Falcon?
>>
>>In case the architects weren't sure, the 030 really is a 32-bit
>>architecture.
>>
>
>Yes, that's true. Any other fascinating bits of knowledge no one else here
>knew about you want to share with me? :)
>
>>Does that count as one?
>>
>It does when you consider that out of the box, the Falcon has 16-bit RAM
>in it. But then... ahem... so does the A1200.

No. The A1200 contain 32 bit ported CHIP RAM in its stock configuration.
Actually, the only way to add 16 bit ported RAM resources to the A1200 would
be to have a card designed for it which goes in the expansion port, or to
use a PCMCIA RAM card.

---
LaMonte Koop -- SCSU Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
---

## 457. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 02:02:55 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1uedcfINNrkn@uwm.edu>
Source record: 22743
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1udol2$1c9@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: Yes, that's true. Any other fascinating bits of knowledge no one else here
: knew about you want to share with me? :)

Umm, that pulling the 68000-compatible wires off of your motherboard and
putting them onto a connector doesn't make a very good expansion bus.

And not only does the 030 have a 32-bit data bus, it has a 32-bit ADDRESS
bus (not 24).

That's my point.

: It does when you consider that out of the box, the Falcon has 16-bit RAM
: in it. But then... ahem... so does the A1200.

NO, IT DOESN'T.

I _REALLY_ ought to show up in .atari.advocacy, there is a HUGE amount of
misinformation. It is FULL 32 bit ram. It is CHIP. It ships with two
megs of chip ram, yes. But the CPU, an EC020 (with 24 bits of address,
32 bits of data) accesses it at the full width.

: The only difference is that C= has provided on board connector for 32-bit RAM
: on the 1200. The Atari Falcon can do it (ever heard of TT FastRAM? :) ), and
: the OS will support it.

All Falcon motherboard ram is owned by the chipset; the CPU is
second. With the Amiga, only the first two megs is. And obviously there
ARE differences, because the Amiga's ram _IS_ 32-bit.

: Hmmm. How much have you spent on your computer?

On my two? A good bit. Mostly on my bad luck with hard drives; (I'm
looking into going magneto-optical as a solution) On the systems
themselves?

Not much. I have a plain jane 2000 with 5 megs of ram. I have a plain
jane 3000 with 5 megs of ram. I _USED_ to network the 2000 to the 3000
(using the 3000 as a disk server) before it and two floppies died, all at
once, due to a power spike that shorted quite a bit.

Anyways, unimportant. I don't believe at throwing money at architectural
problems, as the fact that I haven't chucked 040's into the machines
shows.

However, know that the A3000 can take an 040 without a hitch; there are
no huge "gotchas" in the architecture.

: For the price of a decently equipped Falcon or A1200, we could get
: Centris 610s with (non-FPU) 68040s in them.

Eww. Besides the fact that I can't stand Macs, they get on my nerves,
I'm not entirely sure that a decent 1200 would cost as much.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) Wubba :)

## 458. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 02:08:59 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1uednrINNrkn@uwm.edu>
Source record: 22744
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1udp46$1kd@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: This is nice, but look at this next paragraph:

I'm looking.

: >So, any card that adds their resolutions to that list and provides the
: >proper redirection functions retargets any graphics to the board for that
: >resolution.

: Let's look at the practical uses of this. For one thing, this means you
: have to add the cost of hardware to do this to the card you're plopping
: into your Ami. Since one of the big features we're discussing here for

We could use a cheapo SVGA for the point of the discussion, it's all the
hardware one would need and more.

One could interface a dumb framebuffer to the Amiga's display database if
one wished to. This argument has no force.

: the Ami that makes it sooooooooooo great is the ability to switch resolutions
: in the middle of a display, so each program can have a unique "screen".

That takes memory, nothing more. Yes, the driver must support it.
However, it can be done in many ways. If the driver wished, it could
demand that only one screen ever make use of the board. If the driver
wished, it could, upon the switch, simply fetch its information from
elsewhere in video memory.

The latter is the most likely; it's very similar to "double buffering"
under those cards. You just tell it that your screen is here instead of
there.

: Now, this is nice, but how is this implemented in the hardware? Doesn't
: this add precious cost to the Amiga, a machine which, if I remember prior
: threads:

What costs a lot of hardware on the Amiga is draggable screens; that
takes a copper. However, one can tell the OS that screens are
undraggable.

: excels because so much is done on-board the computer, in the chips.

Yup. That's one of the great things about it.

: So, we're adding to the price of the machine right off the bat. Nevermind
: that on the A1200, I've seen one thread here claiming they kept a clock out
: of the machine for "cost reasons".

Fine; but there's no extra hardware, your preconceptions are illusory.

: And does this work on VGA cards plugged into the AT compatible slots?

AT slots are dead; they take a BridgeBoard to activate. The AT slots are
sole providence of the bridgeboard. What you COULD do is pick up one of
the various AT-to-ZorroII converters and use that.

And if you wrote a driver, it would work.

: Or is this only on the video-direct slot? And how much do SVGA-quality
: cards cost that go on that slot?

It wouldn't have to; if you wanted it to pass through the Amiga video, it
would be best to do it that way, though.

: Incidentally, I saw another thread on here complaining about the level of
: 8-bit graphics support in the current version of the AmigaOS. Am I
: supposed to believe they will support this?

Yes. You are. Considering people actually do this, you know.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 459. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 02:12:34 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1ueduiINNrkn@uwm.edu>
Source record: 22745
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1udkin$rga@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: No, but what happens when you drag the screens around on a videocard that
: does not have the ability to change resolutions on the fly because it doesn't
: have a copperlist?

When the driver adds those modes to the display database, it would define
them as being non-draggable. Simple.

: My point is.. this is a nice feature (the copperlist) when you are using the
: OS on the built-in hardware of the Amiga. But when you upgrade to a video
: card, this resolution changing, etc.. is probably GONE.

Non-draggable screens are possible with the Amiga chips too, and there
are reasons to use them; however, it is quite likely that most of your
average video boards won't be able to do draggable stuff, true.

However, any one with some kind of coprocessor might be able to. It's up
to the creators.

: Either that, or the cost of making a video card for the Amiga is sky-high
: because it would have to support this kind of operation on each scanline.

It doesn't have to; that's the point. SA_Draggable, False.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 460. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 02:13:59 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1uee17INNrkn@uwm.edu>
Source record: 22746
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1udplf$20a@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:

: And now the big question: How many video boards handle this resolution
: switching on the fly?

A video board wouldn't necessarily have to have more than one video mode;
if it did, it would obviously be ABLE to handle changing resolutions.

Regardless, there's still no problem.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 461. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 02:16:57 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1uee6pINNrkn@uwm.edu>
Source record: 22747
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1udvrc$6jg@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: But won't the video card and the Amiga need seperate monitors? If not, they
: can't synch on the scanline. Switching between resolutions is nice, but
: what we were discussing earlier was mixing resolutions.

That depends. They MAY need separate monitors, depending upon the card.
They may not. It depends upon how they build the card, and whether they
add the ability or not.

: My point was that mixing on the screen is no great thing, and it isn't a
: device independent operation, and to do it adds cost to the cards.

It can be perfectly device independent.

: Out of curiosity, what is RTG, and why is it causing such a stir? I just
: saw another post where someon was complaining about it.

Retargetable graphics, a subset of device-independent graphics. DIG is
generally vector-based, retargetable raster-based.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 462. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 02:26:25 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1ueeohINNrkn@uwm.edu>
Source record: 22748
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1udphn$1um@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: Well, let's look at this in the real world context.

: The biggest penalty would occur when you run a program you'd be quite happy
: to see in monochrome in 256 color mode. At this point, in hardware, the
: Amiga is more flexible in that you can be doing your mono DTP and then
: drag a screen, and then have that HAM mode picture pop up.

Correct. Optimal response, based on depth.

: So the penalty is only on the display itself, not necessarily occurring
: internally to the software.

Correct. Tell me; how much faster is your lowest resolution in
comparison to your highest?

Now imagine being able to change the amount of depth in the display.
Imagine your highest resolution using up half of the time it normally
would because you only need, and hence only use, 16 colors. Let's say
you need 64. 128.

Fact of the matter is, the Amiga's flexibility is there because you can
ALWAYS get optimal response to your needs--right down to the depth of
your screen.

On the other hand, the Falcon's system is far less than optimal, being
much more limiting both in resolutions available and in choice of depth.

So, the advantage is real, and it belongs, in this case, to the Amiga.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 463. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 02:48:56 UTC
From: azog@world.std.com
Message-ID: <C7x95L.Ev5@world.std.com>
Source record: 22749
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

gjkst@pitt.edu (Josh Karabin) writes:

>Now, this is my problem with Amiga-bashers. You say "Amiga users" as if there
>is only one kind. To quote, "The Amiga aint the only one that can do that."
>More precisely, Amiga users aren't the only people who do that. Some amiga
>owners will respond that way. Some won't.

>If that's not what you meant to say, well hey, too bad. Be precise, or run the
>risk of being called dense. I get called dense a lot, I don't mind so much.
>The argument above about the amiga's windowing capabilities was in the context
>of personal machines, not for Workstations or VAX mecha.

OK, I do admit that perhaps I was harsh in my judgement of comparing
a desktop system to Workstations. I just answered some mail regarding
this, and will try to be more coherent...

Of course, if any user group, you get the people who say 'mine is the
best' (if not, we wouldnt have any flame wars, hence no fun :-).
Since the Amiga competes directly against the Atari, PC weenies and
Macs are out of it.

I try to stay as objective as I can. Perhaps I am a little fuzzy,
but hey... I can see both Amigas capabilities and limitations, and
Ataris capabilities and limitations. I choose Atari, because its
all set for MIDI. Since I would rather spend money on MIDI gear,
I dont want to spend money on getting a MIDI interface for an Amiga.
Plus, a non-Mega STe is quite cheap these days.

If some people dont like my choise of Atari for a computer, thats
my own buisness, not theirs, and I really dont want people to
tell me 'oh, that machine sux'. Compare it to a car, you just buy a
new car, and now someone comes up and tells you 'oh that car sux',
how would you feel?

I am not a programmer, so I dont care much about how easy the machine
is to program, if it has builtin libraries and all that stuff.
Multitasking, eh, take it or leave it. Belive me, when I am working on
a MIDI sequence, thats *all* my mind is working on: creating the music,
not bopping around in different programs. My sequencer software does
almost everything I need (but not all!), but I live with that. I dont
need my creative juices (whats left of them) doled out to more than
one thing at a time. Maybe I am odd, who knows?

--
Billy D'Augustine azog@world.std.com

Throw open the switches to the sonic oscillator,
and step up the reactor power input three - more - points!

# 464. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 03:05:17 UTC
From: dgs6@pandora.mit.csu.edu.au
Message-ID: <1993Jun1.030517.24727@csu.edu.au>
Source record: 22750
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1u58gt$k5v@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>In article <C7qL9t.In@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>>
>>
>> Yes, GEM is every bit as crappy as WB 1.3. :-)
>> (Sorry, couldn't pass up the opportunity...)

>Hey, did they ever let the Amiga GUI do things like move windows off the
>edge of the screen? :)

Actually under 1.2 & 1.3 they did :). I think you hold down ctrl or alt or
something while moving a window and it trundles off the edge of the
screen.... only problem was it crashed when you let go, but still, the
ability was there :)

Den

## 465. Have to sell 520ST

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 03:23:05 UTC
From: wandrews@acsu.buffalo.edu
Message-ID: <C7xAqH.C7q@acsu.buffalo.edu>
Source record: 22751

I have finished school and have to sell by 520 ST to pay my bills. The only problem is that I haven't been able to find a store that could quote me how much they are selling them for. It has 512K, an SC1224 color monitor, and an SF354 3.5" drive. Could somebody quote me a fair prize. Thanks.
Willy

## 466. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 04:01:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13685@uqcspe.cs.uq.oz.au>
Source record: 22752
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

X>It does when you consider that out of the box, the Falcon has 16-bit RAM
X>in it. But then... ahem... so does the A1200.

YAWN.

Both Falcon and A1200 have 32-bit RAM.
Both Falcon and A1200 have 32-bit video/chip hardware access to RAM.
Falcon has 16-bit CPU access to RAM. A1200 has 16-bit CPU access to RAM.

That's the facts, Jack.

--
Warwick
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / How now, Tao cow?
v Brisbane, Australia. /

## 467. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 04:41:08 UTC
From: cmedley@wam.umd.edu
Message-ID: <1ueml4$mk2@cville-srv.wam.umd.edu>
Source record: 22753
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1uee17INNrkn@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1udplf$20a@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>
>: And now the big question: How many video boards handle this resolution
>: switching on the fly?
>
>A video board wouldn't necessarily have to have more than one video mode;
>if it did, it would obviously be ABLE to handle changing resolutions.
>
>Regardless, there's still no problem.

So far, I've picked up a lot about the Ami.... :) It's amazing the techie info you can get on a machine when you jump into advocacy and flame tiny details about a box.

Anyways, I'll have to say, the RTG sounds like a nice solution to the Amiga's problems of multiple machines. On the original topic, the mixing resolutions then seems very irrelevant, because... obviously, it's only available on the stock machine, and not when you add a videocard (no one has named one that implements the draggable screen between it an a stock Amiga mode... which proves my point).

Personally, I'd have to say I'm impressed with the specs on the A1200/4000... But it's not the end-all be-all of computing.

## 468. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 06:24:08 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun01.062408.12136@rchland.ibm.com>
Source record: 22754
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1uedcfINNrkn@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> In article <1udol2$1c9@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
[stuff deleted]

|> : For the price of a decently equipped Falcon or A1200, we could get
|> : Centris 610s with (non-FPU) 68040s in them.
|>
|> Eww. Besides the fact that I can't stand Macs, they get on my nerves,
|> I'm not entirely sure that a decent 1200 would cost as much.
|>
|> Greg

And just to make you sure Greg :-) a decent A1200 - internal clock,
4 megs RAM total (2 chipram / 2 fast), 25 Mhz 68881 FPU and an at least 40 meg
HD is about $1,000.

|>
|> --
|> (: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
|> (: "The angle of the dangle is inversely proportional to the :)
|> (: heat of the meat." -Beavis :)
|> (: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

--
---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 469. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 06:30:48 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun01.063048.12279@rchland.ibm.com>
Source record: 22755
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
In article <1ueml4$mk2@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
|> In article <1uee17INNrkn@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> >In article <1udplf$20a@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
|> >
|> >: And now the big question: How many video boards handle this resolution
|> >: switching on the fly?
|> >
|> >A video board wouldn't necessarily have to have more than one video mode;
|> >if it did, it would obviously be ABLE to handle changing resolutions.
|> >
|> >Regardless, there's still no problem.
|>
|> So far, I've picked up a lot about the Ami.... :) It's amazing the techie
|> info you can get on a machine when you jump into advocacy and flame tiny
|> details about a box.
|>
|> Anyways, I'll have to say, the RTG sounds like a nice solution to the Amiga's
|> problems of multiple machines. On the original topic, the mixing resolutions
|> then seems very irrelevant, because... obviously, it's only available on
|> the stock machine, and not when you add a videocard (no one has named one
|> that implements the draggable screen between it an a stock Amiga mode...
|> which proves my point).
|>
|> Personally, I'd have to say I'm impressed with the specs on the A1200/4000...
|> But it's not the end-all be-all of computing.
|>

Thanks for your objectiveness FLiP. True, the A1200/4000 is not the
end-all be-all of computing, I also agree on that one.

--------------------------------------
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail
```

## 470. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 08:15:41 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun01.081541.16734@rchland.ibm.com>
Source record: 22756

In article <13685@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> X>It does when you consider that out of the box, the Falcon has 16-bit RAM
|> X>in it. But then... ahem... so does the A1200.
|>
|>
|> YAWN.
|>
|> Both Falcon and A1200 have 32-bit RAM.
|> Both Falcon and A1200 have 32-bit video/chip hardware access to RAM.
|> Falcon has 16-bit CPU access to RAM. A1200 has 16-bit CPU access to RAM.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
/
>>> WHICH FOR THE nTH TIME-> IS NOT TRUE.

ALL RAM IN THE A1200 IS 32-BIT, GET IT?
YES, THIS INCLUDES THE STOCK CHIP RAM ONLY A1200!

|>
|>
|> That's the facts, Jack.

Wroooooooooooooong facts dude!

|>
|> --
|> Warwick
|> _-_|\ warwick@cs.uq.oz.au /
|> / * <-- Computer Science Department, /
|> _.-._/ University of Queensland, / How now, Tao cow?
|> v Brisbane, Australia. /

--
---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 471. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 10:59:47 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C7xvvo.AD5@liverpool.ac.uk>
Source record: 22757
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1udl7lINNp8g@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
> In article <1u5lmn$4uc@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
> : That's funny... the JPG images I have have done well. These are all
> : digitized images in 256 colors.
>
> : Perhaps I have a magic touch? :)
>
> I guess so; JPEG stores things in 24-bits, regardless of what you feed
> it. During its DCT, it converts (8x8 blocks?) into the stored
> information. That 8-bit picture has much rougher gradients between
> pixels because of the fact that you've only got 8 bits of granularity,
> and the DCT algorithm will suffer because of it.
>
> Upon reversing that DCT, you don't get a bunch of 8-bit values, you get a
> bunch of 24-bit values that approximate the original 8-bit values, but
> are NOT the same. Those 24-bit values are then DITHERED down to 8 bits
> of resolution, and the resulting picture is generally awful in comparison
> to the original. The higher the compression you use, the more
> spectacular that difference will be.
>
> That's the pseudo-technical reason behind NOT using JPEG on anything
> other than 24-bit images.
>

Nope, I'm afraid you must be doing something wrong somewhere - what
are you using to convert your gifs to jpegs? I've used two pieces of
software for this. I originally used cjpeg to compress a gif, then had
a small script which ran djpeg on the jpeg, sent the resulting gif
to the scratch directory, and then ran xloadimage on it. More recently I've
been using xv 3.0 which has jpeg handling built in. I suspect that your
problem is either:
1) Taking the quality level down too low (I always stick with 70% - gives
me pictures about 20% of the equivalent gif size, with no noticeable loss
of quality)
2) Your jpeg decompression program/viewer doesn't convert between 24 and 8 bit
very well. djpeg does this really well, so I guess you aren't using it.
xv 3.0 has a selection of conversion algorithms which trade off quality
for speed.

By the way, I'm running these on a Sparc IPX under X windows, so its not
simply a "Falcon better than Amiga" thing.

---
Kevin O'Donovan kebab@cix.compulink.co.uk

mebeb@uxb.liverpool.ac.uk

## 472. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 11:03:30 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C7xw1u.AHH@liverpool.ac.uk>
Source record: 22758
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1udm28INNp8g@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
> need--it always must be set to the highest of the requests, needlessly
> slowing down your other, less demanding programs.
>
Not necessarily - there's nothing to stop a program reselecting its own
resolution when it gets a window topped message. For that matter, MultiTos
itslef could probably handle this quite easily.

---
Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

## 473. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 16:52:00 UTC
From: don@chopin.udel.edu
Message-ID: <C7yC6o.Es9@news.udel.edu>
Source record: 22759
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1udol2$1c9@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>In <1udkvrINNp8g@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In <1u5lkc$4s0@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>>: Well, what sort of "blatant, obvious, ass-biting holes in the architecture"
>>: exist in the Falcon?
>>
>>In case the architects weren't sure, the 030 really is a 32-bit
>>architecture.
>>
>
>Yes, that's true. Any other fascinating bits of knowledge no one else here
>knew about you want to share with me? :)
>
>>Does that count as one?
>>
>It does when you consider that out of the box, the Falcon has 16-bit RAM
>in it. But then... ahem... so does the A1200.
>
>*Boink!*

I'm sure I won't be the first to reply to this, but....

BZZZZZT!

The RAM on the 1200 is 32 bit wide. I don't think it's currently possible
to use 16-bit RAM on a 1200 even if you _wanted_ to.

>The only difference is that C= has provided on board connector for 32-bit RAM
>on the 1200. The Atari Falcon can do it (ever heard of TT FastRAM? :) ), and
>the OS will support it.

The difference is that Commodore has provided a 32-bit data bus to
all memory, while the Falcon's is only 16 bits wide (with a 24-bit
expansion connector).

>(there are already expansions to take it up to 128MB of RAM from GESoft...)

Ditto. Many of those expansions for the 1200 also include 50 MHz
68030s, SCSI controllers, etc. Try that on the Falcon's 24-bit expansion
slot...

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

## 474. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 17:19:19 UTC
From: cmedley@wam.umd.edu
Message-ID: <1ug32n$rnp@cville-srv.wam.umd.edu>
Source record: 22760
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C7yC6o.Es9@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>In <1udol2$1c9@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>>In <1udkvrINNp8g@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>>In <1u5lkc$4s0@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>>>: Well, what sort of "blatant, obvious, ass-biting holes in the architecture"
>>>: exist in the Falcon?
>>>
>>>In case the architects weren't sure, the 030 really is a 32-bit
>>>architecture.
>>>
>>
>>Yes, that's true. Any other fascinating bits of knowledge no one else here
>>knew about you want to share with me? :)
>>
>>>Does that count as one?
>>>
>>It does when you consider that out of the box, the Falcon has 16-bit RAM
>>in it. But then... ahem... so does the A1200.
>>
>>*Boink!*
>
> I'm sure I won't be the first to reply to this, but....
>
>BZZZZZT!
>
>The RAM on the 1200 is 32 bit wide. I don't think it's currently possible
>to use 16-bit RAM on a 1200 even if you _wanted_ to.
>
>>The only difference is that C= has provided on board connector for 32-bit RAM
>>on the 1200. The Atari Falcon can do it (ever heard of TT FastRAM? :) ), and
>>the OS will support it.
>
> The difference is that Commodore has provided a 32-bit data bus to
>all memory, while the Falcon's is only 16 bits wide (with a 24-bit
>expansion connector).
>

*Boink!*

El-wrongo. The Falcon's RAM is 32 bits wide to the custom chips, and DSP,
and 16-bits (in the stock configuration) to the CPU (68030). Now, what this
means is that the custom chips and DSP have first priority to the system RAM
much like Amiga chip RAM...

The slot in the Falcon is A24/D16, as you stated....

>>(there are already expansions to take it up to 128MB of RAM from GESoft...)
>
> Ditto. Many of those expansions for the 1200 also include 50 MHz
>68030s, SCSI controllers, etc. Try that on the Falcon's 24-bit expansion
>slot...
>

I remember hearing about the 33mhz 68030 with VMEbus and 128MB of RAM
expansion at the CeBit '93 show. Now, maybe I'm hallucinating, but doesn't
that sound pretty darn impressive considering you think it can't be done? :)

## 475. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 18:47:03 UTC
From: jerry@msi.com
Message-ID: <1993Jun1.184703.16478@sol.ctr.columbia.edu>
Source record: 22761

Warwick Allison (warwick@cs.uq.oz.au) wrote:
:
: For those that haven't seen it, the screens all take the full-width of
: the display, and are presented like windows (except they aren't really,
: since they take up real memory for each screen)
:

Yes, it's pretty neat (although I have doubts about its advantages over a fast high-res screen), but it's nothing new. Atari's 8-bit computers could do the same thing (they had Copper-like hardware back in the '70's). You could set up different resolutions (even text modes) on different parts of the screen.

The Amiga did, however, nicely integrate this capability into the GUI.

: Warwick
--
+-------------------+---------------------------+---------------------------+
| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
| Drummers do it... | Burlington, MA USA | in my book of memories. |
| ... In rhythm! | jerry@msi.com | -- Guns N' Roses |
+-------------------+---------------------------+---------------------------+

# 476. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 20:17:57 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jun1.141757.3892@msus1.msus.edu>
Source record: 22762
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <C7yC6o.Es9@news.udel.edu>, don@chopin.udel.edu (Donald R Lloyd) writes:
>In <1udol2$1c9@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>>In <1udkvrINNp8g@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>>In <1u5lkc$4s0@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>>>: Well, what sort of "blatant, obvious, ass-biting holes in the architecture"
>>>: exist in the Falcon?
>>>
>>>In case the architects weren't sure, the 030 really is a 32-bit
>>>architecture.
>>>
>>
>>Yes, that's true. Any other fascinating bits of knowledge no one else here
>>knew about you want to share with me? :)
>>
>>>Does that count as one?
>>>
>>It does when you consider that out of the box, the Falcon has 16-bit RAM
>>in it. But then... ahem... so does the A1200.
>>
>>*Boink!*
>
> I'm sure I won't be the first to reply to this, but....
>
>BZZZZZT!
>
>The RAM on the 1200 is 32 bit wide. I don't think it's currently possible
>to use 16-bit RAM on a 1200 even if you _wanted_ to.

Oh sure it is. You could design a board to use an 8 bit port to the
system if you wanted to. It would not be a very wise decision, given the
performance constraints involved, but it could be done. However, you are
correct...the A1200 uses a nominal 32 bit port to its RAM resouces.

---------------------------------------
LaMonte Koop -- SCSU Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
-------------------------------------------------------------------------
```

# 477. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-01 20:54:15 UTC
From: umverou0@ccu.umanitoba.ca
Message-ID: <C7ynEG.KsE@ccu.umanitoba.ca>
Source record: 22763
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
>>Does that count as one?
>>
>It does when you consider that out of the box, the Falcon has 16-bit RAM
>in it. But then... ahem... so does the A1200.

What?!? Reading of the Amiga 1200 spec sheet I got from my dealer I read:

under CPU:
32-bit data path
24-bit address space

under memory and expansion:
up to 2 MB 32-bit chip RAM

under Software:
512 KB 32-bit ROM, can support 2 MB

Okay, now since the CHIP ram is 32 bit, and that's all the memory it comes
with, what are you talking about? Did I understand you? Or did I
mis-read something?

_____________________________ _____________________________________________
| Mike Veroukis |"...to touch is to heal |
| umverou0@ccu.umanitoba.ca | to hurt is to steal Mysterious Ways, |
| Winnipeg, Manitoba | if you want to kiss the sky, - U2 |
| Canada (North of the 49th) | better learn how to kneel... |
|____________________________|_____________________________________________|
```

## 478. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 00:02:22 UTC
From: don@chopin.udel.edu
Message-ID: <C7yw3y.G8H@news.udel.edu>
Source record: 22764
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1ug32n$rnp@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>>
>> The difference is that Commodore has provided a 32-bit data bus to
>>all memory, while the Falcon's is only 16 bits wide (with a 24-bit
>>expansion connector).
>>
>
>*Boink!*
>
>El-wrongo. The Falcon's RAM is 32 bits wide to the custom chips, and DSP,
>and 16-bits (in the stock configuration) to the CPU (68030). Now, what this
>means is that the custom chips and DSP have first priority to the system RAM
>much like Amiga chip RAM...

OK, this has since been pointed out to me by several people. The 32-bit
access for the custom chips & DSP should really help things, but cutting down
the CPU's access width to 16 bits will still cause that '030 to seem very
un-'030ish :)

>
>The slot in the Falcon is A24/D16, as you stated....
>
>>>(there are already expansions to take it up to 128MB of RAM from GESoft...)
>>
>> Ditto. Many of those expansions for the 1200 also include 50 MHz
>>68030s, SCSI controllers, etc. Try that on the Falcon's 24-bit expansion
>>slot...
>>
>
>I remember hearing about the 33mhz 68030 with VMEbus and 128MB of RAM
>expansion at the CeBit '93 show. Now, maybe I'm hallucinating, but doesn't
>that sound pretty darn impressive considering you think it can't be done? :)
>
Great, but how does it deal with the RAM on the motherboard? Still
accesses it at 16 bits, I'd imagine, kind of like the old A500/A2000
accelerators did... fast 32-bit RAM on the accelerator card itself, but
everything drops to 16 bits when it goes to the motherboard (which will
happen frequently on the Falcon since the DSP/custom chips need that RAM).
>

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)

BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

# 479. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 00:23:13 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1ugrthINNfmi@uwm.edu>
Source record: 22765
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C7xw1u.AHH@liverpool.ac.uk>, Mr. K. O'Donovan (mebeb@liverpool.ac.uk) wrote:
: Not necessarily - there's nothing to stop a program reselecting its own
: resolution when it gets a window topped message. For that matter, MultiTos
: itslef could probably handle this quite easily.

Call me biased, but having the resolution change every time I select a
new window isn't a good solution either. :)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 480. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 04:23:49 UTC
From: cmedley@wam.umd.edu
Message-ID: <1uha0l$76d@cville-srv.wam.umd.edu>
Source record: 22766
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>>> Ditto. Many of those expansions for the 1200 also include 50 MHz
>>>68030s, SCSI controllers, etc. Try that on the Falcon's 24-bit expansion
>>>slot...
>>>
>>
>>I remember hearing about the 33mhz 68030 with VMEbus and 128MB of RAM
>>expansion at the CeBit '93 show. Now, maybe I'm hallucinating, but doesn't
>>that sound pretty darn impressive considering you think it can't be done? :)
>>
> Great, but how does it deal with the RAM on the motherboard? Still
>accesses it at 16 bits, I'd imagine, kind of like the old A500/A2000
>accelerators did... fast 32-bit RAM on the accelerator card itself, but
>everything drops to 16 bits when it goes to the motherboard (which will
>happen frequently on the Falcon since the DSP/custom chips need that RAM).
>>

Well, the custom chips are accessing the 14MB addressable on the motherboard
via 32-bits. The CPU only accesses that memory in 16 bit chunks at a time.
Any FastRAM added, the CPU would churn along 32-bits at a time.

So basically, it would function identically to the A1200 (and this is the
iffy part) *if* there is "TT RAM" installed. How to go about doing that
involves getting a 3rd party expansion that, while it already exists,
is not the "path" Atari wants its users to follow. The A1200 has
a distinct advantage in that C= expressly placed a 32-bit slot for
this purpose.

However, if it can be done... :) it will be done :) slot or not. :)

<and it has been done... making this discussion a lot more interesting!>

## 481. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 04:25:33 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.738995133@DMI.USherb.CA>
Source record: 22775
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
-> xv 3.0 has a selection of conversion algorithms which trade off quality
-> for speed.

XV is an *EXCELLENT* program !!!

It will be very cool to see it on Amiga (or Falcon? Whatever ...).

;-)

Bye!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA
```

## 482. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 04:30:08 UTC
From: cmedley@wam.umd.edu
Message-ID: <1uhacg$7fi@cville-srv.wam.umd.edu>
Source record: 22767
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C7ynEG.KsE@ccu.umanitoba.ca> umverou0@ccu.umanitoba.ca (Michael Veroukis) writes:
>>>Does that count as one?
>>>
>>It does when you consider that out of the box, the Falcon has 16-bit RAM
>>in it. But then... ahem... so does the A1200.
>
> What?!? Reading of the Amiga 1200 spec sheet I got from my dealer I read:
>
>under CPU:
> 32-bit data path
> 24-bit address space
>

Ok, this is great... but... The question of the week has to do with, does the Amiga CPU have full 32-bit access to chip RAM? If so, does this increase or decrease contention between custom chips and the CPU? This is something I'm curious about, as someone offered up the explanation to me that accesses by the CPU and custom chips on the Falcon to RAM could be "interleaved" more efficiently by limiting the CPU to a 16-bit bus to RAM that the chips can touch... whether this is true, I don't know... any sys. arch. people wanna throw out some real world numbers on this?

>under memory and expansion:
> up to 2 MB 32-bit chip RAM
>

Ironically.. you could say the Falcon has up to 14MB of chip RAM. :)
Of course, all that means is that all the non-TT RAM would be wait-stated. :(

## 483. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 04:30:20 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.738995420@DMI.USherb.CA>
Source record: 22776
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
-> I don't think it's currently possible to use 16-bit RAM on a 1200 even
-> if you _wanted_ to.

Yes, it's possible if you use PCMCIA memory card ...

... oh, is it possible to use PCMCIA cards on Falcon ??

Bye!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA
```

# 484. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 04:31:11 UTC
From: cmedley@wam.umd.edu
Message-ID: <1uhaef$7go@cville-srv.wam.umd.edu>
Source record: 22768
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1ugrthINNfmi@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <C7xw1u.AHH@liverpool.ac.uk>, Mr. K. O'Donovan (mebeb@liverpool.ac.uk) wrote:
>: Not necessarily - there's nothing to stop a program reselecting its own
>: resolution when it gets a window topped message. For that matter, MultiTos
>: itslef could probably handle this quite easily.
>
>Call me biased, but having the resolution change every time I select a
>new window isn't a good solution either. :)
>

Then judging form the description of RTG... you won't be adding a graphics
card to your Amiga and pressing Amiga-M or N to switch screens very
frequently. :)

## 485. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 05:18:31 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1uhd77INNi10@uwm.edu>
Source record: 22769
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1uhacg$7fi@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: Ok, this is great... but... The question of the week has to do with, does
: the Amiga CPU have full 32-bit access to chip RAM? If so, does this

Yes.

: increase or decrease contention between custom chips and the CPU? This
: is something I'm curious about, as someone offered up the explanation to me
: that accesses by the CPU and custom chips on the Falcon to RAM could be
: "interleaved" more efficiently by limiting the CPU to a 16-bit bus to
: RAM that the chips can touch... whether this is true, I don't know... any
: sys. arch. people wanna throw out some real world numbers on this?

Eh. It's pretty imaginary. If they really needed the fetches, they
could have gone to page-mode, and do what the Amiga does now: Access
64-bits at a time, two 32-bit longwords; one through normal access, the
next through page-mode access.

: Ironically.. you could say the Falcon has up to 14MB of chip RAM. :)
: Of course, all that means is that all the non-TT RAM would be wait-stated. :(

Yup.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 486. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 05:19:36 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1uhd98INNi10@uwm.edu>
Source record: 22770
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1uhaef$7go@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: >Call me biased, but having the resolution change every time I select a
: >new window isn't a good solution either. :)

: Then judging form the description of RTG... you won't be adding a graphics
: card to your Amiga and pressing Amiga-M or N to switch screens very
: frequently. :)

No; come come, now; the idea of my monitor resyncing to a different size
every time I activate a new window on a single screen is a whole lot
different than the idea of changing screens. :)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 487. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 05:23:26 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993Jun02.052326.621764@sue.cc.uregina.ca>
Source record: 22773
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <C7w7sw.35z@world.std.com> azog@world.std.com (azog) writes:
>jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:
>
>>In article <C7uqF9.4qp@world.std.com> azog@world.std.com (azog) writes:
>>> If I understand this thread so far, all your saying is that you can have a
>>> screen, where one window is one rez, and another window is another rez.
>>> The Amiga aint the only one that can do that.
>
>>For $300?
>
>Oh come now, of course not for $300.
>
>Of course, the SPARC will chew the Amiga up and spit it out. My point
>is that the quote 'the amiga is the *only* computer that can do
>this', is that its false.
I really don't care about the resolutions of Atari vs Amiga, but don't tell
me that a crap SPARC Classic can chew anything. It's a slow, lousy machine.
I know you did not mention a Classic, but it's a SPARC and it sucks.
Actually it does not even suck. It just sits there grinding away getting
Eunuchs (Sys V) to log you in. Bleah.

## 488. A new computer can't make it.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 05:38:50 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1993Jun2.053850.1888@cc.umontreal.ca>
Source record: 22772

To put it bluntly:

Based on the attitudes of many people I talk to every now and again, I have
a feeling that ANY new computer, released by ANY company, no matter how
fast and powerful the product is, if it is not "IBM compatible" or cannot
run Windows/OS.2/NT, it won't be a big seller. PERIOD. The masses won't
go for it. (same goes for apple products)

My point: It is obviously naive to think the Falcon or any Amiga will
ever become nearly as popular as PC's are now. Not even close.

Paraphrased: Don't feel bad that Atari has the Tramiels in charge,
or that the falcon ought to have 27 DSP's, 36 math coprocessors,
350 megs of 64-bit ram, and have come out last year.
Even if it did, and people ten times as smart (yes, 10 x 0 = 0,
but I digress..) were at the head of Atari, it still wouldn't
do to well, I fear.

Remember: Coors light is popular. "The Silver Bullet"

---
Go ahead, flame my day. I'm only stating an opinion, which may change if you
show me the error of my ways.
--
"When the cat's away, the mice will play Nethack" kosmatoo@jsp.umontreal.ca
/--- /---/ /___ /---/ --/-- /--- `/--- / / /----
/ /___/ /___/ /___/ / ___/ / __/ ___/ We R the robots
Odisseas Kosmatos G-Code: GCS/M d-- p--- c+++ l- (PC ---) m+ s g+ w++ t+ r

## 489. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 05:53:25 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Jun2.055325.25044@ugle.unit.no>
Source record: 22771
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1uhaef$7go@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
> In article <1ugrthINNfmi@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
> >In article <C7xw1u.AHH@liverpool.ac.uk>, Mr. K. O'Donovan (mebeb@liverpool.ac.uk)
wrote:
> >: Not necessarily - there's nothing to stop a program reselecting its own
> >: resolution when it gets a window topped message. For that matter, MultiTos
> >: itslef could probably handle this quite easily.
> >
> >Call me biased, but having the resolution change every time I select a
> >new window isn't a good solution either. :)
>
> Then judging form the description of RTG... you won't be adding a graphics
> card to your Amiga and pressing Amiga-M or N to switch screens very
> frequently. :)

Hmm, well, there IS a difference... Consider a window smaller than the
entire screen which wants to have its own resolution. When that's in front,
the system resolution changes... But what happens to the display behind the
window? Do all the other windows resize to accomodate the smaller (say)
display, or do you just see the parts of them that actually fit on the
screen?
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--|miga: Just say yes. | Disclaimer: Pbbbbbbbbth!
\X/ | | Save the whalers!

# 490. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 08:19:42 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1uhnqu$1kgi@info2.rus.uni-stuttgart.de>
Source record: 22774
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993May31.224145.16767@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> False. A decently equipped A1200 is only around $1,000 (this includes 2 megs
>fast ram, 25Mhz 68881 FPU, internal clock and a 40Meg+ (60?) hardisk). This price
>is still lower than the Falcon's and by FAR lower than a Centris 610.

Aehem... 2 Mb (of your beloved fast-) RAM is not enough.
40 Mb Harddisk is too small.
68881...hm. Why not a 68882 (the 68882 with 16Mhz is faster than a
25MHz-68881!).
Internal Clock... that's great! But, every Computer has one today.
I bet the DSP-Card will cost over $500...
And we haven't even talked about that cheap 68020-clone in the A1200.
So, if you are able of calculating...

One more: the Falcon adress bus is 24bit wide not 16bit...

Ciao, Heiko.

## 491. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 12:08:56 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <C7ztqx.8uL@dcs.ed.ac.uk>
Source record: 22779

In article <1993Jun01.081541.16734@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> In article <13685@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> |> X>It does when you consider that out of the box, the Falcon has 16-bit RAM
> |> X>in it. But then... ahem... so does the A1200.
> |>
> |>
> |> YAWN.
> |>
> |> Both Falcon and A1200 have 32-bit RAM.
> |> Both Falcon and A1200 have 32-bit video/chip hardware access to RAM.
> |> Falcon has 16-bit CPU access to RAM. A1200 has 16-bit CPU access to RAM.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> /
> >>> WHICH FOR THE nTH TIME-> IS NOT TRUE.
>
> ALL RAM IN THE A1200 IS 32-BIT, GET IT?
> YES, THIS INCLUDES THE STOCK CHIP RAM ONLY A1200!
>
> |>
> |>
> |> That's the facts, Jack.
>
> Wroooooooooooooong facts dude!
>
> |>
> |> --
> |> Warwick
> |> _-_|\ warwick@cs.uq.oz.au /
> |> / * <-- Computer Science Department, /
> |> _.-._/ University of Queensland, / How now, Tao cow?
> |> v Brisbane, Australia. /
>
> --
> -------------------------------------
> Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
> in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
> CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
> >>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFAAAAAAAAAST!!!!
> *don't e-mail me* -> I don't have a valid address nor can I send e-mail
>
>
Well, the facts are: you're all wrong
The Falcon has 64-bit memory and runs at 50GHz backwards with both joysticks

tied behind it's back with 2^48 colours on screen at once at 1024x768 pixels. It also comes with free 25 inch colour monitor, 10Gb Hard disk, CD-ROM drive, Tape backup drive and 32-bit DMA 88KHz quadraphonic surround sound. All for only $799 or 999 quid in the UK (due to bugs in Atari's exchange rate program)

The A1200 however, has 2-bit memory (in every sense of the phrase), and is complete rubbish to be totally dimissed without a thought

This is the most silly Newsgroup I've ever come across - but then I haven't seen the other advocacy ones yet...

--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
"I am not ashamed of the Gospel of Jesus Christ, because it is the
power of God for the salvation of everyone who believes." Rom 1:16
--

## 492. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 12:11:30 UTC
From: don@chopin.udel.edu
Message-ID: <C7ztv6.Hwz@news.udel.edu>
Source record: 22777
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1uha0l$76d@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>
>Well, the custom chips are accessing the 14MB addressable on the motherboard
>via 32-bits. The CPU only accesses that memory in 16 bit chunks at a time.
>Any FastRAM added, the CPU would churn along 32-bits at a time.

Does the Falcon use the caches & burst mode of the '030? Seems to me
this would be a bit difficult (but not impossible) when the CPU is sharing
memory with other parts of the system. I hope it does; otherwise CPU
bound tasks won't be much faster than on a 68000-based machine...

-Don (Still watching for a Falcon to show up near me so I can try it out)

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

## 493. DeskTracker Questionnaire

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 12:32:32 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jun2.133232@cs.bham.ac.uk>
Source record: 22780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hi!

Now that DeskTracker has been on various FTP sites for quite a while, I wonder whether those of you who have tried it could just hit reply and stick some answers to the question below..?

Which FTP site did you use?

Which version of dtmt did you get?
[there have been 3]

When did you get it?

Did you keep it or delete it?

Either way, why?

Any suggestions for new versions?

In case you're wondering, a new version will be realeased in about a months time, with the following features:

o All-in-one ACCessory (no auto folder program)
o Changable Oscillo and Analysis window sizes
o Settings can be saved to the dtmt.inf file
o Automatically works on a Falcon!
o Total size of files down from 55K to 45K
o Several bug fixes

And possibly
? Drag icons to ACC window under MTOS
? STfm version

Thanks for your time!

David.
.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Maastricht Treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

## 494. Re: A new computer can't make it.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 12:33:38 UTC
From: glens@natinst.com
Message-ID: <1ui6n2$m1e@falcon.natinst.com>
Source record: 22778

In article <1993Jun2.053850.1888@cc.umontreal.ca> kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:

>My point: It is obviously naive to think the Falcon or any Amiga will
> ever become nearly as popular as PC's are now. Not even close.

Why must a new computer even need to be anywhere near as popular
as the PC to be a success? I think it is possible to be successful without
being 'number 1'.

---
"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com
---

## 495. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 15:25:06 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun2.152506.14483@apgea.army.mil>
Source record: 22781
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <1u5lmn$4uc@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>In article <1u5ktiINNnj7@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article <1u5feo$r95@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>>: Ummmmmm... if the JPG was originally a GIF that had been converted, of course
>>: it would look the same in 256 color mode. :)
>>
>>No, it wouldn't. It would look like hell ran over it in a pickup truck.
>>The two would be totally different, because JPEG stores things in 24-bits
>>of color information, and GIFs are 8-bits deep. Ever see JPEG-compressed
>>GIFs? They're hideous, and they never turn out the same way twice.
>
>That's funny... the JPG images I have have done well. These are all
>digitized images in 256 colors.
>
>Perhaps I have a magic touch? :)

Well it depends on what program you use to compress and uncompress. In dos,
I found Alchemy does quite well. And in Windows, Paint Shop pro. I have yet
to test out the one for os/2. Not sure about other systems.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I"Never wrestle a NT user. You both get dirty, and the NT user I
I likes it." -- unknown I
I "I have seen the truth, and it is OS/2" -- me I
+---------------------------------------------------------------------+
```

## 496. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 17:10:03 UTC
From: cmedley@wam.umd.edu
Message-ID: <1uimtb$cup@cville-srv.wam.umd.edu>
Source record: 22782
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1uhnqu$1kgi@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>
>One more: the Falcon adress bus is 24bit wide not 16bit...
>
>Ciao, Heiko.
>

I sure hope so, otherwise I'd think the Tramiel's were having flashbacks
and making the Falcon 64. :) With a whopping 64k of RAM. :)

## 497. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 17:10:04 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun02.171004.6864@rchland.ibm.com>
Source record: 22788
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <1ug32n$rnp@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
|> In article <C7yC6o.Es9@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
|> >In <1udol2$1c9@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
|> >>In <1udkvrINNp8g@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> >>>In <1u5lkc$4s0@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
|> >>>: Well, what sort of "blatant, obvious, ass-biting holes in the architecture"
|> >>>: exist in the Falcon?
|> >>>
|> >>>In case the architects weren't sure, the 030 really is a 32-bit
|> >>>architecture.
|> >>>
|> >>
|> >>Yes, that's true. Any other fascinating bits of knowledge no one else here
|> >>knew about you want to share with me? :)
|> >>
|> >>>Does that count as one?
|> >>>
|> >>It does when you consider that out of the box, the Falcon has 16-bit RAM
|> >>in it. But then... ahem... so does the A1200.
|> >>
|> >>*Boink!*
|> >
|> > I'm sure I won't be the first to reply to this, but....
|> >
|> >BZZZZZT!
|> >
|> >The RAM on the 1200 is 32 bit wide. I don't think it's currently possible
|> >to use 16-bit RAM on a 1200 even if you _wanted_ to.
|> >
|> >>The only difference is that C= has provided on board connector for 32-bit RAM
|> >>on the 1200. The Atari Falcon can do it (ever heard of TT FastRAM? :) ), and
|> >>the OS will support it.
|> >
|> > The difference is that Commodore has provided a 32-bit data bus to
|> >all memory, while the Falcon's is only 16 bits wide (with a 24-bit
|> >expansion connector).
|> >
|>
|>
|> *Boink!*
|>
|> El-wrongo. The Falcon's RAM is 32 bits wide to the custom chips, and DSP,
|> and 16-bits (in the stock configuration) to the CPU (68030). Now, what this
```

|> means is that the custom chips and DSP have first priority to the system RAM
|> much like Amiga chip RAM...

But the difference (unlike the Amiga) is that the CPU in the Falcon accesses the memory 16-bits at a time, making the CPU run slower, not to mention that it will slow down even further when there is video-bus contention.

|> The slot in the Falcon is A24/D16, as you stated....
|>
|> >>(there are already expansions to take it up to 128MB of RAM from GESoft...)
|> >
|> > Ditto. Many of those expansions for the 1200 also include 50 MHz
|> >68030s, SCSI controllers, etc. Try that on the Falcon's 24-bit expansion
|> >slot...
|> >
|>
|> I remember hearing about the 33mhz 68030 with VMEbus and 128MB of RAM
|> expansion at the CeBit '93 show. Now, maybe I'm hallucinating, but doesn't
|> that sound pretty darn impressive considering you think it can't be done? :)

Well, perhaps there are more things behind those scenes (and look that I said perhaps) like maybe the expansion won't be as efficient as it could. Maybe that expansion is like the A2000 expansions-> has its own 'computer on a single board' but when it has to communicate again to the computer for the hardisk/diskdrive/ parallel port/graphics/sounds it slows down a lot- it has to talk to a 16-bit bus again.

---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 498. Prices, the real story.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 17:13:12 UTC
From: neurom@u.washington.edu
Message-ID: <1uin38INNqkg@news.u.washington.edu>
Source record: 22783

Okay, I've done a little research and come up w/ these prices. These are street prices as I've seen them, so _please_ don't go flaming me if there's a problem. I've tried to configure both systems as closely as possible, as far as peripherals go. I'm not going to try and up the Falcon's video or the 1200's audio, and, although I _really_ should upgrade the A1200's processor, the only one I have is a 50MHz 030, and that is a bit overkill.

A-1200 Falcon030
Main CPU $599 $1,299
4 Megs RAM $110 N/A
85 Meg Hard Drive $279 N/A*
IDE Connector, Internal N/A N/A
SCSI-II Controller $99** N/A
68881/2 Socket \
Battery Clock >$189** N/A
RF Output N/A N/A
RGB/VGA Output N/A*** N/A
Decent Mouse ;) N/A**** $24
Decent Multisync $599& $599&
Totals: 1,880 1,924

So, as you see, they're just about the same machine for just about the same price. Now, since these are complete systems, for about $1,900, does anybody want to buy a 486 from me for the same price? ;) Sad, but true.

Notes:
* Yes, I know the configuration listed was a 65 meg Hard Drive, but, it is hard/impossible to find 65 meg hard drives (85's too, for that matter), and some/all Falcons that just shipped to consumers shipped w/ 85 meggers.
** This is a guess. I couldn't get the price of the GVP SCSI+RAM, so I used a guestimated price of the SCSI controller, and stuck on the price of the MBX-1200z from Microbotics. If I'm _way_ off base here, please point it out.
*** Interesting note, the A1200/A4000 need the same adapter to hook to a Multisync/VGA monitor, but the A1200 doesn't come w/ one, only the A4000. Hmmm.... (I ommitted the price of this adapter ($20), because the Commodore 1960 monitor comes w/ one.)
**** Hey, the 1200's mouse is nice, the Falcons....
& I assumed MultiSync so you could get everything out of it video wise. You could run either off your TV, so __PLEASE__ don't make this a point of controversy.
!@#$% These prices are what I have found out from talking to people, and for what I sell things for. If I'm really off base on something, please E-Mail me (once) and I will either answer you if I think you may be right, or I'll just ignore you.

--Neuromancer

## 499. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 17:54:21 UTC
From: cmedley@wam.umd.edu
Message-ID: <1uipgd$fog@cville-srv.wam.umd.edu>
Source record: 22784
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <huots00.738995420@DMI.USherb.CA> huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:
> -> I don't think it's currently possible to use 16-bit RAM on a 1200 even
> -> if you _wanted_ to.
>
>Yes, it's possible if you use PCMCIA memory card ...
>
>... oh, is it possible to use PCMCIA cards on Falcon ??
>
>Bye!

Nope... hey, could you plug up a SCSI-2 disk to your stock A120?
These are two *very* different approaches in computer design.

(and it appears everyone in *.advocacy thinks one is "right" and other is
"wrong" :) )

## 500. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 18:27:57 UTC
From: laird@think.com
Message-ID: <1uirfdINNjcv@early-bird.think.com>
Source record: 22785
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1uhnqu$1kgi@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>In article <1993May31.224145.16767@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>> False. A decently equipped A1200 is only around $1,000 (this includes 2 megs
>>fast ram, 25Mhz 68881 FPU, internal clock and a 40Meg+ (60?) hardisk). This price
>>is still lower than the Falcon's and by FAR lower than a Centris 610.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

How much of an achievement is it that a 2 Mb RAM machine with a sub-VGA display and a 68020 is less expensive than a machine with a 68040, which normally ships with 4-8 Mb RAM, SCSI, and can drive up to a 16" monitor at 16-bits of color resolution, or a two page monochrome monitor. Sure, and they're both "by FAR lower than" an SGI Crimson. So? The frightening thing is that for not much more than the price of the A1200, you can get a Mac LC III, with a 25 MHz '030, and have SCSI, toss on a cheap VGA monitor and get 16-bit color, and have a cool little machine that you can actually buy software for in stores.

Not that I have anything against the A1200 (aside from the brain-dead use of IDE instead of SCSI). Heck, I own an A2000... But mindless flaming just makes us Amiga owners look bad. Commodore has to complete in a rather up-hill battle against bad distribution, lack of software support, and negative momentum. Of course (this being the atari.advocacy group) Atari is, if anything, actually worse off than Commodore.

>Aehem... 2 Mb (of your beloved fast-) RAM is not enough.
> 40 Mb Harddisk is too small.
> 68881...hm. Why not a 68882 (the 68882 with 16Mhz is faster than a
> 25MHz-68881!).
> Internal Clock... that's great! But, every Computer has one today.
> I bet the DSP-Card will cost over $500...
> And we haven't even talked about that cheap 68020-clone in the A1200.
>So, if you are able of calculating...
>
>One more: the Falcon adress bus is 24bit wide not 16bit...

It's amazingly unlikely that the Falcon has a 24-bit data bus. Perhaps the address bus?

>
>Ciao, Heiko.
>

## 501. Re: A new computer can't make it.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 19:25:13 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Jun2.192513.13090@ugle.unit.no>
Source record: 22786

In article <1ui6n2$m1e@falcon.natinst.com>, glens@natinst.com (Glen Sescila) writes:
> In article <1993Jun2.053850.1888@cc.umontreal.ca> kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>
> >My point: It is obviously naive to think the Falcon or any Amiga will
> > ever become nearly as popular as PC's are now. Not even close.
>
> Why must a new computer even need to be anywhere near as popular
> as the PC to be a success? I think it is possible to be successful without
> being 'number 1'.

What do PCs have to do with computers anyway?

;)

> exact opposites. InterNet: glens@falcon.natinst.com
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--|miga: Just say yes. | Disclaimer: Pbbbbbbbbth!
\X/ | | Save the whalers!

## 502. Re: A new computer can't make it.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 19:51:34 UTC
From: neurom@u.washington.edu
Message-ID: <1uj0c6INNjt@news.u.washington.edu>
Source record: 22787

In article <1993Jun2.192513.13090@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
> In article <1ui6n2$m1e@falcon.natinst.com>, glens@natinst.com (Glen Sescila) writes:
> > In article <1993Jun2.053850.1888@cc.umontreal.ca> kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
> >
>
> What do PCs have to do with computers anyway?
>
> ;)
>

Amiga User, Atari User, that statement defines them both....

--Neuromancer
neurom@u.washington.edu

## 503. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 20:18:24 UTC
From: jerry@msi.com
Message-ID: <1993Jun2.201824.21014@sol.ctr.columbia.edu>
Source record: 22789
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Can *anyone* describe the layout of the Chip RAM on an A1200 or A4000 mainboard? That is, I'd like to know what capacity chips (and how many of them) are used. Thanks.

--


+------------------+---------------------------+--------------------------+
| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
| Drummers do it... | Burlington, MA USA | in my book of memories. |
| ... In rhythm! | jerry@msi.com | -- Guns N' Roses |
+------------------+---------------------------+--------------------------+

# 504. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 20:30:42 UTC
From: cmedley@wam.umd.edu
Message-ID: <1uj2li$poh@cville-srv.wam.umd.edu>
Source record: 22790
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun02.171004.6864@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> Well, perhaps there are more things behind those scenes (and look that I said
>perhaps) like maybe the expansion won't be as efficient as it could. Maybe that
>expansion is like the A2000 expansions-> has its own 'computer on a single board'
>but when it has to communicate again to the computer for the hardisk/diskdrive/
>parallel port/graphics/sounds it slows down a lot- it has to talk to a 16-bit
>bus again.
>

That's a lot of maybe's for a post by you. :)

## 505. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 20:41:22 UTC
From: rjc@hal.gnu.ai.mit.edu
Message-ID: <1uj39i$1kiu@hal.gnu.ai.mit.edu>
Source record: 22791
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun2.201824.21014@sol.ctr.columbia.edu> jerry@msi.com (Jerry Shekhel) writes:
>Can *anyone* describe the layout of the Chip RAM on an A1200 or A4000
>mainboard? That is, I'd like to know what capacity chips (and how many of
>them) are used. Thanks.

This is just speculation, but I bet they are 1meg x 4. Many people
have said that there are 4 of them (two banks), and I find it unlikely
that they used 512k x 8. Commodore has used 1meg x 4's in the past
(like in the A3000).

>--
>+------------------+---------------------------+--------------------------+
>| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
>| Drummers do it... | Burlington, MA USA | in my book of memories. |
>| ... In rhythm! | jerry@msi.com | -- Guns N' Roses |
>+------------------+---------------------------+--------------------------+

## 506. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 21:11:40 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun02.211140.15700@rchland.ibm.com>
Source record: 22793
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1uhnqu$1kgi@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
|> In article <1993May31.224145.16767@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> > False. A decently equipped A1200 is only around $1,000 (this includes 2 megs
|> >fast ram, 25Mhz 68881 FPU, internal clock and a 40Meg+ (60?) hardisk). This price
|> >is still lower than the Falcon's and by FAR lower than a Centris 610.
|>
|> Aehem... 2 Mb (of your beloved fast-) RAM is not enough.
^^^

--
---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 507. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 22:04:45 UTC
From: jerry@msi.com
Message-ID: <1993Jun2.220445.23718@sol.ctr.columbia.edu>
Source record: 22792
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
Ray (rjc@hal.gnu.ai.mit.edu) wrote:
:
: This is just speculation, but I bet they are 1meg x 4. Many people
: have said that there are 4 of them (two banks), and I find it unlikely
: that they used 512k x 8. Commodore has used 1meg x 4's in the past
: (like in the A3000).
:

This sounds likely. However, if this is the case, you have 4 chips, each
with 4 wires coming out of it, and my next question is, how can you directly
connect a 32-bit CPU data path to 16 wires? Sounds like 16-bit access to
me...
--
+------------------+---------------------------+--------------------------+
| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
| Drummers do it... | Burlington, MA USA | in my book of memories. |
| ... In rhythm! | jerry@msi.com | -- Guns N' Roses |
+------------------+---------------------------+--------------------------+
```

# 508. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 22:22:13 UTC
From: njale@dhhalden.no
Message-ID: <njale.121.739059733@dhhalden.no>
Source record: 22794
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun2.201824.21014@sol.ctr.columbia.edu> jerry@msi.com (Jerry Shekhel) writes:
>From: jerry@msi.com (Jerry Shekhel)
>Subject: Re: ATARI! HA!
>Date: Wed, 2 Jun 1993 20:18:24 GMT
>Can *anyone* describe the layout of the Chip RAM on an A1200 or A4000
>mainboard? That is, I'd like to know what capacity chips (and how many of
>them) are used. Thanks.
>--

Guess noone will bother. Everyone knows your sole interest in this is to
find a fault you can flame about.

NjE

## 509. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 23:13:51 UTC
From: jerry@msi.com
Message-ID: <1993Jun2.231351.25482@sol.ctr.columbia.edu>
Source record: 22795
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
NJAL EIDE (njale@dhhalden.no) wrote:
:
: >Can *anyone* describe the layout of the Chip RAM on an A1200 or A4000
: >mainboard? That is, I'd like to know what capacity chips (and how many of
: >them) are used. Thanks.
:
: Guess noone will bother. Everyone knows your sole interest in this is to
: find a fault you can flame about.
:

Are you worried that an answer to my question may reveal a fault with the
Amiga?

: NjE
--
+-------------------+----------------------------+---------------------------+
| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
| Drummers do it... | Burlington, MA USA | in my book of memories. |
| ... In rhythm! | jerry@msi.com | -- Guns N' Roses |
+-------------------+----------------------------+---------------------------+
```

## 510. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-02 23:22:27 UTC
From: andrey@cco.caltech.edu
Message-ID: <1ujcnjINNqbm@gap.caltech.edu>
Source record: 22796
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

jerry@msi.com (Jerry Shekhel) writes:

>This sounds likely. However, if this is the case, you have 4 chips, each
>with 4 wires coming out of it, and my next question is, how can you directly
>connect a 32-bit CPU data path to 16 wires? Sounds like 16-bit access to
>me...

I'm no C= engineer, but I can read a schematic. According to
the plans that came with my A3000, the chips are 256Kb x 4, 120
ns access times. There are 16 slots for them, and the bus to them
is 32-bits (two banks of 8 chips).

--Andre
(who wonders why people just don't read their documentation)

--
Andre Yew andrey@cco.caltech.edu (131.215.139.2)

## 511. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 00:55:15 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jun2.185516.3906@msus1.msus.edu>
Source record: 22797
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun2.220445.23718@sol.ctr.columbia.edu>, jerry@msi.com (Jerry Shekhel) writes:
>Ray (rjc@hal.gnu.ai.mit.edu) wrote:
>:
>: This is just speculation, but I bet they are 1meg x 4. Many people
>: have said that there are 4 of them (two banks), and I find it unlikely
>: that they used 512k x 8. Commodore has used 1meg x 4's in the past
>: (like in the A3000).
>:
>
>This sounds likely. However, if this is the case, you have 4 chips, each
>with 4 wires coming out of it, and my next question is, how can you directly
>connect a 32-bit CPU data path to 16 wires? Sounds like 16-bit access to
>me...

The organization is listed as being 512K x 32. I have not personally used monolithic parts of this density in my work, but I have utilized and designed modules to make a similar setup.
Now, the A1200 does indeed use a 32 bit port to CHIP RAM for the CPU. I have done timing tests on its RAM, as well as similar tests on 16 bit ported arrangements and they all indicate a 32 bit port on the A1200. (The tests were not done for this purpose, but their results are important here apparently) Normally with a 16 bit port and no cache interaction you see about a 50% or greater reduction in bus efficiency for a 68020 (assuming a clock which is the same as the CPU) over a 32 bit port. This was not evident on the A1200 which responded with timing indicative of a full 32 bit port to RAM.
Personally, I don't see the reason why you started this particular mode of questioning. It seems to be very much argumentative, and not at all useful in the line of conversation being held. Atari does not claim the RAM on the Falcon has a 32 bit port to the CPU erroneously...its is factually reported as 16 bit. The A1200's RAM reported as being ported to the CPU with a 32 bit data path, and this is not an erronous statement either, but rather a simple statement of its architecture.

---
LaMonte Koop -- SCSU Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
---

## 512. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 01:42:18 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun03.014218.28947@rchland.ibm.com>
Source record: 22798
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1uj2li$poh@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
|> In article <1993Jun02.171004.6864@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> > Well, perhaps there are more things behind those scenes (and look that I said
|> >perhaps) like maybe the expansion won't be as efficient as it could. Maybe that
|> >expansion is like the A2000 expansions-> has its own 'computer on a single board'
|> >but when it has to communicate again to the computer for the hardisk/diskdrive/
|> >parallel port/graphics/sounds it slows down a lot- it has to talk to a 16-bit
|> >bus again.
|> >
|>
|> That's a lot of maybe's for a post by you. :)

:-) OK, then let's claim definitively *if* the external bus connector datapath
is 16 bits... :-)

|>
|>

--
---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 513. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 01:47:51 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun03.014751.22681@rchland.ibm.com>
Source record: 22799
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun2.220445.23718@sol.ctr.columbia.edu>, jerry@msi.com (Jerry Shekhel) writes:
|> Ray (rjc@hal.gnu.ai.mit.edu) wrote:
|> :
|> : This is just speculation, but I bet they are 1meg x 4. Many people
|> : have said that there are 4 of them (two banks), and I find it unlikely
|> : that they used 512k x 8. Commodore has used 1meg x 4's in the past
|> : (like in the A3000).
|> :
|>
|> This sounds likely. However, if this is the case, you have 4 chips, each
|> with 4 wires coming out of it, and my next question is, how can you directly
|> connect a 32-bit CPU data path to 16 wires? Sounds like 16-bit access to
|> me...

Why 4 wires Jerry? God, are you skeptic or what....

|> --
|> +------------------+---------------------------+--------------------------+
|> | JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
|> | Drummers do it... | Burlington, MA USA | in my book of memories. |
|> | ... In rhythm! | jerry@msi.com | -- Guns N' Roses |
|> +------------------+---------------------------+--------------------------+

IT'S 32-bit!

'nuf said

---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 514. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 01:55:54 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun03.015554.8423@rchland.ibm.com>
Source record: 22800
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun2.231351.25482@sol.ctr.columbia.edu>, jerry@msi.com (Jerry Shekhel) writes:
|> NJAL EIDE (njale@dhhalden.no) wrote:
|> :
|> : >Can *anyone* describe the layout of the Chip RAM on an A1200 or A4000
|> : >mainboard? That is, I'd like to know what capacity chips (and how many of
|> : >them) are used. Thanks.
|> :
|> : Guess noone will bother. Everyone knows your sole interest in this is to
|> : find a fault you can flame about.
|> :
|>
|> Are you worried that an answer to my question may reveal a fault with the
|> Amiga?

I guess he's not. I am not. I know the A1200/4000 or AGA for that matter provide for 32-bit access to memory. And your persistence shows just how skeptic you are, than hints at the possibility that if someone answer, you still won't believe in the answer.

|>
|> : NjE
|> --
|> +------------------+---------------------------+-------------------------+
|> | JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
|> | Drummers do it... | Burlington, MA USA | in my book of memories. |
|> | ... In rhythm! | jerry@msi.com | -- Guns N' Roses |
|> +------------------+---------------------------+-------------------------+

--
---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 515. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 02:46:44 UTC
From: cmedley@wam.umd.edu
Message-ID: <1ujomk$hdj@cville-srv.wam.umd.edu>
Source record: 22801
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun03.014218.28947@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <1uj2li$poh@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
>|> In article <1993Jun02.171004.6864@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>|> > Well, perhaps there are more things behind those scenes (and look that I said
>|> >perhaps) like maybe the expansion won't be as efficient as it could. Maybe that
>|> >expansion is like the A2000 expansions-> has its own 'computer on a single board'
>|> >but when it has to communicate again to the computer for the hardisk/diskdrive/
>|> >parallel port/graphics/sounds it slows down a lot- it has to talk to a 16-bit
>|> >bus again.
>|> >
>|>
>|> That's a lot of maybe's for a post by you. :)
>
> :-) OK, then let's claim definitively *if* the external bus connector datapath
>is 16 bits... :-)

Ummmm.. who says it goes in the 16-bit slot? (which would only address 16MB of RAM as it is 24 bit address as well)

:)

## 516. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 09:45:49 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1ukh8d$adi@info2.rus.uni-stuttgart.de>
Source record: 22802
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun02.211140.15700@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>|> 40 Mb Harddisk is too small.
>
> I said 40+ I think you can get a 60 meg now-> I'll check it.

...and in Germany are rumors that the Falcon 030 will soon be sold for less than $1300...

>|> 68881...hm. Why not a 68882 (the 68882 with 16Mhz is faster than a
>|> 25MHz-68881!).
>
> Okay, add about $50? There you go, 68882. BTW, applications not optimized
> for the 68882 will not reflect the performance increase you imply...

No...the 68882 is fully compatible to the 68881 (and it has the same instruction-set). Most instructions will run at double-speed WITHOUT using the 68882's capability of parallel-processing.

Oh i've forgotten the SCSI II interface (worth $150)...

Please, don't forget: YOU have mentioned the A1200 cheaper than the Falcon 030. I'm only trying to show that this is not obviously the Truth.

Ciao, Heiko

## 517. Re: A new computer can't make it.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 10:11:41 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1ukiot$ab8@info2.rus.uni-stuttgart.de>
Source record: 22803

In article <1993Jun2.192513.13090@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>
>What do PCs have to do with computers anyway?
>
>;)

:-)==)

That's the beginning of a new Flame-War...

Ciao, Heiko

## 518. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 10:48:04 UTC
From: fihsu@athena.mit.edu
Message-ID: <1ukkt4INNqft@senator-bedfellow.MIT.EDU>
Source record: 22804
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1ujcnjINNqbm@gap.caltech.edu> andrey@cco.caltech.edu (Andre T. Yew) writes:
>
> I'm no C= engineer, but I can read a schematic. According to
>the plans that came with my A3000, the chips are 256Kb x 4, 120
>ns access times. There are 16 slots for them, and the bus to them
>is 32-bits (two banks of 8 chips).

Jerry was asking about the A1200, not the A3000.

>
>--Andre
>(who wonders why people just don't read their documentation)

*cough* no comment. :)

Francis

## 519. Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 12:26:05 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1ukqktINN4li@lily.csv.warwick.ac.uk>
Source record: 22805
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Hi,

The thread concerning the technical merits of the Falcon and A1200 are becoming slightly boring (and I'm a computer science student), are are not entirely relevant to the end user.

A real test of system performance, instead of performance on paper, would be to compare the kind of programs and demos available for both machines.

How about demos for the A1200 such as the following, all of which are available for the Falcon:

1) A real-time flight through a texture-mapped landscape i.e you use the mouse to control speed and direction through the landscape

2) A flight through a Mandelbrot set (128 iterations), at 25 frames/sec (I think this may be in realtime, since the docs say the DSP is used 100 %, but this seems too incredible to me)

3) A demo which rotates, twists and scales a Truecolour picture at 50 frames per second

All of the above are also playing 16-bit 50khz sound at the same time.

If these kind of things are possible on the A1200, then fine, but until I've seen/heard of them I'll be inclined to ignore overall system performance based on the much argued about specs of the two machines.

Paul Donovan
cstadbs@csv.warwick.ac.uk

## 520. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 14:20:17 UTC
From: lindblad@klaava.Helsinki.FI
Message-ID: <1993Jun3.142017.25388@klaava.Helsinki.FI>
Source record: 22806
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Heiko Hartmann (zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
> In article <1993Jun02.211140.15700@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
> >|> 40 Mb Harddisk is too small.
> >
> > I said 40+ I think you can get a 60 meg now-> I'll check it.
>
> ...and in Germany are rumors that the Falcon 030 will soon be sold for
> less than $1300...

Wouh.This means that for approximately ($200 for cheap monitor, $100
for some more ram and $200 for a small HD) $1800 one gets a computer
equipped with slow 030 with crippled bus andf no support. For similar
price one can get for example a full blown A3000 or for example a
486@33 clone with 8 megs of ram, 250 MB HD, local bus, accelerated
SVGA etc.

> >|> 68881...hm. Why not a 68882 (the 68882 with 16Mhz is faster than a
> >|> 25MHz-68881!).
> >
> > Okay, add about $50? There you go, 68882. BTW, applications not optimized
> > for the 68882 will not reflect the performance increase you imply...
>
> No...the 68882 is fully compatible to the 68881 (and it has the same
> instruction-set). Most instructions will run at double-speed WITHOUT using the
> 68882's capability of parallel-processing.

The problem is that w/o optimization you will only have something like
10-15% improvement in speed (with applications not benchamrks - this
was tested by Byte a few years back.)

--
Jarkko Lindblad | Kirves sanoo junts, kun sill{ ly|d{{n
lindblad@cc.helsinki.fi| t{n{{n meill{ kunnon pihvit sy|d{{n
-----------------------| Huuda vaan se kiihottaa, ei kukaan kuule kuitenkaan
- Pime{ tie - | Kirves sanoo junts, kun sill{ ly|d{{n

## 521. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 15:20:01 UTC
From: anh@tiamat.umd.umich.edu
Message-ID: <anh.739120801@tiamat.umd.umich.edu>
Source record: 22808
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Actually, Paul, these kind of things have been done on the A1000
for almost 10 years. Perhaps the DSP does lend some new pos-
sibilities, but nothing you wrote about is either new or earth-
shattering to the Amiga world.


```
_____________________________________________________________________________
| Jay Imerman anh@tiamat.umd.umich.edu | /**\ /// Only the |
| 5458 Claridge Lane | // /// /// Amiga |
| West Bloomfield, MI 48322 | \\ \\\ \\\/// makes it |
| President, Detroit Area Amiga User Group | \**/ \XX/ possible |
+-------------------------------------------+-----------------------------+
```

## 522. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 15:31:29 UTC
From: jerry@msi.com
Message-ID: <1993Jun3.153129.13858@sol.ctr.columbia.edu>
Source record: 22807
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Andre T. Yew (andrey@cco.caltech.edu) wrote:
:
: >This sounds likely. However, if this is the case, you have 4 chips, each
: >with 4 wires coming out of it, and my next question is, how can you directly
: >connect a 32-bit CPU data path to 16 wires? Sounds like 16-bit access to
: >me...
:
: I'm no C= engineer, but I can read a schematic. According to
: the plans that came with my A3000, the chips are 256Kb x 4, 120
: ns access times. There are 16 slots for them, and the bus to them
: is 32-bits (two banks of 8 chips).
:

This also sounds likely. You have 8 or 16 256Kbx4 chips, totalling
1MB or 2MB of Chip RAM with 32-bit access. Now, what about the A1200?

: --Andre
--
+------------------+--------------------------+--------------------------+
| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
| Drummers do it... | Burlington, MA USA | in my book of memories. |
| ... In rhythm! | jerry@msi.com | -- Guns N' Roses |
+------------------+--------------------------+--------------------------+

## 523. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 15:45:24 UTC
From: jerry@msi.com
Message-ID: <1993Jun3.154524.14422@sol.ctr.columbia.edu>
Source record: 22809
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

LaMonte Koop (lkoop@TIGGER.STCLOUD.MSUS.EDU) wrote:
: >
: >This sounds likely. However, if this is the case, you have 4 chips, each
: >with 4 wires coming out of it, and my next question is, how can you directly
: >connect a 32-bit CPU data path to 16 wires? Sounds like 16-bit access to
: >me...
:
: The organization is listed as being 512K x 32. I have not personally
: used monolithic parts of this density in my work, but I have utilized
: and designed modules to make a similar setup.
: Now, the A1200 does indeed use a 32 bit port to CHIP RAM for the CPU.
: I have done timing tests on its RAM, as well as similar tests on 16 bit
: ported arrangements and they all indicate a 32 bit port on the A1200.
: (The tests were not done for this purpose, but their results are important
: here apparently) Normally with a 16 bit port and no cache interaction you
: see about a 50% or greater reduction in bus efficiency for a 68020 (assuming
: a clock which is the same as the CPU) over a 32 bit port. This was not
: evident on the A1200 which responded with timing indicative of a full 32 bit
: port to RAM.
:

Great. Thanks for the answer.

:
: Personally, I don't see the reason why you started this particular
: mode of questioning. It seems to be very much argumentative [...]
:

Not at all. Someone said that the Chip RAM on the A1200 is provided via
four chips, and is accessed 32 bits at a time. All I wanted to know was how
they did it, as I personally have never seen or heard of a 512Kbx8 device.
Nothing argumentative here.

: LaMonte Koop -- SCSU Electrical/Computer Engineering
--
+------------------+---------------------------+---------------------------+
| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
| Drummers do it... | Burlington, MA USA | in my book of memories. |
| ... In rhythm! | jerry@msi.com | -- Guns N' Roses |
+------------------+---------------------------+---------------------------+

# 524. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 15:53:48 UTC
From: jerry@msi.com
Message-ID: <1993Jun3.155348.14650@sol.ctr.columbia.edu>
Source record: 22810
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
: |> :
: |> : This is just speculation, but I bet they are 1meg x 4. Many people
: |> : have said that there are 4 of them (two banks), and I find it unlikely
: |> : that they used 512k x 8. Commodore has used 1meg x 4's in the past
: |> : (like in the A3000).
: |> :
: |>
: |> This sounds likely. However, if this is the case, you have 4 chips,
: |> each with 4 wires coming out of it, and my next question is, how can
: |> you directly connect a 32-bit CPU data path to 16 wires? Sounds like
: |> 16-bit access to me...
:
: Why 4 wires Jerry? God, are you skeptic or what....
:

Because Ray suggested 1Mbx4 RAM Chips. Do you know what that "x4" means?
God, are you blind or what....

: Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
--
+------------------+---------------------------+---------------------------+
| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
| Drummers do it... | Burlington, MA USA | in my book of memories. |
| ... In rhythm! | jerry@msi.com | -- Guns N' Roses |
+------------------+---------------------------+---------------------------+
```

# 525. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 16:12:37 UTC
From: andrey@cco.caltech.edu
Message-ID: <1ul7tlINNiil@gap.caltech.edu>
Source record: 22811
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

fihsu@athena.mit.edu (Hsu I-wei) writes:

>Jerry was asking about the A1200, not the A3000.

Yeah, I know, but people were trying to use the 3000 as
a reference, so I just gave the info for it. Nevertheless,
they are all 32-bits (3000, 1200, 4000), with the 1200 and
4000 accessing Chip RAM at twice the 3000's clock speed and
getting 64-bit fetches (I'm pretty sure about this, but it's
been a while since I've read the technical specs).

--Andre

--
Andre Yew andrey@cco.caltech.edu (131.215.139.2)

## 526. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 16:47:03 UTC
From: cmedley@wam.umd.edu
Message-ID: <1ul9u7$pvf@cville-srv.wam.umd.edu>
Source record: 22812
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <anh.739120801@tiamat.umd.umich.edu> anh@tiamat.umd.umich.edu (Jay Imerman) writes:
>Actually, Paul, these kind of things have been done on the A1000
>for almost 10 years. Perhaps the DSP does lend some new pos-
>sibilities, but nothing you wrote about is either new or earth-
>shattering to the Amiga world.

Can any Amiga play back 50khz samples? :) I mean, Jay Miner is a genius, and he's "da man", but I don't think the A1000 was doing what the Falcon and A1200 are doing today.

(things have changed in the past 10 years)

# 527. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 20:18:00 UTC
From: jph@anaconda.Bloomington.IN.US
Message-ID: <jph.1dj8@anaconda.Bloomington.IN.US>
Source record: 22813
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun3.155348.14650@sol.ctr.columbia.edu> jerry@msi.com (Jerry Shekhel) writes:
> : Why 4 wires Jerry? God, are you skeptic or what....
> :
>
> Because Ray suggested 1Mbx4 RAM Chips. Do you know what that "x4" means?
> God, are you blind or what....

No, but you're wrong. 1megx4 means that one needs 4 chips to get a megabyte. D'oh.

--
Joseph Hillenburg (xterm), NPS Technologies, Bloomington, Indiana
UUCP: jph@anaconda.bloomington.in.us \ / Long live the Hornet
My BBS: The Wrong Number BBS, w/BMS +----o0o----+
+1 812 332 7379 (V.32bis) "Windows 3.1 is rock solid." -Jerry Shekhel
Current Project: Variance (Graphical oscilloscope for audio.device)

## 528. Re: Convince me to buy an Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-03 20:48:17 UTC
From: tnelson@fluorite.telesciences.com
Message-ID: <1993Jun3.204817.982@telesciences.com>
Source record: 22814

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
: In article <1993May28.172159.1969@telesciences.com>, tnelson@fluorite.telesciences.com
(Tracy M Nelson) writes:
: |> Mattias Myrberg (m92mmy@tdb.uu.se) wrote:
: |> : paul hruby writes:

[Oh, heavens, large chunks deleted -- I'm trying to keep context, though]

: |> : If time isn't a problem, wait till early 1994 when AA+ is released,
: |> : it's really just another extension of the original Amiga chip-set,
: |> : so if you're really after power and have a fat wallet you might
: |> : consider the AAA-chipset which should also be out by then.
: |>
: |> Or if you're willing to wait for VaporWare,
:
: Sir, C= demonstrated a prototype of these new technologies at the lastest
: developer conferences.... get some knowledge 'till you flame.

'Scuse me, little boy, but Apple has demonstrated an 80MHz PowerPC prototype
at THEIR last developer's conference -- and furthermore, I in no way denied
that C= had demonstrated future wares. I merely responded in kind to a
"well, we're GONNA have..." argument.

: |> and you *don't* have a fat
: |> wallet,
:
: HA! Like Apple has ever been so price/competitive....

Again, we're using Future Perfect tense here, just like the government...

: |> appearing around the same time-frame will be the new PowerPC
: |> Macs, which will give you the kind of MIPS Ghod intended all good little
: |> computers to have. C='ll probably still be pushing 68020-based
: |> machines. But hey, since the majority of Amiga users have an A500, it's
: |> still an upgrade, right?
:
: If their machine is the one with custom graphics chipsets that have the built-in
: mpeg decompression, your PowerPC chip based Mac would just crawl compared to that

Oh yeah, I'm sure my database server will really benefit from that ol' MPEG
codec....

: capability. And since Apple is so notorious for not putting any copprocessors
: at all to help the main CPU... tsk tsk. Now, this could change for Apple, and I admit
: it, but since you have this 'stereotype-facts-opinionated' attitude, I have to
: use the same sword.. can't I?

Excuse me? "Stereotype-facts-opinionated attutude"? Just because I refuse to
accept the seemingly-obvious fact that the only thing that computers are used
for is video production? I mean, I tend to respond in kind, so I fully
encourage others to do the same. Just don't tell me I'm going to be
assimilated, OK?

: |> : stuff. You could have a 4MB floppy drive (he said
: |> : "four megaBIT", but I think he meant byte), and
: |>
: |> This is the guy in charge of Commodore's hardware?
: |> My guess is he's been wearing a suit too long!
:
: Make jokes.... but see who designed the PowerPC and then just shut up!

Yeah, it was kind of a cheap shot -- I didn't think anyone would take it
seriously. Teach me to think in a .advocacy group! I must say I'm
mystified over your seeming horror towards the IBM/Apple/Motorola
consortium. Sure they used the base arch. from the RIOS series chips,
but additional instructions and addressing modes were designed, and the
bus interface has 88110 written all over it. Besides, IBM developed the
RIOS series of chips in a state-of-the-art research facility with the help
of several PhDs, engineers, and millions of dollars worth of computrons.
A lot of these people are pioneers in that area of RISC design. All C=
seems to have is poor overworked Doug Haynie and his two VAXen. [Nothing
against Doug Haynie -- I'm sure he's doing better than could be expected
working with C='s R&D budget...]

: |> : ..The 16-bit colour will probably turn into 24-bit.
: |>
: |> Let's hope so if they're going to stick an adjective
: |> like "truecolor" on it.
:
: Well, when Apple came out with their Mac they said their machine was a 32-bit
: machine (wich of course, is not true).

Well, it had 32-bit registers, but only a 24-bit address bus, and I think
a 16-bit data path -- but you could do 32-bit arithmetic on operands in
registers... I don't know, how do *you* classify a 68000? And what does
this make an A500?

: |> : most optimal speed. The decoupling of the graphics
: |> : chipset from the processor clock is one example. Future
: |> : processors will also have asynchronous clocks from
: |> : the rest of the system.
: |>
: |> This should lead to what the IBM world cherishes as "wait
: |> states". I mean, how are you going to hand a chip running
: |> at 114MHz some data from a (guessing) 33MHz bus?
: ^^^^^^^^^
: / I guess this almost says it all. No further comments.
^^^^^^^

Hmmmm, I daresay this truth cuts both ways.
Besides, the discussion was about C='s future plans. Can *you* tell me

the bus design specifications for any future Amiga models? Can you tell me
the bus specifications for any *current* Amiga models? Seriously -- I'd like
to know. Can't do any precision flaming without facts.

: |> : It would support CD-ROM in the form of some kind of really
: |> : fast serial line where it could display video and play
: |> : back sound in realtime. It would have framegrabbing
: |> : builtin (frame rate unknown), and screen promotion builtin.
: |>
: |> Gee, video playback from CD-ROM. I guess I could wait until
: |> '94 and get this from Commodore, or wait until 5:00 and go
: |> home and have it on my Mac...
:
: Oh really? Can you do that on your Mac? You mean, full screen 640x400 (or higher)
: straight on the CD-ROM? Or is this a tiny and silly 160x200 window?

Well, with no additional hardware, I can do full-screen playback at roughly
22-24fps. Not a full thirty, but then, that's why I have a VCR. But then,
I'm sure that with a "really fast serial line", you'll be able to crank those
frames right out.

: |> : of that now -- Commodore will keep up with the industry,
: |> : which means, Eggebrecht says, they will introduce 100MHz
: |> : processors as soon as they are out. Commodore "won't
: |>
: |> Does that mean that we'll be seeing an Alpha-based 133MHz
: |> Amiga any day now? 200, do I hear 200MHz? Or should I
: |> be waiting for Mostek to unveil its new GaAs-ECL-MOS
: |> clock-tripled 6502 at 100MHz?
:
: Make jokes again my friend.... tsk tsk. Check out Summer '94.

Heavens, the drug situation in Minnesota must have improved since I was
there -- now they're seeing the future...

: |> : dilly-dally" anymore. DSP support is coming. 32-bit
: |> : SCSI-II is coming around Jan 1993, and may be incorporated
: |> : into future motherboards. CDTV is going to merge with
: |> : the Amiga line. We're going to get full-motion video
: |> : with MPEG. CDTV itself is going to be cost-reduced and
: |>
: |> Days late and dollars short, kids. Apple's either had this
:
: Hmmm? Had what?

DSP, 32-bit SCSI-II, full-motion video w/MPEG. All on the new Cyclone
and Tempest boxes.

:
: Well, you can call a toy what I have, but I surely can make more money out of it
: than you do, perhaps the hint is that the desktop video market $pays$ very well.

Well, I won't argue that you can make more money with your computer than I can
make with your computer, but I've made enough with mine to buy a car and take
my girlfriend on a cruise to the Bahamas -- and that's not even my real job!
From the looks of things, you can't even afford a real Net connection.
Hint: if you're smart enough, most markets $pay very well$.

: |>
: |> But you never know -- I picked up a SuperPET for $15 at a garage sale, so now
: |> I can play with APL. In a couple years I can probably pick up an Amiga for the
: |> same price so I can play with video. Oh, and play MODs while I generate Julia
: |> sets and ray-trace landscapes all at the same time. Very important stuff.
:
: Read above kid, and shut up.

[Yawn] Buy a vowel and solve the puzzle, little boy. You wanna make it in
the Real World, get a Real World attitude. And pick up a Real World computer
while you're shopping.

: |> Tracy Nelson
: |> Hoping to click-click-click Mattias' brain's switch to an ON position...
:
: Hoping to click-click-click Tracy's *ss to an OFF position...

I guess if you had any ammunition, we wouldn't hear that clicking noise.

Have a nice day, Raist!

: ---------------------------------------
: Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
: in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
: CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
: >>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFAAAAAAAAAST!!!!
: *don't e-mail me* -> I don't have a valid address nor can I send e-mail

Tracy Nelson
Quadra 700 owner. It pays the rent.

## 529. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-04 02:13:55 UTC
From: barrett@iastate.edu
Message-ID: <C82rJ8.8B@news.iastate.edu>
Source record: 22815
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <jph.1dj8@anaconda.Bloomington.IN.US> jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:
>In article <1993Jun3.155348.14650@sol.ctr.columbia.edu> jerry@msi.com (Jerry Shekhel) writes:
>> : Why 4 wires Jerry? God, are you skeptic or what....
>> :
>>
>> Because Ray suggested 1Mbx4 RAM Chips. Do you know what that "x4" means?
>> God, are you blind or what....
>
>No, but you're wrong. 1megx4 means that one needs 4 chips to get a
>megabyte. D'oh.

You are going to knock yourself on the head and say "D'oh!" when you hear what I have to say. "1 meg x 4" means "1 meg times 4 bits", or "4 megabits". One megabyte is eight megabits, so you need TWO "1megx4" chips to get one megabyte. Therefore, the previous poster was right, and you are wrong.

+++++++
++++ Marc Barrett -MB-
++ IRC nick: Cyclone | e-mail: barrett@iastate.edu
+ "I won't raise taxes on the middle class." -- Bill Clinton

## 530. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-04 04:32:56 UTC
From: john@gu.uwa.edu.au
Message-ID: <1umj9o$id4@uniwa.uwa.edu.au>
Source record: 22816
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:

>> Because Ray suggested 1Mbx4 RAM Chips. Do you know what that "x4" means?
>> God, are you blind or what....

>No, but you're wrong. 1megx4 means that one needs 4 chips to get a
>megabyte. D'oh.

Ooh goody! A moron to toast!
IDIOT! 1meg*4 means you have a rectangle of bits 1048576 long and 4
wide. 1 megabyte is 1048576 long and 8 wide. Now, children. How many of the
first do we need to make the second?
(pauses to allow the intellectually-challenged of the net to work it out)
Thats right! 2 of them!

4 chips will get you a 16 bit word, which is what a 68000 wants, but you'll
end up with 2 megabytes of memory from that.

John West

## 531. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-04 14:54:21 UTC
From: jerry@msi.com
Message-ID: <1993Jun4.145421.13999@sol.ctr.columbia.edu>
Source record: 22817
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

J.P. Hillenburg (jph@anaconda.Bloomington.IN.US) wrote:
: > :
: > : Why 4 wires Jerry? God, are you skeptic or what....
: >
: > Because Ray suggested 1Mbx4 RAM Chips. Do you know what that "x4" means?
: > God, are you blind or what....
:
: No, but you're wrong. 1megx4 means that one needs 4 chips to get a
: megabyte. D'oh.
:

Sorry, Joseph, you're wrong. It's just as I said -- a 1megx4 device contains
1,048,576 storage units of 4 bits each. You need two of these chips to
implement 1 Megabyte. Please refrain from saying things like "D'oh" until
you get informed. Thanks.

: Joseph Hillenburg (xterm), NPS Technologies, Bloomington, Indiana
--
+-------------------+----------------------------+----------------------------+
| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
| Drummers do it... | Burlington, MA USA | in my book of memories. |
| ... In rhythm! | jerry@msi.com | -- Guns N' Roses |
+-------------------+----------------------------+----------------------------+

## 532. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-04 18:47:30 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Jun4.184730.15595@mpifr-bonn.mpg.de>
Source record: 22818
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1ukh8d$adi@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>No...the 68882 is fully compatible to the 68881 (and it has the same
>instruction-set). Most instructions will run at double-speed WITHOUT using the
>68882's capability of parallel-processing.

Sorry, that's incorrect. The 68882 and 68881 compute at the same speed
(with the same clock frequency). Motorola claims a speed advantage of 50% for
the 68882 because of its 'parallel' processing for average programs and up to
100% for optimized programs. This is because the 68882 can overlap data
transfer and instruction _decoding_ with the actual computation while the 68881
cannot.

>Oh i've forgotten the SCSI II interface (worth $150)...

How fast is the Falcon SCSI-2 interface ? Do you really believe that _this_
is worth $150 ?

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 533. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-04 19:05:39 UTC
From: un037302@wvnvms.wvnet.edu
Message-ID: <1993Jun4.150539.6426@wvnvms.wvnet.edu>
Source record: 22819
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <C7uqF9.4qp@world.std.com>, azog@world.std.com (azog) writes:
> cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
>
>
>>Well this isn't really the same thing. You're talking about taking one screen and
>>using raster interrupts to re-configure it at various points. This sort of thing
>>used to be common on the C64 BTW. What the Amiga does is have completely
>>independant screens that can be dragged horizontally and vertically. They arent
>>bits of one display area, but completelty independant of each other. AFAIK the
>>Amiga *is* the only computer that can do that.
>
>>Chris Brown
>
> If I understand this thread so far, all your saying is that you can have a
> screen, where one window is one rez, and another window is another rez.
> The Amiga aint the only one that can do that.
>
> Since I am at home, and the info is at work, I cant give you definate info,
> but there is a card, for the Sun SPARCs Sbus that gives you the same thing:
> one window can have a totally different screen rez as another. Also, you
> can have different bit depths in different windows. The add I recall had
> one window display 24 bits worth of colour, and others displaying 8 bits
> worth of colour (I dont recall anything less than 8 bits, like 4. seems
> to me its a foregone depth these days...)
>
> If your interested, go read up some Sun Expert mags, I think this is
> where I saw it
>
> --
> Billy D'Augustine azog@world.std.com
>
> Throw open the switches to the sonic oscillator,
> and step up the reactor power input three - more - points!

So does the Atari 8 bit. A 3k or so program called Screens allows you to
place windows of any resolution anywhere on the screen. It will automatically
resize stuff cut from one window and pasted to another, even if the dims are
diff. Much better than DLI's & VBI's. And all of this on a machine that
is 14+ years old. Almost makes an ST/TT/Falcon Amiga user want to shoot them-
self.
Mephistopheles
"Life is Pain...Anyone who tells you
diff. is trying to sell something"

Dread Pirate Roberts

# 534. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-04 19:24:18 UTC
From: cmedley@wam.umd.edu
Message-ID: <1uo7h3$oov@cville-srv.wam.umd.edu>
Source record: 22820
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun4.184730.15595@mpifr-bonn.mpg.de> mlelstv@speckled.mpifr-bonn.mpg.de (Michael van Elst) writes:
>
>How fast is the Falcon SCSI-2 interface ? Do you really believe that _this_
>is worth $150 ?
>

Yes, definitely. I would say that at 10 MB/sec, which is 5x faster than IDE
it would be a big plus, especially when dealing large chunks of data, such
as sampled sound or graphics.

## 535. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-04 20:59:13 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1uod31INNt00@uwm.edu>
Source record: 22821
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1uo7h3$oov@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: Yes, definitely. I would say that at 10 MB/sec, which is 5x faster than IDE

That's a foolish statement--while the PROTOCOL itself allows for up to
10MB/s using either fast or wide, or 20MB/sec using both fast and wide,
it is very unlikely that this is a stated limitation of the controller,
which is often not capable of keeping up with transfers at that rate.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 536. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-04 22:44:40 UTC
From: cmedley@wam.umd.edu
Message-ID: <1uoj8o$81h@cville-srv.wam.umd.edu>
Source record: 22822
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1uod31INNt00@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1uo7h3$oov@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
>: Yes, definitely. I would say that at 10 MB/sec, which is 5x faster than IDE
>
>That's a foolish statement--while the PROTOCOL itself allows for up to
>10MB/s using either fast or wide, or 20MB/sec using both fast and wide,
>it is very unlikely that this is a stated limitation of the controller,
>which is often not capable of keeping up with transfers at that rate.

Well, it may be "very unlikely" but what is your proof?

# 537. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-05 00:09:40 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Jun5.000940.313@ugle.unit.no>
Source record: 22823
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1uoj8o$81h@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
> In article <1uod31INNt00@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
> >In article <1uo7h3$oov@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
> >: Yes, definitely. I would say that at 10 MB/sec, which is 5x faster than IDE
> >
> >That's a foolish statement--while the PROTOCOL itself allows for up to
> >10MB/s using either fast or wide, or 20MB/sec using both fast and wide,
> >it is very unlikely that this is a stated limitation of the controller,
> >which is often not capable of keeping up with transfers at that rate.
>
> Well, it may be "very unlikely" but what is your proof?

Nonono. He's stating that it's unlikely (but not impossible) that the Falcon
SCSI interface is speced that high. Now it's up to YOU to prove that it IS.
Quite good, actually... I'd give that an 8.
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--|miga: Just say yes. | Disclaimer: Pbbbbbbbbth!
\X/ | | Save the whalers!

# 538. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-05 01:24:11 UTC
From: legrand@chem.psu.edu
Message-ID: <C84JwB.ELx@cs.psu.edu>
Source record: 22824

"...founder of the video game industry and (professional ball dropper) the creative force behind some of the world's best-known titles (You mean Atarigames , not Atari Computers, right?), has announced the (destined to be delayed a year or so) launch of a revolutionary new (way to raise hopes and ultimately heartlessly dash them) multi-media entertainment system, the Atari Jaguar. The launch will be (real soon now, honest!) supported by aggressive advertising (two ads on some coffee cans and an informercial), promotion (buy an Atari Jaguar, and send for a FREE MANUAL!) and marketing efforts (Sam Tramiel at the Winter CES screaming "Buy a Jaguar! Or I'll KILL YA!") be centered in the New York market in the fall (5 prostitutes on Times Square wearing nothing but a Jaguar and its peripherals), with a national roll-out of the product within one year. (tentatively codenamed: Operation Desert the Lynx Storm)

"The Atari Jaguar, housed in a futuristic casing (Old 520ST cases spraypainted black), is an (out of date before its release) interactive (you play it, it breaks) multi-media (works on ANY TV) system based on (the assumption that Atari owners will believe anything they hear) an Atari-designed (Uh Oh! Looks like Leonard got his hands on SPICE again!) proprietary 64-bit RISC(Y BUSINESS) processor. The 64-bit system is four times (16 bits) the technology currently seen in (reruns of Whiz Kids) the market today (tomorrow, or EVER! - S. Tramiel). The Atari Jaguar features over 16 million (design errors) colors in 24-bit true-color graphics (on the case) and produces shaded 3-D polygons (3-D polygons? No such thing... Kind of like Atari marketing) to be manipulated in a "real" world (Sam's World! Sam's World! Atari Time! EXCELLENT!) in real time. The Atari Jaguar also has (no chance) real-time texture mapping and creates spectacular video effects (when you run a coin across its exposed contacts).

"The sound system is based on Atari's proprietary (We could tell you more but then we'd have to kill you), high-speed (compared to a TRS-80), Digital Signal Processor dedicated to audio. The audio is 16-bit stereo (broken) CD (player in a swimming pool full of Wesson oil) quality and processes simultaneous sources of audio data (such as the owners ranting and raving over the absence of software), allowing for very realistic sounds, as well as human voices (Free Sam Tramiel sample "Atari, no mistakes no apologies" included for additional charge), which are essential for future multi-media applications (such as the most creative use of a no software video game).

"The Atari Jaguar is truly expandable (if you put it into an oven and broil it) and will include a 32-bit expansion port (which will never be used just like on the 7800) which allows for future connection into cable (Like anyone in cable will care) and telephone networks (Oh boy, phone phreaking), as well as a digital signal processing port for modem use (which will require

the vastly superior Ataritech modem, schedule for April 1st 2000 release) and connection to digital audio peripherals such as DAT players. The unit will also have a compact disc peripheral, which will be double-speed and will play regular CD audio, CD + G (Karaoke) (Sing along with Sam! Doin' the no warez Polka!) and Kodak's new Photo-CD(R).

"Currently, there are multiple software titles in development, which will be available on MegaCart(TM). Atari, known for (never releasing) such groundbreaking 3-D titles as BATTLEZONE 2000 and TEMPEST 2000 will issue (but never complete or release) spectacular new versions for the Atari Jaguar. New 3-D game titles will include CYBERMORPH, ALIEN VS. PREDATOR, JAGUAR FORMULA ONE RACING, and many more (Contest to determine which one gets completed and marketed to be held next year). Atari will license third-party publishers to (go broke and drink themselves to an early grave) join the Jaguar family (Honey, I bankrupted the kids!).

"The Atari Jaguar system will revolutionize the (selection of carts at big lots) state of home entertainment as we see it today," said Sam Tramiel (who then went on to explain the connection between Elvis, the Men in Black, and Christina Applegate's bust), president of Atari. "The idea of (Atari releasing and supporting) a 64-bit system is earth shattering (so therefore we'll just lead you on and on and on...) and kids and adults will be amazed at (the $h!+ I'll spew to explain why it hasn't been released as the months go on) both the imagery (That Korean factory was flooded with grape Jello just as the first batch was completed, honest!) and manipulative capabilities (My wife Morgan Fairchild, who I have seen naked, actually SAW aliens steal the second batch, yeah that's it). And we are proud that (we can still string you along after all these years) our entry into the multi-media entertainment category will be fully made in America (except for chips, wires, components and casing but hey it worked for Sam Walton so go for it)." The Atari Jaguar will retail for approximately $200 (give or take $300) and (one) will be available nationwide next year. The Atari Jaguar packaged unit will include one software experience (TIC TAC TOE 2000) and a Power (Supply and a) Pad (to beat your head against when you keep asking yourself why oh why did you believe them this time?) (R) Controller with a ten-key pad and other special features (secret key sequence brings up image of Sam Tramiel laughing at you)."

## 539. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-05 05:50:57 UTC
From: djm2@ra.msstate.edu
Message-ID: <1upc81$eqk@Tut.MsState.Edu>
Source record: 22825
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1udol2$1c9@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
> In article <1udkvrINNp8g@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
> >In article <1u5lkc$4s0@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
> >: Well, what sort of "blatant, obvious, ass-biting holes in the architecture"
> >: exist in the Falcon?
> >
> >In case the architects weren't sure, the 030 really is a 32-bit
> >architecture.
> >
>
> Yes, that's true. Any other fascinating bits of knowledge no one else here
> knew about you want to share with me? :)
>
> >Does that count as one?
> >
> It does when you consider that out of the box, the Falcon has 16-bit RAM
> in it. But then... ahem... so does the A1200.
>
> *Boink!*

Wrong. You really should read up on Amiga specs before making statements
that others might believe. EVERY Amiga owner knows that putting 16-bit
memory in a 1200 slows it down to just above a base 500 or 600 model.
I have 4 megs of 32 bit RAM on my 030-equipped 500, and I cringe when I
feel it dip down into it's 16-bit RAM. It's very noticeable.

>
> The only difference is that C= has provided on board connector for 32-bit RAM
> on the 1200.

I'd consider that quite an advantage.

The Atari Falcon can do it (ever heard of TT FastRAM? :) ), and
> the OS will support it.
>
> (there are already expansions to take it up to 128MB of RAM from GESoft...)

Amigas have had 128 MB boards for quite a while now.
>
>
> >: And believe me, any problem can be fixed with enough money. The whole

So you're admitting the Falcon has problems?

> >
> >I'm not a believer in throwing money at a problem, especially one so
> >central as this. This is a flaw in the architecture, in many ways.
> >
>
> Hmmm. How much have you spent on your computer?

Isn't it nice to love your computer so much you keep souping it up?
Especially when there's so many options to do so.

> For the price of a decently equipped Falcon or A1200, we could get
> Centris 610s with (non-FPU) 68040s in them.
>
What do you consider decently-equipped? I can do alot with only 4 megs
of 32 bit RAM on my 500. It doesn't cost that much to push a 1200 beyond
that, plus you get the new graphics as well.

--
Danimal on IRC
djm2@ra.msstate.edu

# 540. PD C, C++ FOR AMIGA

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-05 05:55:35 UTC
From: beemer@iowegia.dsm.ia.us
Message-ID: <cBqN5B1w165w@iowegia.dsm.ia.us>
Source record: 22831

ANY ONE KNOW WHERE I CAN FIND A GOOD PD C COMPILER FOR THE AMIGA ?

# 541. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-05 13:43:38 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Jun5.134338.3228@mpifr-bonn.mpg.de>
Source record: 22826
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <jph.1dj8@anaconda.Bloomington.IN.US> jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:
>No, but you're wrong. 1megx4 means that one needs 4 chips to get a
>megabyte. D'oh.

*sigh*.... It of course means that you have 4Meg total :)

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 542. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-05 13:46:00 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Jun5.134600.3354@mpifr-bonn.mpg.de>
Source record: 22827
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1uo7h3$oov@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>Yes, definitely. I would say that at 10 MB/sec, which is 5x faster than IDE
>it would be a big plus, especially when dealing large chunks of data, such
>as sampled sound or graphics.

First, someone has yet to build a disk that delivers 10MB/s. Second, I was
talking about the Falcon030 'SCSI-2 port'.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

## 543. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-05 21:44:27 UTC
From: psthomas@nyx.cs.du.edu
Message-ID: <1993Jun5.214427.15934@mnemosyne.cs.du.edu>
Source record: 22828

Gee, if I didn't know any better, I'd say that was a touch sarcastic.
(all the sarcasm, twice the bandwidth of the leading brand! :-)

Atari will reign supreme!!! :-)

But when are they coming out with a RISC/unix workstation?

Well, all I can say is that my 1040ST is still running strong, and
will beat the pants off of many of the IBMs in my dorm (<-- yeah, I'm a
college student... so sue me). Let's face it, the ST was about 4 years
ahead of its time (or IBM was that far behind). Of course, IBM has
caught up, and Atari (I think) has lagged too far back for too long to
really make it up.. at least in the US market. Too bad, IMHO :-(

- Patrick

# 544. Re: Multiple resolutions on-screen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-05 22:17:41 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jun5.221741.26916@seas.gwu.edu>
Source record: 22829
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cmedley@wam.umd.edu (FLiP) writes:
>gerald@seas.gwu.edu (Gerald G. Washington) writes:
>>
>>Well, this is interesting, but I'm more interested in Amigas and Ataris
>>right now. I wish there were some place I could test out a Falcon.
>>
>>-- Gerald
>
>The Falcon is available for demo at Toad Computers at Severna Park, MD.
>They have had two demo units for show for quite a while, but should have
>just gotten some units to sell recently. You address says you're at
>GWU so Toad is within range of you.
>

Cool deal. Once I get my new wheels, I'll have to swing by.

-- Gerald

# 545. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-06 15:05:36 UTC
From: colej@solb1.essex.ac.uk
Message-ID: <10226@sersun1.essex.ac.uk>
Source record: 22835
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun2.220445.23718@sol.ctr.columbia.edu> jerry@msi.com (Jerry Shekhel) writes:
>Ray (rjc@hal.gnu.ai.mit.edu) wrote:
>:
>: This is just speculation, but I bet they are 1meg x 4. Many people

>connect a 32-bit CPU data path to 16 wires? Sounds like 16-bit access to
>me...

>| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |

Banter, banter.......

I believe (Without checking) the A1200 consists of high-density 16bit wide DIPS. Each chip has 16 data lines. BUT they must come in pairs which makes it REAL 32bit ACCESS! The original design was to have 1Mb of Chip. A little slot in board would provide the extra 1Mb. (poss. with clock) Also, there is space (and markings) for the clock.... Why isn`t it installed? I would assume the two banks are selected by a high order address bit. (i.e. the first bank is accessed for the first 1Mb and the next bank for the last 1Mb)

GET IT STRAIGHT!!!! 32bit ACCESS!!!! Unlike falcon and 386SX.

Justin.

# 546. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-06 19:46:46 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun06.194646.33345@rchland.ibm.com>
Source record: 22830
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1uo7h3$oov@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
|> In article <1993Jun4.184730.15595@mpifr-bonn.mpg.de> mlelstv@speckled.mpifr-bonn.mpg.de (Michael van Elst) writes:
|> >
|> >How fast is the Falcon SCSI-2 interface ? Do you really believe that _this_
|> >is worth $150 ?
|> >
|>
|> Yes, definitely. I would say that at 10 MB/sec, which is 5x faster than IDE
|> it would be a big plus, especially when dealing large chunks of data, such
|> as sampled sound or graphics.
|>
|>

I guess the big question is if the Falcon can actually manage that transfer rate...
but hey! if it's even 3.8 megs/sec I'll love that too, I admit.

---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 547. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-07 02:27:06 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1uu91qINNodu@uwm.edu>
Source record: 22832
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1uoj8o$81h@cville-srv.wam.umd.edu>, FLiP (cmedley@wam.umd.edu) wrote:
: Well, it may be "very unlikely" but what is your proof?

Because, to the best of my knowledge, none of the various SCSI-II
protocol chips can do it yet.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 548. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-07 03:55:21 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1uue79lNNodu@uwm.edu>
Source record: 22833
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun5.134600.3354@mpifr-bonn.mpg.de>, Michael van Elst (mlelstv@specklec.mpifr-bonn.mpg.de) wrote:
: First, someone has yet to build a disk that delivers 10MB/s. Second, I was
: talking about the Falcon030 'SCSI-2 port'.

The solution to case #1 is that one can use various other things to achieve that throughput. 10MB/s could be achieved through SCSI-II networking, large SCSI-II ramdisks, etc; however, I don't believe there's a protocol chip available that's capable of it at the max transfer speed.

Not much lost, considering how unrealistic it is to expect to achieve those theoretical limits.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The angle of the dangle is inversely proportional to the :)
(: heat of the meat." -Beavis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 549. Re: Prices, the real story.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-07 23:58:48 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun07.235848.20789@rchland.ibm.com>
Source record: 22834

In article <1uin38INNqkg@news.u.washington.edu>, neurom@u.washington.edu (Neuromancer) writes:
|> Okay, I've done a little research and come up w/ these prices. These are
|> street prices as I've seen them, so _please_ don't go flaming me if there's
|> a problem. I've tried to configure both systems as closely as possible, as
|> far as peripherals go. I'm not going to try and up the Falcon's video or
|> the 1200's audio, and, although I _really_ should upgrade the A1200's
^^^

FPU for something a bit more tempting:

We get $199 'in credit so by spending $521 (Falcon - A1200 system difference)
we get a 68030 @ 40Mhz (at least) with FPU and at least 1 meg RAM.

Now, I admit that a clone is still very tempting for the average Joe
Word/Excel user :-(

|> & I assumed MultiSync so you could get everything out of it video wise. You
|> could run either off your TV, so __PLEASE__ don't make this a point of
|> controversy.
|> !@#$% These prices are what I have found out from talking to people, and for
|> what I sell things for. If I'm really off base on something, please
|> E-Mail me (once) and I will either answer you if I think you may be
|> right, or I'll just ignore you.
|>
|> --Neuromancer

okay, I have my disclaimer too: This is in the US, don't know about
Europe! :-)

---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 550. Amiga 40000 prices...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-09 19:49:42 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun9.134942.13626@iscsvax.uni.edu>
Source record: 22836

Here are the Amiga 4000 prices(the lowest I have seen them))

The A4000/030-4 megs, 120 meg HD $1499-1599.00
The A4000/040-6 megs, 120 meg HD $1999 delivered from Computerability.

What are the street prices for the Falcon?

## 551. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-10 01:13:57 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.739674837@bruny>
Source record: 22687
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cmedley@wam.umd.edu (FLiP) writes:

>In article <anh.739120801@tiamat.umd.umich.edu> anh@tiamat.umd.umich.edu (Jay Imerman) writes:
>>Actually, Paul, these kind of things have been done on the A1000
>>for almost 10 years. Perhaps the DSP does lend some new pos-
>>sibilities, but nothing you wrote about is either new or earth-
>>shattering to the Amiga world.

>Can any Amiga play back 50khz samples? :) I mean, Jay Miner is a genius,

Sure.
ECS/AGA amigas can play back 4 channels at 56kHz with 4 dma channels.
Up to 1MHz samples can be played back using the copper, or cpu.

## 552. Re: Falcons in end users hands??

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-10 13:24:53 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun10.132453.15816@apgea.army.mil>
Source record: 22688

```
In article <C7q0M6.4M6@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>In <1u3jsc$dc4@usenet.INS.CWRU.Edu> de786@cleveland.Freenet.Edu (Charles P. Zeps) writes:
>
>
>>I've waited 3 months for 3 months hearing ,"they're here" so many times I can't
>>count.Ordered a 486 today and amreading my Dos 6 manual.Too bad for them...
>
>Putting this into the advocacy group...
>
>Too bad for you, I hope you enjoy MS-DOS... the disk compressor is standard
>MS junk, and oh... i hope you like the idea of 640K limits! good luck with
>your kludge-o-matic.
>
>Oh yah, I program the darn things, and I hate every last minute.
>
>You just entered the realm of the sheep...
>--
>Timothy Wilson ~~Dark Oak Software~~~ Atari Explorer Online
>wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
>::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
>Death to Intel and Segmented Memory! Long live Flat memory Models!

Yeah that is a shame. He should be using os/2, not dos.
Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---------------------------------------------------------------------+
```

# 553. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-10 17:28:30 UTC
From: cmedley@wam.umd.edu
Message-ID: <1v7qvu$7bt@cville-srv.wam.umd.edu>
Source record: 22689
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <jmccoull.739674837@bruny> jmccoull@bruny.cc.utas.edu.au (James McCoull) writes:
>cmedley@wam.umd.edu (FLiP) writes:
>
>>In article <anh.739120801@tiamat.umd.umich.edu> anh@tiamat.umd.umich.edu (Jay Imerman) writes:
>>>Actually, Paul, these kind of things have been done on the A1000
>>>for almost 10 years. Perhaps the DSP does lend some new pos-
>>>sibilities, but nothing you wrote about is either new or earth-
>>>shattering to the Amiga world.
>
>>Can any Amiga play back 50khz samples? :) I mean, Jay Miner is a genius,
>
>Sure.
>ECS/AGA amigas can play back 4 channels at 56kHz with 4 dma channels.
>Up to 1MHz samples can be played back using the copper, or cpu.
>

ECS/AGA Amigas, eh?

Now, I've been absent from *.advocacy, so maybe I missed something (the price I pay for playing basketball between reading news :) ) but I remember asking someone a while ago if the limitation on the Paula chip of playing back a max. frequency of 14khz was ever removed. I got a NO.

And in the words of many Amiga owners who wrote on and on and on about .MOD players needing "no CPU time" on the Amiga...

Well... the Falcon could play back using no CPU time.

naaah nah nah naaah naah. <--- typical tone of a post to this news group. :)

## 554. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-10 23:02:26 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1v8ei2INNioi@uwm.edu>
Source record: 22690
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1v7qvu$7bt@cville-srv.wam.umd.edu>, El Jefe Del Mundo (cmedley@wam.umd.edu) wrote:
: And in the words of many Amiga owners who wrote on and on and on about .MOD
: players needing "no CPU time" on the Amiga...

: Well... the Falcon could play back using no CPU time.

Technically, only if you're bypassing the DSP. If you're spending your
time mixing channels with the DSP, you start eating.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) Wubba :)

## 555. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-11 02:46:42 UTC
From: cmedley@wam.umd.edu
Message-ID: <1v8rmi$ij@cville-srv.wam.umd.edu>
Source record: 22691
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1v8ei2INNioi@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>In article <1v7qvu$7bt@cville-srv.wam.umd.edu>, El Jefe Del Mundo (cmedley@wam.umd.edu)
wrote:
>: And in the words of many Amiga owners who wrote on and on and on about .MOD
>: players needing "no CPU time" on the Amiga...
>
>: Well... the Falcon could play back using no CPU time.
>
>Technically, only if you're bypassing the DSP. If you're spending your
>time mixing channels with the DSP, you start eating.
>

Greg, you've got to be a bit clearer in your post. Do you mean that the
Falcon can't have the DSP playing back 50khz sampled sound with no CPU time?
Or do you mean that multiple tracks can't be done with only the DSP w/ no
CPU time?

Anyways, the gist of my post is that the Amiga can't do this with as small an
overhead as a Falcon. That's *IF* the Amiga (any of 'em) can indeed play
back 50khz 16-bit sampled sound in stereo.

(which according to the other post required the CPU and/or the Copper to help
out....)

## 556. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-11 04:01:06 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1v9022INNI2a@uwm.edu>
Source record: 22692
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1v8rmi$ij@cville-srv.wam.umd.edu>, El Jefe Del Mundo (cmedley@wam.umd.edu) wrote:
: Greg, you've got to be a bit clearer in your post. Do you mean that the
: Falcon can't have the DSP playing back 50khz sampled sound with no CPU time?

If you're just playing back a big sample, there's no point in bothering with the DSP--you just send it straight from the DMA system to the CODECs.

: Or do you mean that multiple tracks can't be done with only the DSP w/ no
: CPU time?

See, that's the thing. When you get to this point, you've really got to think. If you ever want to use more than two channels (left and right), you've got to start compositing the audio channels into the two physical ones. To do that takes the DSP, and that means you'll be using CPU time to "help it out". If treated as a "tracker" would, you've got to control start and stops of four or more samples; you've got to composite the samples; you've got to deal with altering samples to change the pitches and playback speeds. On the Amiga, that's all done by the hardware, you nail a few registers and it does the work of compositing itself, and the Amiga's system isn't limited to specific playback rates so you don't have to scale or pitch 'em. And the combining of the four samples happens in hardware. Then, of course, you might want volume changes on that Falcon, which is something free on the Amiga, but would need the DSP on the Falcon.

: Anyways, the gist of my post is that the Amiga can't do this with as small an
: overhead as a Falcon. That's *IF* the Amiga (any of 'em) can indeed play
: back 50khz 16-bit sampled sound in stereo.

Correct, the Amiga would take an infinite amount of time to play that sample without extra hardware.

: (which according to the other post required the CPU and/or the Copper to help
: out....)

Nah; that's still pushing. You'll never get 16 bits out of Paula. 12, perhaps, but not 16. Then again, yours will never be quite as cheap as the Amiga's audio system. (cheap, as in, "resources")

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)

(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) :) :) :) Wubba :)

## 557. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-11 09:45:40 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1v9k84$9s0@loch2.cc.strath.ac.uk>
Source record: 22693

In article ELx@cs.psu.edu, legrand@chem.psu.edu (Scott Legrand) writes:

> [ blah, blah, blah ...
> ... prostitutes ...
> ... RISC(Y BUSINESS) ...
> ... The 64-bit system is four times (16 bits) ...
> ... 3-D polygons (3-D polygons? No such thing ..
> ... when you run a coin across its exposed contacts ...
> ... if you put it into an oven and ...
> ... Honey, I bankrupted the kids ...
> ... That Korean factory was flooded with grape Jello just ...
> ... SAW aliens steal ...
> ... give or take $300 ... ]

What is this ?
Why do I have to find it while reading news ?
Why did you even bother writing it ?

If I had found the puns vaguely interesting, it wouldn't of mattered.
If I had grinned at the little addendums (y business, etc) I would have
been unaffected.
If I had failed to notice the BLATENT lashing out of a compromised mind into
the net, and turned my head from the ravings of some unexplained HATE for all
that is atari, and if I had shut my eyes to what must be the most ANNOYING
article I have EVER read, then you wouldn't be reading this.

But I did, I didn't, I didn't, and I'm PISSED.

I realise this is a `joke' article. But it's not funny. For example, here's
a small collection of amiga jokes (I assume the writer owns an amiga. I was
surpised not to see some homage to the said computer scrawled below):

Q: Why did the amiga owner cross the road ?
A: He thought it would spite atari owners.

Q: What's the difference between an amiga and a piece of wood ?
A: Nothing, except that the wood is better at holding open doors.

Q: Why did the writer post nonsensical drivelings to an advocacy group ?
A: Because that's what he thinks they are for.

Laughing ?

I don't care, and I presume that the writer mentioned above didn't either.

Dave.

PS: Whats wrong with 3D polygons ?
Prositutes ? Aliens ? F**k off

David McNicol, Internet ... D.McNicol@ccsun.strath.ac.uk
3rd Yr Laser Physics, JANET ..... D.McNicol@uk.ac.strath.ccsun
Strathclyde University,
SCOTLAND. life != ((void *) 0);

# 558. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-11 12:20:03 UTC
From: cmedley@wam.umd.edu
Message-ID: <1v9t9j$e3l@cville-srv.wam.umd.edu>
Source record: 22694
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1v9022INNl2a@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1v8rmi$ij@cville-srv.wam.umd.edu>, El Jefe Del Mundo (cmedley@wam.umd.edu) wrote:
>: Greg, you've got to be a bit clearer in your post. Do you mean that the
>: Falcon can't have the DSP playing back 50khz sampled sound with no CPU time?
>
>If you're just playing back a big sample, there's no point in bothering
>with the DSP--you just send it straight from the DMA system to the CODECs.
>

Gotcha.

>: Or do you mean that multiple tracks can't be done with only the DSP w/ no
>: CPU time?
>
>See, that's the thing. When you get to this point, you've really got to
>think. If you ever want to use more than two channels (left and right),
>you've got to start compositing the audio channels into the two physical
>ones. To do that takes the DSP, and that means you'll be using CPU time
>to "help it out". If treated as a "tracker" would, you've got to control
>start and stops of four or more samples; you've got to composite the
>samples; you've got to deal with altering samples to change the pitches
>and playback speeds. On the Amiga, that's all done by the hardware, you
>nail a few registers and it does the work of compositing itself, and the
>Amiga's system isn't limited to specific playback rates so you don't have
>to scale or pitch 'em. And the combining of the four samples happens in
>hardware. Then, of course, you might want volume changes on that Falcon,
>which is something free on the Amiga, but would need the DSP on the
>Falcon.
>

Why would the CPU need to help out the DSP? I would guess that the DSP is
fully capable of handling this once it is programmed to handle such a case.
So once it gets its program from the 68030, the DSP could go off and run and
free the CPU up to do other stuff...

As for specific playback rates being a problem... at least as far as pro-gear
is going, the Falcon can be sync'ed to external sources to do any given
playback rate.

Also, if I remember correctly, even the STe does 3 channels of sound w/ DMA.
So the Falcon has several possible "sound engines" available simultaneously.
Might not be able to beat that for diversity's sake. :)

## 559. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-11 16:10:47 UTC
From: hackerb9@hardy.u.washington.edu
Message-ID: <1vaaq7INNabf@news.u.washington.edu>
Source record: 22695

I dunno... I thought it was pretty funny. And it gave me a pretty good idea of what the Jaguar is. (I had no idea before I read that post that the Jaguar was so inexpensive).

Ben

# 560. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-11 18:49:19 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <C8H0A8.2Mt@sunlab1.bath.ac.uk>
Source record: 22696

In the referenced article, cabp09@ccsun.strath.ac.uk writes:
>In article ELx@cs.psu.edu, legrand@chem.psu.edu (Scott Legrand) writes:
>
>> [ blah, blah, blah ...
>> ... prostitutes ...
>> ... RISC(Y BUSINESS) ...

>What is this ?
>Why do I have to find it while reading news ?
>Why did you even bother writing it ?
>
>If I had found the puns vaguely interesting, it wouldn't of mattered.
>If I had grinned at the little addendums (y business, etc) I would have
> been unaffected.

You're seriously telling me that you didn't didn't find it even
vaguely amusing, anywhere in the whole article? Do you not have any
sense of humour at all? I'd find it extremely hard to believe that
even the most devout Atari supporter in the world wouldn't have
smiled at one of the puns somewhere.

Oh well, back to my humble 520ST I guess.

Mark

## 561. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-11 19:54:28 UTC
From: legrand@chem.psu.edu
Message-ID: <C8H3At.Jvw@cs.psu.edu>
Source record: 22697

In article <1v9k84$9s0@loch2.cc.strath.ac.uk>, cabp09@ccsun.strath.ac.uk (David McNicol) writes:
|> What is this ?

Well "This" is a word usually used to denote a particular noun, next question?

|> Why do I have to find it while reading news ?

Because I'm not in your killfile you moron...

|> Why did you even bother writing it ?

So I could read hilarious follow-ups from overly constipated gits like you...

|> If I had found the puns vaguely interesting, it wouldn't of mattered.
^^^^^^^^^^

Wouldn't have, wouldn't have... If you're going to be an anal twit, at least learn some grammar Mc Nothing...

|> If I had grinned at the little addendums (y business, etc) I would have
|> been unaffected. ^^^^^^^^^^

See, you can get it right when you try Gravy...

|> If I had failed to notice the BLATENT lashing out of a compromised mind into

Hey Sharon Stone can compromise my mind any day and any other part of me that she'd like to but I digress...

|> the net, and turned my head from the ravings of some unexplained HATE for all
|> that is atari, and if I had shut my eyes to what must be the most ANNOYING

Own an 800, a 2600, two 7800s, a 520ST, and a 1040ST so PLBBBBBBBTTTTTTTHHH!

Oh yeah, I even gots ones of thoze pong thingies.... I own more Atari than you do Nyah! Nyah! Nyah! Nyah! Nyaaaah! Nyaaaah!

Bozo...

|> article I have EVER read, then you wouldn't be reading this.

I am honored that I have written THE MOST ANNOYING ARTICLE YOU HAVE EVER READ. In fact, I'm getting kind of teary eyed at the moment and well I'd like to thank the academy, Chris Crawford, Stephen Hawking, and last but not least Pee Wee Herman, just for being him...

|> But I did, I didn't, I didn't, and I'm PISSED.

Well better find a bathroom fast or you're gonna make a mess Mc Dribble...

|> I realise this is a `joke' article. But it's not funny. For example, here's

Well then laugh, go ahead, laugh, it's good for you Mc Nolife...

|> a small collection of amiga jokes (I assume the writer owns an amiga. I was
|> surpised not to see some homage to the said computer scrawled below):

|> Q: Why did the amiga owner cross the road ?
|> A: He thought it would spite atari owners.
|>
|> Q: What's the difference between an amiga and a piece of wood ?
|> A: Nothing, except that the wood is better at holding open doors.
|>
|> Q: Why did the writer post nonsensical drivelings to an advocacy group ?
|> A: Because that's what he thinks they are for.

Uh well if you think these are jokes well it's therapy time for you Mc Skippy...

|> Laughing ?

At you, yep... At your jokes, well see above Ravy...

|> I don't care, and I presume that the writer mentioned above didn't either.

Oh you don't care, HO HEE HA HA HA HO HEE, that's a good one...

|> Dave.
|>
|> PS: Whats wrong with 3D polygons ?

Get a F___ING DICTIONARY SOMETIME AND READ IT INSTEAD OF LOOKING AT
THE PICTURES NEXT TO THE DEFINITIONS OF PUBIS AND ACNE...

|> Prositutes ? Aliens ? F**k off

Is this all you can think about?

|> Doodoo McNebbish, Internut ... D.McNebbish@ccsux.strap.ack!
|> 3rd Degree Laser Burns, JANET ..... D.McNicol@ack.strap.ccsux
|> Straightjacket Universally,
|> SCOFFLAND. David's IQ = (short)0;

Have you considered grad school with Robert E. Mc Elwaine as your advisor?
I think YOU'D find that he is both a top physicist and thinks a lot like you
do...

"The only Tramiel I'd trust to run Atari is Catherine."

## 562. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-11 22:57:09 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vb2k5INN32m@uwm.edu>
Source record: 22698
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1v9t9j$e3l@cville-srv.wam.umd.edu>, Dragon's Claws (cmedley@wam.umd.edu) wrote:
: Why would the CPU need to help out the DSP? I would guess that the DSP is
: fully capable of handling this once it is programmed to handle such a case.
: So once it gets its program from the 68030, the DSP could go off and run and
: free the CPU up to do other stuff...

Remember, the DSP isn't capable of controlling its own DMA. If you were feeding it a constant stream, that would be one thing. But, with composed music, those variables change; pitch is different for each sample, as is the length of time you wish to play that sample. The former requires you to alter the sample on the fly, the latter means you've got to keep track of what's going on.

And the fact that the DSP has a very, very limited address space isn't going to help you any.

: As for specific playback rates being a problem... at least as far as pro-gear
: is going, the Falcon can be sync'ed to external sources to do any given
: playback rate.

That won't help you much when you can't use it. If you understand the concept of the pitch change, you can just play the sample back at a different rate. With the Falcon, you're locked into hardware playback rates, and must alter the sample to get the same effect that a variable playback rate would give you (well, at lowest quality--you could, if you had time, do much more advanced pitch interpolations with the DSP, but that's unlikely--recalculating the baseline would take a while)

: Also, if I remember correctly, even the STe does 3 channels of sound w/ DMA.

At those limited hardware rates, as well as being limited in quality, even compared to the Amiga's capabilities.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 563. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-14 03:07:10 UTC
From: cmedley@wam.umd.edu
Message-ID: <1vgq0u$itr@cville-srv.wam.umd.edu>
Source record: 22699
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vb2k5INN32m@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>In article <1v9t9j$e3l@cville-srv.wam.umd.edu>, Dragon's Claws (cmedley@wam.umd.edu)
wrote:
>: Why would the CPU need to help out the DSP? I would guess that the DSP is
>: fully capable of handling this once it is programmed to handle such a case.
>: So once it gets its program from the 68030, the DSP could go off and run and
>: free the CPU up to do other stuff...
>
>Remember, the DSP isn't capable of controlling its own DMA. If you were
>feeding it a constant stream, that would be one thing. But, with
>composed music, those variables change; pitch is different for each sample,
>as is the length of time you wish to play that sample. The former
>requires you to alter the sample on the fly, the latter means you've got
>to keep track of what's going on.
>

Excuse me, we're not talking about tracker-type music. And saying "composed"
is a misnomer.... all music is "composed". :)

What we were discussing was playing back 50khz 16-bit samples using the
sound hardware (the 16-bit CODECs, possible assisted by the DSP rather than
the CPU to free up more CPU time).

>And the fact that the DSP has a very, very limited address space isn't
>going to help you any.
>
>: As for specific playback rates being a problem... at least as far as pro-gear
>: is going, the Falcon can be sync'ed to external sources to do any given
>: playback rate.
>
>That won't help you much when you can't use it. If you understand the
>concept of the pitch change, you can just play the sample back at a
>different rate. With the Falcon, you're locked into hardware playback
>rates, and must alter the sample to get the same effect that a variable
>playback rate would give you (well, at lowest quality--you could, if you
>had time, do much more advanced pitch interpolations with the DSP, but
>that's unlikely--recalculating the baseline would take a while)
>

The change in pitch can be effected in s/w easily. The output should still
be the full 44.1khz even in a tracker sample. Here's a case where you
might want to use what music pros call sample interpolation, where you don't
just speed up or slow down the sample to do a pitch change, but also try

to avoid the "rezzing" of a sample as you reduce the playback speed, or
get a chipmunk effect when you play back higher pitches (time stretching).

Quality is the catchword.

>: Also, if I remember correctly, even the STe does 3 channels of sound w/ DMA.
>
>At those limited hardware rates, as well as being limited in quality,
>even compared to the Amiga's capabilities.
>

Limited in quality?

The "lowly" STe sound chip plays back at up to 50khz.
The Amiga stops cold at 28khz.

Sample a CD. The Amiga will lose every frequency above 14khz. That's about
6000hz of dynamic range gone. Even on 8-bit samples this is noticeable.

If you plan to sway anyone with this "limited hardware rate" argument, you
probably should avoid the issue of QUALITY if you wanna make a point.

(we've argued the tracker thing to death before, but there's no way you
can convince me a 28khz 8-bit sample is superior in any way to either
a 50khz 8-bit sample or a 50khz 16-bit sample... you can argue abotu
system resources all you want, but quality is the catchword... and if the
Amiga's hardware can't do it, that's just another failure of the machine)

# 564. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-14 09:03:11 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1vhesf$o4f@info2.rus.uni-stuttgart.de>
Source record: 22700
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1v9t9j$e3l@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Dragon's Claws) writes:
>
>Why would the CPU need to help out the DSP? I would guess that the DSP is
>fully capable of handling this once it is programmed to handle such a case.
>So once it gets its program from the 68030, the DSP could go off and run and
>free the CPU up to do other stuff...
>
>As for specific playback rates being a problem... at least as far as pro-gear
>is going, the Falcon can be sync'ed to external sources to do any given
>playback rate.

That's right. I've mentioned this a few weeks ago, but the Amiga-freaks don't like the truth...
Amigas can't play Digisounds without loosing CPU-time, because the PAULA-chip must be used ;-) (ok...this was a joke...no flames please)

>Also, if I remember correctly, even the STe does 3 channels of sound w/ DMA.
>So the Falcon has several possible "sound engines" available simultaneously.
>Might not be able to beat that for diversity's sake. :)

STE-DMA-Sound has 4 channels. But it has the same problem as the Falcon soundsubsystem: it can only play fixed frequencies (on the other hand you can alter treble and bass without CPU-time).

Ciao, Heiko.

# 565. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-14 09:15:16 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1vhfj4$m76@info2.rus.uni-stuttgart.de>
Source record: 22701
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vb2k5INN32m@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>Remember, the DSP isn't capable of controlling its own DMA. If you were
>feeding it a constant stream, that would be one thing. But, with
>composed music, those variables change; pitch is different for each sample,
>as is the length of time you wish to play that sample. The former
>requires you to alter the sample on the fly, the latter means you've got
>to keep track of what's going on.
>
>And the fact that the DSP has a very, very limited address space isn't
>going to help you any.

I have seen DSP-Protrackers which use less than 1% of CPU-time. So what are
you talking about? Even PAULA needs a little CPU-time on the Amiga...

>That won't help you much when you can't use it. If you understand the
>concept of the pitch change, you can just play the sample back at a
>different rate. With the Falcon, you're locked into hardware playback
>rates, and must alter the sample to get the same effect that a variable
>playback rate would give you (well, at lowest quality--you could, if you
>had time, do much more advanced pitch interpolations with the DSP, but
>that's unlikely--recalculating the baseline would take a while)

If 50Khz-Mods running on the 68030 only use 32% of CPU-time, the same routine
on the DSP will be very fast. The DSP 56001 has more than 20 MIPS and you are
dare enough to say 'recalculating the baseline would take a while'.
Fact is, that Protrackers on the STE have the same sound quality than
Protrackers on the Amiga. You can't hear any difference at 25 KHz (and i've
heard a lot of modules on an Amiga...)

>At those limited hardware rates, as well as being limited in quality,
>even compared to the Amiga's capabilities.

Aehem... where are the facts, Greg?

Ciao, Heiko.

## 566. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-14 15:16:13 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1vi4nu$2b8@loch2.cc.strath.ac.uk>
Source record: 22702

In article 1vaaq7INNabf@news.u.washington.edu, hackerb9@hardy.u.washington.edu (Nothing to hide) writes:

>I dunno... I thought it was pretty funny. And it gave me a pretty good
>idea of what the Jaguar is. (I had no idea before I read that post
>that the Jaguar was so inexpensive).

Sure, but there was plenty of info on the Jaguar in comp.sys.atari.st, which is where you should look for atari related issues (eg: the Jaguar). I don't object at all to sarcasm. In fact, that's the main reason I read this group. I do object to drivvle. As far as I was concerned, that post could have been a legit announcement, interspaced with bracketed nonsense (dvwdvrgfgdcvbawerg fdsfdfsd). It annoyed me.

>Ben

Dave.

PS: Perhaps I was just touchy at the time :)

David McNicol, Internet ... D.McNicol@ccsun.strath.ac.uk
3rd Yr Laser Physics, JANET ..... D.McNicol@uk.ac.strath.ccsun
Strathclyde University,
SCOTLAND. life != ((void *) 0);

## 567. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-14 15:26:22 UTC
From: bjgrier@bnr.ca
Message-ID: <C8MAw1.Bvp@news.rich.bnr.ca>
Source record: 22703
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <10226@sersun1.essex.ac.uk>, colej@solb1.essex.ac.uk (Cole J L) writes:
|> In article <1993Jun2.220445.23718@sol.ctr.columbia.edu> jerry@msi.com (Jerry Shekhel) writes:
|> >Ray (rjc@hal.gnu.ai.mit.edu) wrote:
|> >:
|> >: This is just speculation, but I bet they are 1meg x 4. Many people
|>
|> >connect a 32-bit CPU data path to 16 wires? Sounds like 16-bit access to
|> >me...
|>
|> >| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
|>
|> Banter, banter.......
|>
|> I believe (Without checking) the A1200 consists of high-density 16bit wide
|> DIPS. Each chip has 16 data lines. BUT they must come in pairs which makes
|> it REAL 32bit ACCESS! The original design was to have 1Mb of Chip. A little
|> slot in board would provide the extra 1Mb. (poss. with clock) Also, there
|> is space (and markings) for the clock.... Why isn`t it installed? I would
|> assume the two banks are selected by a high order address bit. (i.e. the first
|> bank is accessed for the first 1Mb and the next bank for the last 1Mb)
|>
|> GET IT STRAIGHT!!!! 32bit ACCESS!!!! Unlike falcon and 386SX.
|>
|> Justin.

So get it straight yourself. The Falcon's 68030 does Syncronous bus accesses while the A1200's 68020 does Asyncronous accesses. Add better caching, and internal MMU, and the burst mode capabilities and a 68030 connected to a 16 bit bus will beat a 68020, connected to a 32 bit bus, running up to a 15% faster clock rate.

So get a life, the markets are not the same.

Brian

# 568. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-14 17:44:09 UTC
From: lindblad@kruuna.Helsinki.FI
Message-ID: <1vidd9$6uu@kruuna.Helsinki.FI>
Source record: 22704
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Brian Grier Perpk (bjgrier@bnr.ca) wrote:

> So get it straight yourself. The Falcon's 68030 does Syncronous bus accesses
> while the A1200's 68020 does Asyncronous accesses. Add better caching, and

Brian, Brian, Brian...
Tell me how many clock cycles does it take to fetch something
from Falcon's ram? The minimum is 2 with syncronous bus cycles on 030,
but as you would then have to got 60 ns ram (or something like that).
And that would only be enough if there were no display DMA (etc.)
using the same bus.
68030 does have that 256 byte data cache 020 does not have.
Next question: how much do you think that would help in a 0 wait state
system like A1200 w/ fast ram (I don't think that the fastram boards
for A1200 need any wait states but use a 3 clock cycle asyncronous bus
cycle)? It does probably help a bit in Falcon if it is used which I
doubt a bit. It is pobbile though.

> internal MMU, and the burst mode capabilities and a 68030 connected to a 16

Are you on drugs or something? MMU does not speed things up. Rather
the opposite. In some special applications (emplant) it does indeed
speed some things, but in general it definately is no help speedwise.
And Falcon does not use burst mode. 68030 is not able to use
it over a 16 bit bus. (I think that to be able to use syncronous
cycles you would also need 32 bit bus. I shall check that next time I
read my 680x0-book.)

> bit bus will beat a 68020, connected to a 32 bit bus, running up to a 15%
> faster clock rate.

13%. Less than 13%.
68020 with a 32 bit bus with 3 clock cycle bus cycles beats
68030 with 13% faster clock and at least 3 clock cycle bus cycles and
16 bit bus. Easily. Very easily.

> So get a life, the markets are not the same.

He will get a life if you will get your facts right, Brian.

> Brian

--
Jarkko Lindblad | Kirves sanoo junts, kun sill{ ly|d{{n
lindblad@cc.helsinki.fi| t{n{{n meill{ kunnon pihvit sy|d{{n
----------------------| Huuda vaan se kiihottaa, ei kukaan kuule kuitenkaan

- Pime{ tie - | Kirves sanoo junts, kun sill{ ly|d{{n

## 569. Garble

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-14 19:04:57 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Jun14.190457.160665@zeus.calpoly.edu>
Source record: 22706

Well, as a stockhlder I got some new trash you may care about (info):

1) stock has almost tripled to 2.50. Still pretty sad, but a nice nmo□
□move. Atari is going to do a 10 to 1 "anti" split, so the stock
should
go to about $20 (hopefully), but the # of shares will be cut in 10.

Anyhow, Atari is making a 64 bit RISC game machine. 16 bit sound at
50kHz (yes, better than CD). 24 bit color. Real time polygon rendering
(not what NES will try to sell you with starfox). Of course, I count on
Atari to fuck it up, but it would be a real nice machine for simulation
type games.

I guess thats it. Is ATARI going to go to the power-pc chip like
Apple?

- mike

# 570. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-14 19:43:02 UTC
From: thanatos@titan.ucs.umass.edu
Message-ID: <1vikc6$6fj@titan.ucs.umass.edu>
Source record: 22705
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> So get it straight yourself. The Falcon's 68030 does Syncronous bus accesses
> while the A1200's 68020 does Asyncronous accesses. Add better caching, and
> internal MMU, and the burst mode capabilities and a 68030 connected to a 16
> bit bus will beat a 68020, connected to a 32 bit bus, running up to a 15%
> faster clock rate.
>
> So get a life, the markets are not the same.

Jeez. Ease off captain.

I can see how better caching will provide a speed increase, but an
"internal MMU" ? How does an MMU provide a speed increase ?

Synchronous vs. Asynchronus ? I don't see how locking memory accesses
at a fixed rate provides a speed increase, unless you are using slower
RAM on the '020. In fact, it would seem that getting faster RAM on a
synchronous bus would provide no speed increase at all, since the
memory accesses are provided at a static rate.

And lastly, we all know that a quicker clock rate means faster
instruction decoding/execution speed, but it says nothing of memory
accesses, which will be, interestingly enough, twice as fast on 32-bit
word fetches (and stores).

I think some numbers would be helpful in gauging a REAL comparison of
these machines....MIPS/Mflops, benchmarks.....

Anyone ?

# 571. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-14 21:41:00 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun14.214100.17049@rchland.ibm.com>
Source record: 22707
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C8MAw1.Bvp@news.rich.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> In article <10226@sersun1.essex.ac.uk>, colej@solb1.essex.ac.uk (Cole J L) writes:
|> |> In article <1993Jun2.220445.23718@sol.ctr.columbia.edu> jerry@msi.com (Jerry Shekhel) writes:
[stuff deleted]

|>
|> So get it straight yourself. The Falcon's 68030 does Syncronous bus accesses
|> while the A1200's 68020 does Asyncronous accesses. Add better caching, and
|> internal MMU, and the burst mode capabilities and a 68030 connected to a 16
|> bit bus will beat a 68020, connected to a 32 bit bus, running up to a 15%
|> faster clock rate.
|>
|> So get a life, the markets are not the same.

WRONG! You don't know how much slowdown you get for cripling a '030
to a 16-bit data bus. And another thing: THE FALCON DOES NOT SUPPORT
BURST MODE (standard Falcon config). Why? Has to do with that 16-bit
data path... (one of the reasons, there could be more)

|>
|> Brian

--
---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 572. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-15 01:24:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13895@uqcspe.cs.uq.oz.au>
Source record: 22708

legrand@chem.psu.edu (Scott Legrand) writes:
>cabp09@ccsun.strath.ac.uk (David McNicol) writes:
>>legrand@chem.psu.edu (Scott Legrand) writes:

> ... 3-D polygons (3-D polygons? No such thing ..

>> PS: Whats wrong with 3D polygons ?

>Get a F___ING DICTIONARY SOMETIME AND READ IT INSTEAD OF LOOKING AT
>THE PICTURES NEXT TO THE DEFINITIONS OF PUBIS AND ACNE...

Just for facts, 3D polygons are polygons with coplanar 3 dimensional vertices.

For example, the surface of a cube in a given orientation is defined
by 6 3D polygons.

[ObAdvCrap: so nyah nyah Mr. Le not-so-grand]

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

## 573. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-15 03:02:23 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vje3vINN9o9@uwm.edu>
Source record: 22709
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C8MAw1.Bvp@news.rich.bnr.ca>, Brian Grier Perpk (bjgrier@bnr.ca) wrote:
: So get it straight yourself. The Falcon's 68030 does Syncronous bus accesses
: while the A1200's 68020 does Asyncronous accesses. Add better caching, and
: internal MMU, and the burst mode capabilities and a 68030 connected to a 16
: bit bus will beat a 68020, connected to a 32 bit bus, running up to a 15%
: faster clock rate.

If you're going to boast about your architecture, at least do it
CORRECTLY.

1) The internal MMU is faster than the external, yes. However,
currently, the AmigaOS doesn't _USE_ it. So it's really a moot point.

2) Better caching? Larger cache size, but due to the nature of the chip
ram on the Amiga and the ST/motherboard ram on the Falcon, neither can do
data caching, instruction only.

3) Burst? The Falcon's 030 can't _DO_ burst--due once again to the
memory architecture, for the same reason that Amigas with 030's
can't--it's a shared memory bus, one which the custom chips get
deterministic access to. In order to do burst, you have to be able to
hit memory with consecutive cycles, often on the order of 5/2/2/2 on 030
Amigas.

The fact you can't use burst or data cache will knock down the
effectiveness of an 030 over an 020. Without burst, an 030's uses are
limited in comparison to an 020.

I advise you read up a bit before you post replies.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 574. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-15 03:40:03 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vjgajINN9o9@uwm.edu>
Source record: 22710
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vgq0u$itr@cville-srv.wam.umd.edu>, Dragon's Claws (cmedley@wam.umd.edu) wrote:
: Excuse me, we're not talking about tracker-type music. And saying "composed"
: is a misnomer.... all music is "composed". :)

Electronic music is either "composed", made up of small samples that are played back in different ways to create different pitch levels at different times, or it is "digitized", where a whole sample is played back as-is.

: What we were discussing was playing back 50khz 16-bit samples using the
: sound hardware (the 16-bit CODECs, possible assisted by the DSP rather than
: the CPU to free up more CPU time).

"Digitized". And why would you need the DSP? The DSP can't feed the CODECs, because it can't access system ram, it has no understanding of memory outside of its own, private pool.

If it's digitized, you should (I imagine) be able to set your DMA system to the beginning of the sample, and stream your data straight through to your CODECs.

However, as anyone could tell you, that's a sorry excuse for composed music, especially when composed music is all you need.

: The change in pitch can be effected in s/w easily. The output should still
: be the full 44.1khz even in a tracker sample. Here's a case where you
: might want to use what music pros call sample interpolation, where you don't
: just speed up or slow down the sample to do a pitch change, but also try
: to avoid the "rezzing" of a sample as you reduce the playback speed, or
: get a chipmunk effect when you play back higher pitches (time stretching).

: Quality is the catchword.

Expense is the catchword; that's what I was talking about towards the end of my diatribe; and if you remember correctly, I said it was expensive to do--and it IS. Not something you want to do on several samples. Yes, the output should still be the full 44.1khz, but you'll spend all of your time doing it.

: Limited in quality?

: The "lowly" STe sound chip plays back at up to 50khz.
: The Amiga stops cold at 28khz.

The "lowly" Amiga has a full 8 bits of data with 6 bits of volume control, giving you an effective 12 bits of data width. This gives you a

LOT more accuracy, because quiet sounds can be represented with the
change of volume, without increasing the amount of error in your sample.

Additionally, the Amiga's chipset allows you to use channels to modulate
other channels.

: If you plan to sway anyone with this "limited hardware rate" argument, you
: probably should avoid the issue of QUALITY if you wanna make a point.

I'm not arguing that 50khz isn't as good as 28, that's dumb. I'm not
arguing 8 bits over 16, it's dumb.

I'm saying it costs far too much.

: system resources all you want, but quality is the catchword... and if the

Quality won't get you anywhere with me unless I get speed with it. And
on the Falcon, the more you take from the CPU, the more you feel it.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 575. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-15 03:43:32 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vjgh4INN9o9@uwm.edu>
Source record: 22711
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vhfj4$m76@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: I have seen DSP-Protrackers which use less than 1% of CPU-time. So what are

I certainly haven't.

: you talking about? Even PAULA needs a little CPU-time on the Amiga...

Yes, it does. About that much.

: If 50Khz-Mods running on the 68030 only use 32% of CPU-time, the same routine
: on the DSP will be very fast. The DSP 56001 has more than 20 MIPS and you are
: dare enough to say 'recalculating the baseline would take a while'.

Yes, I am. Its expensive. Okay, you can do it on one. Do it on FOUR,
each time you want to play a sample. Then remember that you'd better
have your samples in that local area of memory, along with the program to
do it, or you're screwed.

: Fact is, that Protrackers on the STE have the same sound quality than
: Protrackers on the Amiga. You can't hear any difference at 25 KHz (and i've
: heard a lot of modules on an Amiga...)

1) I certainly can hear a difference. I _HAD_ an STe.

2) The volume control makes a big difference--the only way to do that on
the STe is to alter the sample.

: Aehem... where are the facts, Greg?

I've quoted more than enough times right out of the hardware reference
manual. Look to a previous post, not more than a few messages ago, from
here.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 576. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-15 08:13:02 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1vk0ae$m21@info2.rus.uni-stuttgart.de>
Source record: 22712
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vikc6$6fj@titan.ucs.umass.edu> thanatos@titan.ucs.umass.edu (MATTHEW D SCHMILL) writes:
>I can see how better caching will provide a speed increase, but an
>"internal MMU" ? How does an MMU provide a speed increase ?

In fact the MMU doesen't provide a speed increase. The internal MMU has other advantages, like memory protection and is very helpful when using virtual RAM. I have tested the speed increase provided by the Falcons caches: Quick Index indicates that the cache double speeds memory fetching and register access.

>And lastly, we all know that a quicker clock rate means faster
>instruction decoding/execution speed, but it says nothing of memory
>accesses, which will be, interestingly enough, twice as fast on 32-bit
>word fetches (and stores).

The 68030 in the Falcon surely also has a 32bit adress bus (it would be very expensiv to use a 68030 without 32bit adress bus.). So it's no problem to expand the Falcon with Fast-RAM. It's also a fact that Blitter, DMA and the Video shifter can only adress 24bit and this is the so-called ST-RAM.
I would like to know the adressing range of the Amiga-Blitter, can anyone tell me?

>I think some numbers would be helpful in gauging a REAL comparison of
>these machines....MIPS/Mflops, benchmarks.....
>
>Anyone ?

According to the Falcon manual (see Appendix A) the Falcon 030 has 3.65 MIPS.

In my last post i have said that the DSP in the Falcon has 20 MIPS - sorry, my fault, this is wrong: the 40MHz-DSP has 20 MIPS but the 32MHz-DSP in the Falcon "only" has 16 MIPS. But i think this changes nothing: playing Protracker modules is a very little exercise for the DSP 56001...

Ciao, Heiko.

## 577. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-15 08:24:23 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1vk0vn$h97@info2.rus.uni-stuttgart.de>
Source record: 22713
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vjgh4INN9o9@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>I've quoted more than enough times right out of the hardware reference
>manual. Look to a previous post, not more than a few messages ago, from
>here.

Yes, i must admit: you have posted very much. But i hope you posts will be a
little more objective in the future.

Regarding the market, Atari hasn't to fear Commodore (it is only a big
competitor) but these rising Intel-machines. If Atari sucks, how long will
Commodore stand it?
I hope you see what i mean... it's very useless to defeat each other when a
third party is going to get the whole market.
(And YOU Apple users... let's see how long your grinning will last!)

Ciao, Heiko.

# 578. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-15 12:12:03 UTC
From: cmedley@wam.umd.edu
Message-ID: <1vkeaj$176@cville-srv.wam.umd.edu>
Source record: 22714
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vje3vINN9o9@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>
>1) The internal MMU is faster than the external, yes. However,
>currently, the AmigaOS doesn't _USE_ it. So it's really a moot point.
>

This brings up an interesting thing about AmigaDOS... it may be robust and really nice, but it has NO MEMORY PROTECTION.

So one reason they could go with the 68020 is that the system wouldn't take advantage of some of the added features the '030 has on the '020, like the built-in MMU....

(just to let you know, MiNT/MultiTOS have memory protection, as does UNIX, XENIX, etc... hmmm... am i noticing a trend? don't want one program munching it's way through another program's memory, do we? :) )

## 579. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-15 12:22:56 UTC
From: cmedley@wam.umd.edu
Message-ID: <1vkev0$1ls@cville-srv.wam.umd.edu>
Source record: 22715
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vjgajINN9o9@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>"Digitized". And why would you need the DSP? The DSP can't feed the
>CODECs, because it can't access system ram, it has no understanding of
>memory outside of its own, private pool.
>

Because the DSP can be used to add real-time digital effects to the music
being played back. This can be used to add ambience, and do fun things
with sounds... you know, like echo, reverb, flange, chorus, digital delay,
etc... the nice things musicians wanna do with effect racks.

All of these can be done on a Falcon out the box with software.

Can the Amiga do that?

Nope.

>If it's digitized, you should (I imagine) be able to set your DMA system
>to the beginning of the sample, and stream your data straight through to
>your CODECs.
>

True, but that's only if you don't want to process what you're playing
back.

Think like a musician. :)

>However, as anyone could tell you, that's a sorry excuse for composed
>music, especially when composed music is all you need.

hahahahaha... this is a good one. Composed music on WHAT?
The Paula chip?
I've got 2 keyboards, 2 rack mounts, and a drum machine. Each one has
it's own "feel" and abilities. You seem to think that a sound chip isn't
like, say, a guitar, where each one has it's own unique sound. If you've
ever done any patch programming on a keyboard, you'd know what i mean.

The Amiga sound chip is far from adequate for professional uses. And if I
want to compose music, I've got over $3000 worth of gear to do that with.

So don't try to convince me that a 4 voice 8 bit chip is the next Kurzweil
K2000.

>
>: The change in pitch can be effected in s/w easily. The output should still
>: be the full 44.1khz even in a tracker sample. Here's a case where you

>: might want to use what music pros call sample interpolation, where you don't
>: just speed up or slow down the sample to do a pitch change, but also try
>: to avoid the "rezzing" of a sample as you reduce the playback speed, or
>: get a chipmunk effect when you play back higher pitches (time stretching).
>
>: Quality is the catchword.
>
>Expense is the catchword; that's what I was talking about towards the end
>of my diatribe; and if you remember correctly, I said it was expensive to
>do--and it IS. Not something you want to do on several samples. Yes,
>the output should still be the full 44.1khz, but you'll spend all of your
>time doing it.
>

You like to say this, but you have no proof as to how much system resources
would be spent on this process.

>: Limited in quality?
>
>: The "lowly" STe sound chip plays back at up to 50khz.
>: The Amiga stops cold at 28khz.
>
>The "lowly" Amiga has a full 8 bits of data with 6 bits of volume
>control, giving you an effective 12 bits of data width. This gives you a
>LOT more accuracy, because quiet sounds can be represented with the
>change of volume, without increasing the amount of error in your sample.
>
>Additionally, the Amiga's chipset allows you to use channels to modulate
>other channels.
>

But the bottom line is, like I said, you can't play any frequency higher than
14khz.

Even the crummy YM-2149 crap that comes in stock STs can play back > 28khz
samples...

To even compare an 8-bit chip (even with a whopping 6 bits of volume control,
ooooooooh! i really wanna dump my MIDI rig now!) to pro-level gear is
plain lunacy!

>: If you plan to sway anyone with this "limited hardware rate" argument, you
>: probably should avoid the issue of QUALITY if you wanna make a point.
>
>I'm not arguing that 50khz isn't as good as 28, that's dumb. I'm not
>arguing 8 bits over 16, it's dumb.
>
>I'm saying it costs far too much.
>

Well, I think that considering the system costs $1500 with 4/80 config, and
it can do this out the box...and even has software shipped with it to do it

makes it cost just right considering every other platform would require add-ons and s/w that would total the cost of a Falcon system just to do it.

The closest in price/performance for this purpose is a PC with a 16-bit sound card.

## 580. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-15 12:41:55 UTC
From: bjgrier@bnr.ca
Message-ID: <C8nxxw.FA@news.rich.bnr.ca>
Source record: 22716
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun14.214100.17049@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> In article <C8MAw1.Bvp@news.rich.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> |> In article <10226@sersun1.essex.ac.uk>, colej@solb1.essex.ac.uk (Cole J L) writes:
|> |> |> In article <1993Jun2.220445.23718@sol.ctr.columbia.edu> jerry@msi.com (Jerry Shekhel) writes:
|> [stuff deleted]
|>
|> |>
|> |> So get it straight yourself. The Falcon's 68030 does Syncronous bus accesses
|> |> while the A1200's 68020 does Asyncronous accesses. Add better caching, and
|> |> internal MMU, and the burst mode capabilities and a 68030 connected to a 16
|> |> bit bus will beat a 68020, connected to a 32 bit bus, running up to a 15%
|> |> faster clock rate.
|> |>
|> |> So get a life, the markets are not the same.
|>
|> WRONG! You don't know how much slowdown you get for cripling a '030
|> to a 16-bit data bus. And another thing: THE FALCON DOES NOT SUPPORT
|> BURST MODE (standard Falcon config). Why? Has to do with that 16-bit
|> data path... (one of the reasons, there could be more)
|>
|> |>
|> |> Brian

I sure do know the difference, and if you had spent any time doing performance analysis of 68020 and 68030 systems you would also know that what I said was true. The internal differences in the two processors are rather important, and do give a 68030 a big advantage.

Actually burst mode support is moot since it is used to try and bring the processor up to zero wait state performance, which the FALCON already has. Since you actually bit on this one it shows that you did not think much before posting.

With regards to the internal MMU, I admit that this only helps when performing memory management. The internal MMU adds zero wait states while an external PMMU for the 68020 typically adds 2 wait states. So if you are using any virtual memory the "crippled" 68030 will be even faster than super whiz bang fast-ram (does this mean zero wait states?).

And as I said before: So get a life, the markets are not the same.

|>
|> --

```
|> ------------------------------------
|> Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
|> in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
|> CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
|> >>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
|> *don't e-mail me* -> I don't have a valid address nor can I send e-mail
|>
|>
Brian

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|______________________________________|
```

# 581. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-15 16:57:50 UTC
From: thanatos@titan.ucs.umass.edu
Message-ID: <1vkv2e$28v@titan.ucs.umass.edu>
Source record: 22717
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>And lastly, we all know that a quicker clock rate means faster
>instruction decoding/execution speed, but it says nothing of memory
>accesses, which will be, interestingly enough, twice as fast on 32-bit
>word fetches (and stores).

The 68030 in the Falcon surely also has a 32bit adress bus (it would be very
expensiv to use a 68030 without 32bit adress bus.). So it's no problem to
expand the Falcon with Fast-RAM. It's also a fact that Blitter, DMA and the
Video shifter can only adress 24bit and this is the so-called ST-RAM.
I would like to know the adressing range of the Amiga-Blitter, can anyone
tell me?

The address bus is not an issue. When the Falcon requests a
memory word (32 bits), it puts the 32 bit address on the address bus,
and then (the important part, speedwise) memory puts its data on the
DATA bus, 16 bits at a time, taking two bus cycles. The only thing
that a larger address bus provides is a huge address space (~4 Gig),
which I am not quite sure, but think is the case with the 1200.

>I think some numbers would be helpful in gauging a REAL comparison of
>these machines....MIPS/Mflops, benchmarks.....
>
>Anyone ?

According to the Falcon manual (see Appendix A) the Falcon 030 has 3.65 MIPS.

In my last post i have said that the DSP in the Falcon has 20 MIPS - sorry,
my fault, this is wrong: the 40MHz-DSP has 20 MIPS but the 32MHz-DSP in the
Falcon "only" has 16 MIPS. But i think this changes nothing: playing Protracker
modules is a very little exercise for the DSP 56001...

Gotta love the DSP.

Ciao, Heiko.

Regards,
Matt

# 582. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-15 17:00:41 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Jun15.170041.12847@mpifr-bonn.mpg.de>
Source record: 22718
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <C8nxxw.FA@news.rich.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>I sure do know the difference, and if you had spent any time doing performance
>analysis of 68020 and 68030 systems you would also know that what I said was
>true. The internal differences in the two processors are rather important, and
>do give a 68030 a big advantage.

There are several internal differences. Minor ones like optimized instructions
and major ones like the full Harvard architecture. The latter allows you
to concurrently fetch data and instructions. Since you only have one external
bus this mostly helps for external data fetches while the program runs from
the cache. The benefit depends on the speed of the external bus. If you
have a slow external bus then you won't see much of 'overlap' as the
instruction unit most often waits for the data fetch to complete. If you
have a fast external bus than the internal instruction fetches would take
a large fraction of the overall instruction time (including the external
data fetch) and so the overlap is important.

The Falcon has a slow external bus.

>Actually burst mode support is moot since it is used to try and bring the
>processor up to zero wait state performance, which the FALCON already has.

Sorry, the burst mode can go faster than 'zero wait state' and I wouldn't
talk about 'zero wait states' when any 32bit access has lots of them
since you are talking to a 16bit memory port.

>With regards to the internal MMU, I admit that this only helps when performing
>memory management. The internal MMU adds zero wait states while an external
>PMMU for the 68020 typically adds 2 wait states. So if you are using any

No. It typically adds one waitstate. This is the case with the A2620 board
(I believe the only 020+PMMU board for any Amiga). The A1200 also would
have some problems to support a MMU for the EC020.

>virtual memory the "crippled" 68030 will be even faster than super whiz bang
>fast-ram (does this mean zero wait states?).

Except for Jerry and you noone argues that virtual memory increases speed.
Besides, what OS do you want to run that offers virtual memory ?

>And as I said before: So get a life, the markets are not the same.

Who cares about markets ?

Regards,
--
Michael van Elst

UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

## 583. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-15 18:17:54 UTC
From: en2prmm@sunlab1.bath.ac.uk
Message-ID: <C8oDHy.EBB@sunlab1.bath.ac.uk>
Source record: 22719
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In the referenced article, cmedley@wam.umd.edu (Dragon's Claws) writes:
>In article <1vje3vINN9o9@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>
>>
>>1) The internal MMU is faster than the external, yes. However,
>>currently, the AmigaOS doesn't _USE_ it. So it's really a moot point.
>>
>
>
>This brings up an interesting thing about AmigaDOS... it may be robust and
>really nice, but it has NO MEMORY PROTECTION.

That is true. What is equally true is that since upgrading to Workbench 2.04,
the only crashes I have had have been caused by PD demos and a flaky PD
program or two. Memory protection is no big deal in my opinion.. I will
concede that virtual memory is useful though..

>So one reason they could go with the 68020 is that the system wouldn't
>take advantage of some of the added features the '030 has on the '020, like
>the built-in MMU....

Exactly... Another is that in a chip RAM environment, anything faster

>(just to let you know, MiNT/MultiTOS have memory protection, as does UNIX,
>XENIX, etc... hmmm... am i noticing a trend? don't want one program
>munching it's way through another program's memory, do we? :) )

# 584. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-16 01:18:21 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vlsctINNmqj@uwm.edu>
Source record: 22720
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vk0ae$m21@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: In my last post i have said that the DSP in the Falcon has 20 MIPS - sorry,
: my fault, this is wrong: the 40MHz-DSP has 20 MIPS but the 32MHz-DSP in the
: Falcon "only" has 16 MIPS. But i think this changes nothing: playing Protracker

MIPS means little for a DSP, however.

: modules is a very little exercise for the DSP 56001...

Only true if your samples, your player code, and your score all fit
within the DSP's dinky little ram area. Not at all an easy task.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 585. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-16 01:34:20 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <Yg7bWQi00WAt42cmh1@andrew.cmu.edu>
Source record: 22721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Excerpts from netnews.comp.sys.atari.st: 15-Jun-93 Re: Atari stock up, up, up .. ted croft brown@cis.ohio (984)

> Boy are you cynical! al! At least they are advertising something!
> They need the Lynx to do reasonably well, so people will actually look
> at the Jag when it comes out. Even though they aren't connected, sales
> of the Lynx will affect the Jag. It's the ony reasonable explanation
> for why the GameBoy sells.

The Lynx *is* doing reasonably well, in terms of market share; compared to their actual computers. They'll never really be a successful comapny until they start advertising. I don't know why the people at Atari don't understand this. They have very light advertising for their hand-help game machine, and *no* advertising (in the US, at least) for anything else they make. Sure, recognition of the Lynx may help Jaguar sales, if and when the Jag actually comes out. But most people I have talked to never even knew Atari *made* computers. They hear Atari and think of the Lynx (or more likely, of the 2600).

I'm sending follow-ups to *.advocacy, since this whole thread really belongs there.

---

This .sig is $hareware. If you use it for more than a
month, send me all of your money, then see a
psychologist. Or kill me.

## 586. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-16 03:00:34 UTC
From: rb10006@phx.cam.ac.uk
Message-ID: <1993Jun16.030034.14770@infodev.cam.ac.uk>
Source record: 22722

In article <Yg7bWQi00WAt42cmh1@andrew.cmu.edu>, Geoffrey Spear <gspear+@CMU.EDU> writes:
|> Excerpts from netnews.comp.sys.atari.st: 15-Jun-93 Re: Atari stock up,
|> up, up .. ted croft brown@cis.ohio (984)
|>
|>
|> > Boy are you cynical! al! At least they are advertising something!
|> > They need the Lynx to do reasonably well, so people will actually look
|> > at the Jag when it comes out. Even though they aren't connected, sales
|> > of the Lynx will affect the Jag. It's the ony reasonable explanation
|> > for why the GameBoy sells.
|>
|> The Lynx *is* doing reasonably well, in terms of market share; compared
|> to their actual computers. They'll never really be a successful comapny
|> until they start advertising. I don't know why the people at Atari
|> don't understand this. They have very light advertising for their
|> hand-help game machine, and *no* advertising (in the US, at least) for
|> anything else they make. Sure, recognition of the Lynx may help Jaguar
|> sales, if and when the Jag actually comes out. But most people I have
|> talked to never even knew Atari *made* computers. They hear Atari and
|> think of the Lynx (or more likely, of the 2600).
|>
|> I'm sending follow-ups to *.advocacy, since this whole thread really
|> belongs there.
|> ----------------------------------------------
|> This .sig is $hareware. If you use it for more than a
|> month, send me all of your money, then see a
|> psychologist. Or kill me.

Anybody read the post over in amiga.advocacy recently about Atari buying
CBM stock and CBM buying Atari stock so that all user complaints got stuck in
an infinite loop? Well here's another similarity: neither company seems to
understand the meaning of advertising... (Or maybe they just can't afford it?
If so, perhaps a joint... Nah! It'd never happen! :)

Robert Brown.

# 587. Re: Atari Jaguar news(???) --- Defence

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-16 09:10:08 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1vmo1g$ptg@loch2.cc.strath.ac.uk>
Source record: 22723

In article Jvw@cs.psu.edu, legrand@chem.psu.edu (Scott Legrand) writes again:
> [ blah ]

Scott hit a raw nerve with that post, so I give up.

Case for the defence goes something like this:

1. I was mad
2. It wasn't actually me
3. It was me, but I was asleep
4. It was me but (more probable) I was seething with anger at the buerocracy(?) of this institution.

DAve.

David McNicol, Internet ... D.McNicol@ccsun.strath.ac.uk
3rd Yr Laser Physics, JANET ..... D.McNicol@uk.ac.strath.ccsun
Strathclyde University,
SCOTLAND. pride <= 0;

# 588. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-16 20:17:23 UTC
From: alex@bilver.uucp
Message-ID: <1993Jun16.201723.9617@bilver.uucp>
Source record: 22724
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cmedley@wam.umd.edu (Dragon's Claws) writes:
>
>Because the DSP can be used to add real-time digital effects to the music
>being played back. This can be used to add ambience, and do fun things
>with sounds... you know, like echo, reverb, flange, chorus, digital delay,
>[...]
>Can the Amiga do that?
>
>Nope.

You would do well to educate yourself before making stupid statements like
that. The Amiga can do that, and has done that since 1986 when I first
bought it. The predecessor to the program now known as "Sonix" for the
Amiga had a control panel for the effects you describe.

>The Amiga sound chip is far from adequate for professional uses. And if I
>want to compose music, I've got over $3000 worth of gear to do that with.

By that argument, the Atari sound hardware is just as far from adequate.
Isn't this discussion about the computers, and not the gear they drive?

>So don't try to convince me that a 4 voice 8 bit chip is the next Kurzweil
>K2000.

'Tis not. But I myself use it to create interesting sound effects that my
own gear can't produce.

--
_ |__ Alex Matulich alex.matulich@oau.org
/(+__> Unicorn Research Corp, 4621 N Landmark Dr, Orlando, FL 32817
//| \ UUCP: alex@bilver.uucp {peora|ge-dab|uunet!tous}!bilver!alex
///__) Internet: alex@bilver.oau.org | alex%bilver@peora.sdc.ccur.com

## 589. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-16 22:09:07 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vo5m3INN5lh@uwm.edu>
Source record: 22725
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vkev0$1ls@cville-srv.wam.umd.edu>, Dragon's Claws (cmedley@wam.umd.edu) wrote:
: Because the DSP can be used to add real-time digital effects to the music
: being played back. This can be used to add ambience, and do fun things
: with sounds... you know, like echo, reverb, flange, chorus, digital delay,
: etc... the nice things musicians wanna do with effect racks.

Yes, and definitely agreed. Those are only useful, however, when you're using the DSP to channel the data. It means you're still going to be using two channels, and it muscles in on your ability to provide multiple voices and composed playback. Which is fine if you're just playing some digitized stuff. But do much other than audio processing with it, and you're better off with MIDI.

: Think like a musician. :)

Okay. Screw using the internal sound, its a waste of resources--go through MIDI instead, and then take your left and right channels coming out of your MIDI equipment, and pump it through your DSP and out again, getting the effects you want.

: hahahahaha... this is a good one. Composed music on WHAT?
: The Paula chip?
: I've got 2 keyboards, 2 rack mounts, and a drum machine. Each one has
: it's own "feel" and abilities. You seem to think that a sound chip isn't
: like, say, a guitar, where each one has it's own unique sound. If you've
: ever done any patch programming on a keyboard, you'd know what i mean.

I -DO- know what you mean. Now it's time for you to know what _I_ mean. In many cases, going through MIDI is both unnecesary and unwanted. This is true for games. Games can benefit from composed rather than digitized music because you don't want to have to have a huge digitized soundtrack. It's cheaper just to take some digitized instruments and a score, and play that back. But the more channels of audio you use, the less quality you can pull off without taking CPU time away, time which is very, very important during games. And if the CPU wasn't having enough trouble, it can be worsened by having the number of channels of audio each being processed to modify whatever is supposed to be played in any particular way.

That's a lot of stuff to be doing, and a lot of CPU intervention as a result.

: The Amiga sound chip is far from adequate for professional uses. And if I

Fine. Never claimed like it was. Stop thinking like a musician, and
think like an average user.

: So don't try to convince me that a 4 voice 8 bit chip is the next Kurzweil
: K2000.

Don't try to convince yourself of it, you mean.

: You like to say this, but you have no proof as to how much system resources
: would be spent on this process.

I know the capabilities of the 56001, and I understand the process of
what is happening. And knowing how much the 56001 will have to rely upon
the CPU, as well as the taxing nature of the system itself, is enough to
know that it isn't great.

: But the bottom line is, like I said, you can't play any frequency higher than
: 14khz.

Right.

: Even the crummy YM-2149 crap that comes in stock STs can play back > 28khz
: samples...

And crap it is, yes.

: To even compare an 8-bit chip (even with a whopping 6 bits of volume control,
: ooooooooh! i really wanna dump my MIDI rig now!) to pro-level gear is
: plain lunacy!

Who said I was? I hope you're not narrow-minded enough to think that the
DSP isn't going to be used by average users for average tasks, and
something other than a professional musician's tool.

I'm looking at the system from an average user's point of view. You're
looking at it as a professional tool, and that's fine, but that doesn't
make it a good PERSONAL computer.

: Well, I think that considering the system costs $1500 with 4/80 config, and

Cost, as in resource cost. Not as in money.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 590. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 08:05:57 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jun17.080557.5609@beaver.cs.washington.edu>
Source record: 22726
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vlsctINNmqj@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1vk0ae$m21@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
>
>: modules is a very little exercise for the DSP 56001...
>
>Only true if your samples, your player code, and your score all fit
>within the DSP's dinky little ram area. Not at all an easy task.
>

It seems to me that since the DSP can be a link in a DMA routing chain that it's not necessary for the actual sample to fit into the DSP RAM. You just need to store the player code/score which is a lot easier to fit in there.

For example, you simply use system calls to connect the DMA sound output directly to the DSP, which modifies the sound as it goes through (according to the specs in the player/score), then connect the DSP output to the CODEC and you're all set. Admittedly, this may not be as flexible for MOD files and whatnot but it seems like the possibilities are a lot greater than you would have us believe.

Plus, if as you said the MOD stuff is used mostly for games then it seems reasonable to fit 20-30K of sample into the DSP RAM and use that for playback of pseudo-music or whatever. Sound effects don't need to fit into the DSP at all since it's usually not necessary to alter them, and for that matter you can probably get away with only digitized sounds for a lot of music blurbs too.

>Greg

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

## 591. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 08:13:22 UTC
From: colej@solb1.essex.ac.uk
Message-ID: <13572@sersun1.essex.ac.uk>
Source record: 22727
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <C8MAw1.Bvp@news.rich.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>In article <10226@sersun1.essex.ac.uk>, colej@solb1.essex.ac.uk (Cole J L) writes:
>|> In article <1993Jun2.220445.23718@sol.ctr.columbia.edu> jerry@msi.com (Jerry Shekhel)
writes:
>|> >Ray (rjc@hal.gnu.ai.mit.edu) wrote:
>|> >:
>|> >: This is just speculation, but I bet they are 1meg x 4. Many people
>|>
>|> >connect a 32-bit CPU data path to 16 wires? Sounds like 16-bit access to
>|> >me...
>|>
>|> >| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
>|>
>|> Banter, banter.......
>|>
>|> I believe (Without checking) the A1200 consists of high-density 16bit wide
>|> DIPS. Each chip has 16 data lines. BUT they must come in pairs which makes
>|> it REAL 32bit ACCESS! The original design was to have 1Mb of Chip. A little
>|> slot in board would provide the extra 1Mb. (poss. with clock) Also, there
>|> is space (and markings) for the clock.... Why isn`t it installed? I would
>|> assume the two banks are selected by a high order address bit. (i.e. the first
>|> bank is accessed for the first 1Mb and the next bank for the last 1Mb)
>|>
>|> GET IT STRAIGHT!!!! 32bit ACCESS!!!! Unlike falcon and 386SX.
>|>
>|> Justin.
>
>So get it straight yourself. The Falcon's 68030 does Syncronous bus accesses
>while the A1200's 68020 does Asyncronous accesses. Add better caching, and
>internal MMU, and the burst mode capabilities and a 68030 connected to a 16
>bit bus will beat a 68020, connected to a 32 bit bus, running up to a 15%
>faster clock rate.
>
>So get a life, the markets are not the same.
>
>Brian

Newsgroups: comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Subject: Re: ATARI! HA!
Summary:
Expires:
References: <1uj39i$1kiu@hal.gnu.ai.mit.edu> <1993Jun2.220445.23718@sol.ctr.columbia.edu>
<10226@sersun1.essex.ac.uk> <C8MAw1.Bvp@news.rich.bnr.ca>
```

Sender:
Reply-To: colej@essex.ac.uk (Cole J L)
Followup-To:
Distribution:
Organization: University of Essex, Colchester, UK
Keywords:

>|> GET IT STRAIGHT!!!! 32bit ACCESS!!!! Unlike falcon and 386SX.
>|>
>|> Justin.
>
>So get it straight yourself. The Falcon's 68030 does Syncronous bus accesses
>while the A1200's 68020 does Asyncronous accesses. Add better caching, and
>internal MMU, and the burst mode capabilities and a 68030 connected to a 16
>bit bus will beat a 68020, connected to a 32 bit bus, running up to a 15%
>faster clock rate.

Hmmm... Excuse me.... What was this pointless flame for?????

Someone asked about the A1200 memory configuration. Jerry insinuated that
the A1200`s memory seemed to be 16bit from the type of DRAM used. I`ve seen
the insides and the chips have 16data lines each. They are accessed in pairs
and this gives 32bits! The falcon however does not access 32bits in one single
CPU access. It lives from a 16bit bus.

This gives arises to the following!

i) Slow access to longwords in memory. 16bit access do not suffer, but nor
do they on the A1200.
ii) NO BURST MODE - a very important speed increasing method. The 68030 does
not and can not support burst mode from 16 bit RAM. Don`t give us any crap
but the burst mode still gives a large increase of speed from any type of
32bit RAM, whether it`s zero-wait state or not!
iii) LOTS of contention with video bus. The Amiga may suffer from a similar
problem (but not as severe) but adding a *simple* *cheap* fast RAM board
removes CHIP RAM contention completely.

I don`t completely hate the Falcon but I must stress....

14.3MHz '020 with FAST RAM will be faster than the Falcons 16MHz '030. FACT.

BTW When is the Falcon available? Hmm.... ;-P

I don`t normally get into slanging matches but your childish and immature
approach to a correct and factual response required action!

>So get a life, the markets are not the same.

I`ll get a life when you do.

Your right the markets are not the same. The Falcon is nice sitting in a
recording studio and the Amiga is a very good (And popular) computer.
BTW isn`t the A4000/30 the same price as the Falcon HD?

A4000/30 = *25MHz '030*
85Mb HD
4Mb RAM

Falcon HD = 16Mhz '030
60Mb HD
4Mb RAM

The *ONLY* thing going for the Falcon is its DSP. When the Amiga DSP comes along it is gonna CRUSH the Atari`s feeble effort. FACT.

>Brian

No Brain Brian?

Justin.

# 592. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 09:35:58 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1vpdtu$v4s@info2.rus.uni-stuttgart.de>
Source record: 22731
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jun16.201723.9617@bilver.uucp> alex@bilver.uucp (Alex Matulich) writes:
>>Because the DSP can be used to add real-time digital effects to the music
>>being played back. This can be used to add ambience, and do fun things
>>with sounds... you know, like echo, reverb, flange, chorus, digital delay,
>>[...]
>>Can the Amiga do that?
>
>You would do well to educate yourself before making stupid statements like
>that. The Amiga can do that, and has done that since 1986 when I first
>bought it. The predecessor to the program now known as "Sonix" for the
>Amiga had a control panel for the effects you describe.

Traraaaa!!! Look! There are even wonders happening on the Amiga!
The Falcon effects ar realtime with 50KHz 16bit samples - that will be NEVER
done by a 68000 with 8Mhz! Forget it!

>>The Amiga sound chip is far from adequate for professional uses. And if I
>>want to compose music, I've got over $3000 worth of gear to do that with.
>
>By that argument, the Atari sound hardware is just as far from adequate.
>Isn't this discussion about the computers, and not the gear they drive?

JUST as far? How about this: the Amiga 1200 video hardware is just as far
from adequate for professional uses than the Falcons.
Fact is: you can't hear better samples than those 16bit-50KHz ones (this is
CD-quality!). Another fact is, that the Amiga resolutions are really near
the best photographic quality you can reach on a Monitor.

Ciao, Heiko.

# 593. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 11:11:41 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C8rJ3I.ADt@newcastle.ac.uk>
Source record: 22728
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <13572@sersun1.essex.ac.uk>, colej@solb1.essex.ac.uk (Cole J L) writes:

>14.3MHz '020 with FAST RAM will be faster than the Falcons 16MHz '030. FACT.

So 'Justin who lives in Essex' (snigger). You graduated with an excellent degree
in Motorola processor specifications did you? (bigger snigger).

Above quote. B*ll*cks. Says it all really.

>Justin.

Craig:Microelectronics Engineer, BAe Space Systems, England.
(F030 owner & loving it).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
-----------------/__\-----------------------------------------------------------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

## 594. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 14:04:35 UTC
From: cmedley@wam.umd.edu
Message-ID: <1vptlj$2us@cville-srv.wam.umd.edu>
Source record: 22729
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jun16.201723.9617@bilver.uucp> alex@bilver.uucp (Alex Matulich) writes:
>cmedley@wam.umd.edu (Dragon's Claws) writes:
>>
>>Because the DSP can be used to add real-time digital effects to the music
>>being played back. This can be used to add ambience, and do fun things
>>with sounds... you know, like echo, reverb, flange, chorus, digital delay,
>>[...]
>>Can the Amiga do that?
>>
>>Nope.
>
>You would do well to educate yourself before making stupid statements like
>that. The Amiga can do that, and has done that since 1986 when I first
>bought it. The predecessor to the program now known as "Sonix" for the
>Amiga had a control panel for the effects you describe.

I've seen Sonix. Sonix is not even close to adequate for professional use.
Sonix simply drove the Paula chip and the effects were not comparable to
effects processors of its era...

(unless you count cheap pedals for guitarists back then)

How would Sonix stack up against a DSP effects application, like AFM on the
Falcon with stereo 16-bit out and realtime application of effects to incoming
stereo sound?

Let's be realistic... it wouldn't. :)

>
>>The Amiga sound chip is far from adequate for professional uses. And if I
>>want to compose music, I've got over $3000 worth of gear to do that with.
>
>By that argument, the Atari sound hardware is just as far from adequate.
>Isn't this discussion about the computers, and not the gear they drive?
>

I dunno. Hard drives are just "gear that my computer can drive". So are
SCSI drives, monitors, etc.... I don't just use the computer for one thing.
Do you? :)

>>So don't try to convince me that a 4 voice 8 bit chip is the next Kurzweil
>>K2000.
>
>'Tis not. But I myself use it to create interesting sound effects that my
>own gear can't produce.

>

Well, hey, I use my old copy of SuperConductor by Michtron and do silly things with my dinky YM2149 sound chip in my Mega ST, but I wouldn't use it to score a movie soundtrack... unless it called for a beep or two. :)

## 595. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 14:17:11 UTC
From: cmedley@wam.umd.edu
Message-ID: <1vpud7$3h0@cville-srv.wam.umd.edu>
Source record: 22730
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vo5m3INN5lh@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1vkev0$1ls@cville-srv.wam.umd.edu>, Dragon's Claws (cmedley@wam.umd.edu)
wrote:
>: Because the DSP can be used to add real-time digital effects to the music
>: being played back. This can be used to add ambience, and do fun things
>: with sounds... you know, like echo, reverb, flange, chorus, digital delay,
>: etc... the nice things musicians wanna do with effect racks.
>
>Yes, and definitely agreed. Those are only useful, however, when you're
>using the DSP to channel the data. It means you're still going to be
>using two channels, and it muscles in on your ability to provide multiple
>voices and composed playback. Which is fine if you're just playing some
>digitized stuff. But do much other than audio processing with it, and
>you're better off with MIDI.

Wait a second. You're operating under the concept that the DSP does
one channel of 16-bit sound.

This is not the case... read the Falcon product literature. It is capable
of *8* channels of 16-bit sound.

>
>: Think like a musician. :)
>
>Okay. Screw using the internal sound, its a waste of resources--go
>through MIDI instead, and then take your left and right channels coming
>out of your MIDI equipment, and pump it through your DSP and out again,
>getting the effects you want.
>

Yep, that's the plan.

>: hahahahaha... this is a good one. Composed music on WHAT?
>: The Paula chip?
>: I've got 2 keyboards, 2 rack mounts, and a drum machine. Each one has
>: it's own "feel" and abilities. You seem to think that a sound chip isn't
>: like, say, a guitar, where each one has it's own unique sound. If you've
>: ever done any patch programming on a keyboard, you'd know what i mean.
>
>I -DO- know what you mean. Now it's time for you to know what _I_ mean.
>In many cases, going through MIDI is both unnecesary and unwanted. This
>is true for games. Games can benefit from composed rather than digitized

Who said we were talking about games? If you wanna play games, go get
a Super Nintendo or a Sega Genesis. If you're an Atari cheerleader, you

can wait for Jaguar. :)

In case you forgot, the discussion began with the ludicrous claim that
the Amiga sound chip can handle 50khz sampled sound playback as good
as a Falcon.

I knocked that one out the ballpark.

>
>Fine. Never claimed like it was. Stop thinking like a musician, and
>think like an average user.
>

An average user probably has a Super Nintendo to play games on and a PC
clone to do work on.

:)

>: But the bottom line is, like I said, you can't play any frequency higher than
>: 14khz.
>
>Right.
>
>: Even the crummy YM-2149 crap that comes in stock STs can play back > 28khz
>: samples...
>
>And crap it is, yes.
>

But alas, this is subjective! For, as the gentleman who uses Sonix claims,
there are just things that the YM2149 can do.. sounds it can make, and
a feel to it that is unique! As the composer John Cage would say, "Sound is
music!". Why, to listen to the simplicity of the YM2149 as it plays back
pitches across it's 9 octave range can bring even the most jaded user to
the levels of sonic bliss that previously could only be attained with
expensive drugs!

:)

Back to reality: Yep, the stock ST sound chip was crappy. For games. For
90% of everything. But it still could play back frequencies over 14khz.
Is that important? Not particularly, because the *quality* of the sound
would be inferior to the Amiga sound chip. But isn't that my point about
the Falcon's 16-bit sound system?

>: To even compare an 8-bit chip (even with a whopping 6 bits of volume control,
>: ooooooooh! i really wanna dump my MIDI rig now!) to pro-level gear is
>: plain lunacy!
>
>Who said I was? I hope you're not narrow-minded enough to think that the
>DSP isn't going to be used by average users for average tasks, and
>something other than a professional musician's tool.
>

Who said it was just going to be used for music applications?

One of the nicest uses I've heard of for it is that it was claimed that it could handle 3D rotations of (i believe) 10,0000 vertices in real time. (i may be off by a power of 10)
:)

>I'm looking at the system from an average user's point of view. You're
>looking at it as a professional tool, and that's fine, but that doesn't
>make it a good PERSONAL computer.
>

I'm talking about sound. Did you see me claim the Falcon was a better computer? Nope. The better computer is in the eye of the beholder. If I have both a Falcon and an Amiga, I'd probably get more use out of the Falcon and believe it to be the better machine. If a video guru gets both, I'd bet the Amiga would win to him or her hands down.

## 596. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 14:18:42 UTC
From: sys1@exnet.co.uk
Message-ID: <C8rrr7.9tt@exnet.co.uk>
Source record: 22736
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vlsctINNmqj@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1vk0ae$m21@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
>: In my last post i have said that the DSP in the Falcon has 20 MIPS - sorry,
>: my fault, this is wrong: the 40MHz-DSP has 20 MIPS but the 32MHz-DSP in the
>: Falcon "only" has 16 MIPS. But i think this changes nothing: playing Protracker
>
>MIPS means little for a DSP, however.
>

MIPS means a great deal when dealing with computing power.

>: modules is a very little exercise for the DSP 56001...
>
>Only true if your samples, your player code, and your score all fit
>within the DSP's dinky little ram area. Not at all an easy task.
>

No room for sloppy coding! This is not a disadvantage.

>Greg
>
>--
>(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
>(: "... I.. I've been so bad... I... I've been so bad, I... :)
>(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
>(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 597. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 15:10:11 UTC
From: sys1@exnet.co.uk
Message-ID: <C8ru50.AnH@exnet.co.uk>
Source record: 22637
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun14.214100.17049@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>[stuff deleted]
>
> WRONG! You don't know how much slowdown you get for cripling a '030
>to a 16-bit data bus. And another thing: THE FALCON DOES NOT SUPPORT
>BURST MODE (standard Falcon config). Why? Has to do with that 16-bit
>data path... (one of the reasons, there could be more)
>

Ho hum, you're shouting dear and sounding a little unreasonable.

People, please stop talking about `crippling' CPUs. The EC020 is a crippled 030 due to lack of (amongst other things) an MMU which severely cripples its use for us unix types. The Fs' 030 has a 16 bit wide data bus which cripples that CPU. The A1200 has no SCSI bus which cripples its I/O capabilities and severely limits disc capacity and speed.

And so on.

>|>
>|> Brian
>
>--
>---------------------------------------
Xavier Gallagher

# 598. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 15:39:11 UTC
From: bjgrier@bnr.ca
Message-ID: <C8rvHB.M3D@news.rich.bnr.ca>
Source record: 22733
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Since this has gotten to the wonderful stage of name calling let us review the facts of the wonderful Amiga 1200 vs Falcon 030. Let's compare both stock and enhanced bus accesses.

| | Stock | | Enhanced | |
|---|---|---|---|---|
| | Falcon | Amiga | Falcon | Amiga |
| Clock rate (mhz) | 16.0 | 14.0 | 32.0 | 50.0 |
| Clock cycle (ns) | 62.5 | 71.4 | 31.2 | 20.0 |
| 32bit access(ns) | 250.0 | 214.2 | 62.5 | 60.0 |

Note: The "Enhanced" access time represent access time to the FAST ram on the processor board. Any access to the base memory will have the same access time as a "stock machine.

Because trying to wade through the instruction pipeline timing on the 68030 is something similar to getting a useful comparison information out of an advocacy group on internet, it is basically impractical to make a definitive statement about the how the 68030 will behave in a typical situation. So I'll leave the comparison of the internal pipelining, to those that feel that they have mastered it.

So on stock machines, simple bus accesses alone the Amiga is 15% faster than the Falcon, or the Falcon is 17% slower than the Amiga. Now if you add the enhanced processors with 32 bit memory, and yes memory is REALLY 32 bits wide on the Falcon enhanced processor board, the Falcon will be 4% slower at bus access than the Amiga. Showing the supposedly crippled Falcon at 32mhz can keep up with an Amiga running at 50mhz. (Of course all the Amiga biggots out there will now start talking about the importance of the instruction cache.:)

Now add the internal differences between the 68020 and 68030 and the 68030 really does out perform the a 68020 regardless of either of these two configurations.

Brian

BTW: The Falcon comes with an 80mb HD, not 65mb, in the US.
(source: Bob Brodie and verified at Computer Studio and TOAD computers)
--

Disclaimer: The opinions expressed are mine not those of BNR.


| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| --- | --- |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |

|_____|_____|

## 599. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 17:15:01 UTC
From: martin@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jun17.111501.4031@msus1.msus.edu>
Source record: 22732
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vpdtu$v4s@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>In article <1993Jun16.201723.9617@bilver.uucp> alex@bilver.uucp (Alex Matulich) writes:
>>>Because the DSP can be used to add real-time digital effects to the music
>>>being played back. This can be used to add ambience, and do fun things
>>>with sounds... you know, like echo, reverb, flange, chorus, digital delay,
>>>[...]
>>>Can the Amiga do that?
>>
>>You would do well to educate yourself before making stupid statements like
>>that. The Amiga can do that, and has done that since 1986 when I first
>>bought it. The predecessor to the program now known as "Sonix" for the
>>Amiga had a control panel for the effects you describe.
>
>Traraaaa!!! Look! There are even wonders happening on the Amiga!
>The Falcon effects ar realtime with 50KHz 16bit samples - that will be NEVER
>done by a 68000 with 8Mhz! Forget it!

Sure, maybe not on a system where the CPU has to do all the work that a REAL DSP should be doing...but I would imagine that w/ a DSP in an amiga multiprocessor system there would be little or no problem for the computer to do 50KHz samples in 16bit even on a 6502 at 1mhz...it's all up to the DSP.

--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=-
J. Martin | DiE Kilrathi Scum!! -- Eat Plasma FuRRBall!!
Martin@Tigger.StCloud.MSUS.Edu | Waiting for: CD-ROM, MPEG, DSP and AAA oh my!!
a.k.a. IRC: ShadowLrd |-------------------------------------------
In Possession of an A4000/040! | Software--Try It, Buy It, Beat It, Repeat It..
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 600. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 19:20:27 UTC
From: dt4@booboo.ucsb.edu
Message-ID: <dt4.740344827@booboo>
Source record: 22734

Hey folks!

Atari stock was down to $.50/share a while back -- you really can't go anywhere from there except "up, up, up"

When folks start talkng about lynx and jag like they do about the 486's and the amigas then you'll know atari is doing OK. Until then, don't hold your breath (you might turn pretty blue.)

*dt*

# 601. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 19:43:27 UTC
From: thanatos@titan.ucs.umass.edu
Message-ID: <1vqhgv$655@titan.ucs.umass.edu>
Source record: 22735
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

[editorial comment deleted]

Stock Enhanced
Falcon Amiga Falcon Amiga
Clock rate (mhz) 16.0 14.0 32.0 50.0
Clock cycle (ns) 62.5 71.4 31.2 20.0
32bit access(ns) 250.0 214.2 62.5 60.0

>So on stock machines, simple bus accesses alone the Amiga is 15% faster than
>the Falcon, or the Falcon is 17% slower than the Amiga. Now if you add the
>enhanced processors with 32 bit memory, and yes memory is REALLY 32 bits
>wide on the Falcon enhanced processor board, the Falcon will be 4% slower
>at bus access than the Amiga. Showing the supposedly crippled Falcon at
>32mhz can keep up with an Amiga running at 50mhz. (Of course all the Amiga
>biggots out there will now start talking about the importance of the
>instruction cache.:)

I don't see this. Your numbers don't reflect what you've just said --
in fact, just the opposite. A longer access time means slower access
and vice cersa, correct ? So it would seem that the stock falcon
narrowly outperforms the 1200, and enhanced, the opposite is true.

Given that the 1200 can be had for under $500 US, I think that maybe a
better comparison would be the falcon and the 4000/030, no ?

>Now add the internal differences between the 68020 and 68030 and the
>68030 really does out perform the a 68020 regardless of either of these
>two configurations.

Perhaps. But the Falcon's 030 is only narrowly outperforming the
1200's 020 (at almost half the clock speed). This seems like quite a
disappiontment to me.

>Brian
>
> _____________________________________________________________________
>| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
>| Bell Northern Research | on I'd buy an Amiga. However I have |
>| Research Triangle Park, NC | real work to do. So please get lost! |
>|____________________________________|_____________________________________|
>

I'm not so sure I like your sig. Does it mean that the Atari's can't
play good games, or do you mean that real work can't be done on an
Amiga ? Either way you are wrong. I challenge you to find one "real
work" application that the Atari platform is equipped to perform that

the Amiga cannot. My Amiga has met every need that has arisen for me, something I cannot say for my once beloved ST.

Matt

## 602. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 22:59:24 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vqt0cINNl2c@uwm.edu>
Source record: 22638
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun17.080557.5609@beaver.cs.washington.edu>, Ben Gilbert (bgilbert@cs.washington.edu) wrote:
: It seems to me that since the DSP can be a link in a DMA routing chain that
: it's not necessary for the actual sample to fit into the DSP RAM. You just
: need to store the player code/score which is a lot easier to fit in there.

Except that the 56001 can't access ANYTHING outside of its small pool of ram. Which means it isn't capable of playing the various samples in a composed score without having them in that local ram. Otherwise, its got to get the CPU to re-feed the sample over again.

: For example, you simply use system calls to connect the DMA sound output
: directly to the DSP, which modifies the sound as it goes through (according
: to the specs in the player/score), then connect the DSP output to the CODEC
: and you're all set. Admittedly, this may not be as flexible for MOD files
: and whatnot but it seems like the possibilities are a lot greater than you
: would have us believe.

For composed music, its very limiting. It means that you've either got to fit EVERYTHING into the small ram area, or you've got to do everything with the CPU, using the DSP as a mixer.

: Plus, if as you said the MOD stuff is used mostly for games then it seems
: reasonable to fit 20-30K of sample into the DSP RAM and use that for
: playback of pseudo-music or whatever. Sound effects don't need to fit into

A _SINGLE_ one? Mods, at their currently low sampling rates, rate at about the 90k mark; That's with four channels. Go 16-bit, and it could be a lot more.

: the DSP at all since it's usually not necessary to alter them, and for that
: matter you can probably get away with only digitized sounds for a lot of
: music blurbs too.

But if the goal is to keep the CPU as free as possible for the game itself, you inevitably fail on anything of noteworthy size.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 603. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 23:02:37 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vqt6dINNl2c@uwm.edu>
Source record: 22639
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C8rrr7.9tt@exnet.co.uk>, Xavier Gallagher (sys1@exnet.co.uk) wrote:
: MIPS means a great deal when dealing with computing power.

_THIS_ makes quote of the year, folks. A+ in foolishness.

: >Only true if your samples, your player code, and your score all fit
: >within the DSP's dinky little ram area. Not at all an easy task.

: No room for sloppy coding! This is not a disadvantage.

Who said ANYTHING about sloppy coding? I doubt you'd fit all of the
SAMPLES into the local ram alotted. Most MODs are about 90k, sample and
score. Add the player. That's for four channel, low to mid-quality
samples. Add more channels, and your player code gets larger. Add wide
(16-bit) or better samples, and your samples grow exponentially.

Sloppy coding? Yeah, right. I don't even think you'd have room for the
CODE.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 604. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 23:04:55 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vqtanINNl2c@uwm.edu>
Source record: 22640
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C8ru50.AnH@exnet.co.uk>, Xavier Gallagher (sys1@exnet.co.uk) wrote:
: Ho hum, you're shouting dear and sounding a little unreasonable.

: People, please stop talking about `crippling' CPUs. The EC020 is a crippled
: 030 due to lack of (amongst other things) an MMU which severely cripples its
: use for us unix types. The Fs' 030 has a 16 bit wide data bus which cripples

Lets first be smart: The EC020 is an 020 with a 24-bit address bus. It
is not, in any way, a crippled 030. Now, the 030, without caches and
burst, gets a 15-20% speed boost over an 020, when both are on 32-bit
buses. Remove the 32-bit bus on the 030 side, and it is quite possible
that an 020 could do better.

: that CPU. The A1200 has no SCSI bus which cripples its I/O capabilities and
: severely limits disc capacity and speed.

Which technically has nothing to do with your rather preposterous remark
about the 020.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 605. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 23:08:07 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vqtgnINNl2c@uwm.edu>
Source record: 22641
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vqhgv$655@titan.ucs.umass.edu>, MATTHEW D SCHMILL
(thanatos@titan.ucs.umass.edu) wrote:
: [editorial comment deleted]

: Stock Enhanced
: Falcon Amiga Falcon Amiga
: Clock rate (mhz) 16.0 14.0 32.0 50.0
: Clock cycle (ns) 62.5 71.4 31.2 20.0
: 32bit access(ns) 250.0 214.2 62.5 60.0

: I don't see this. Your numbers don't reflect what you've just said --
: in fact, just the opposite. A longer access time means slower access
: and vice cersa, correct ? So it would seem that the stock falcon
: narrowly outperforms the 1200, and enhanced, the opposite is true.

The smaller number under "32-bit access" means that's how long it takes
to do a full 32-bit access; without verifying the table, I wouldn't
venture to say if it's true or not, but that would mean that the Amiga,
because it can access a 32-bit word in less time than a Falcon, is a
faster machine.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 606. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-17 23:21:14 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vqu9aINNl2c@uwm.edu>
Source record: 22642
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vpud7$3h0@cville-srv.wam.umd.edu>, Dragon's Claws (cmedley@wam.umd.edu) wrote:
: Wait a second. You're operating under the concept that the DSP does
: one channel of 16-bit sound.

Actually, there are TWO physical channels, not one. One left, one right.

: This is not the case... read the Falcon product literature. It is capable
: of *8* channels of 16-bit sound.

It is CAPABLE of that, silly, because the DSP does the work to MAKE it do that.

: Yep, that's the plan.

And it's not a good solution; MIDI is fine for some things, but not for everything. Often MIDI is overkill. Sometimes, MIDI is incapable of doing what a competent audio system could. The Falcon's audio system isn't incompetent, its just expensive to use.

: Who said we were talking about games? If you wanna play games, go get
: a Super Nintendo or a Sega Genesis. If you're an Atari cheerleader, you
: can wait for Jaguar. :)

In case you weren't sure, I did say the word "example". If you're incapable of thinking of a different one, that's fine, but there are more than a few situations where you wouldn't need or want to do things over MIDI.

: In case you forgot, the discussion began with the ludicrous claim that
: the Amiga sound chip can handle 50khz sampled sound playback as good
: as a Falcon.

No, it did NOT; because it cannot. Everyone knows that. My claims were very specific, aimed at the expense and inadequacy inherent in the Falcon's audio system.

: I knocked that one out the ballpark.

Unfortunately, you were playing football.

: An average user probably has a Super Nintendo to play games on and a PC
: clone to do work on.

An average user doesn't necessarily have 1200 bucks in audio riggings.

: But alas, this is subjective! For, as the gentleman who uses Sonix claims,

No, it's not. The STe's audio is technically inferior, that's been hashed before. Technically, the Falcon's is much, much better than Paula's output, and I'm not arguing that. I'm arguing that it's too expensive in resources.

: Is that important? Not particularly, because the *quality* of the sound
: would be inferior to the Amiga sound chip. But isn't that my point about
: the Falcon's 16-bit sound system?

At what cost, again.

: Who said it was just going to be used for music applications?

That depends. Would you LIKE to use your audio while using it for something else? The Falcon doesn't allow that.

: One of the nicest uses I've heard of for it is that it was claimed that it
: could handle 3D rotations of (i believe) 10,0000 vertices in real time.
: (i may be off by a power of 10)
: :)

Who knows, its possible. Then again, while you're doing that, you're either going to be playing back digitized audio samples, or you're going to be using the STe chip.

: I'm talking about sound. Did you see me claim the Falcon was a better
: computer? Nope. The better computer is in the eye of the beholder. If

When taken as a professional audio studio, the Falcon does well. But because of the EXPENSE of its audio system, the audio system becomes much less useable.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 607. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 02:08:52 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jun17.200853.4041@msus1.msus.edu>
Source record: 22652
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C8rrr7.9tt@exnet.co.uk>, sys1@exnet.co.uk (Xavier Gallagher) writes:
>In article <1vlsctINNmqj@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article <1vk0ae$m21@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
>>: In my last post i have said that the DSP in the Falcon has 20 MIPS - sorry,
>>: my fault, this is wrong: the 40MHz-DSP has 20 MIPS but the 32MHz-DSP in the
>>: Falcon "only" has 16 MIPS. But i think this changes nothing: playing Protracker
>>
>>MIPS means little for a DSP, however.
>>
>
>
>MIPS means a great deal when dealing with computing power.
>

No, they don't. To date, there is no universal, and elegant way to
calculate a MIPS rating on any platform. It is far too easy to misinterpret
the results, and even design such a test so that results are more than
a little misleading. Another problem with using MIPS is that one processor
may score a higher MIPS rating than another, but if the latter is actually
doing more work per instruction you will not see the net effect in the
simple MIPS numbers. Hence the reason MIPS has developed the alternate
acronym "Meaningless Indicator of Processing Speed".

>>: modules is a very little exercise for the DSP 56001...
>>
>>Only true if your samples, your player code, and your score all fit
>>within the DSP's dinky little ram area. Not at all an easy task.
>>
>
>
>No room for sloppy coding! This is not a disadvantage.

Sloppy coding has little to do with it. In some situation, no matter
how good you may think you can whip up something, there simply will not
be enough room for it.

---------------------------------------
LaMonte Koop -- SCSU Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
---

# 608. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 02:35:01 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jun17.203501.4042@msus1.msus.edu>
Source record: 22653
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vqtgnINNl2c@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1vqhgv$655@titan.ucs.umass.edu>, MATTHEW D SCHMILL
(thanatos@titan.ucs.umass.edu) wrote:
>: [editorial comment deleted]
>
>: Stock Enhanced
>: Falcon Amiga Falcon Amiga
>: Clock rate (mhz) 16.0 14.0 32.0 50.0
>: Clock cycle (ns) 62.5 71.4 31.2 20.0
>: 32bit access(ns) 250.0 214.2 62.5 60.0
>
>: I don't see this. Your numbers don't reflect what you've just said --
>: in fact, just the opposite. A longer access time means slower access
>: and vice cersa, correct ? So it would seem that the stock falcon
>: narrowly outperforms the 1200, and enhanced, the opposite is true.
>
>The smaller number under "32-bit access" means that's how long it takes
>to do a full 32-bit access; without verifying the table, I wouldn't
>venture to say if it's true or not, but that would mean that the Amiga,
>because it can access a 32-bit word in less time than a Falcon, is a
>faster machine.

Indeed. Simply forgetting about the 'enhanced' part of the table up
there one must take into account several things left out of this
comparison. For starters, both the 68030 and 68020 always do 32-bit longword
instruction prefetches and cache fills. Specific data accesses are the
only time these processors will hit memory with an access width less than
32 bits.
Second of all, the above table is not correct to begin with. A
more properly set up table would look like this:

Stock "Enhanced"
Falcon Amiga 1200 Falcon Amiga 1200
Clock Speed (MHz) 16.0 14.28 32.00 50.0
Clock Cycle (ns) 62.5 70.03 31.25 20.0
16 bit or 8 bit Access Time (ns) 187.5 210.09 93.75 60.0
32 bit Longword Access Time (ns) 375.0 210.09 93.75* 60.0

*Note: assumes a 32-bit memory port on the enhanced configuration.

The problem with the original table was that the Falcon was being listed
as using 2 clock synchronous bus cycles as dictated by terminating the cycles
with *STERM. This is not correct, as the Falcon nominally has a 16 bit data
port to its memory resources. Synchronous bus cycles using *STERM are not

supported on the 68030 unless the data port is a full 32 bits wide. There is another form of "synchronous" bus cycle which does utilize the *DSACKx mode of cycle termination. This is called synchronous because all signals are sampled relative to clock edges. However, this mode also has a minimum cycle time of 3 clocks, as does the standard asynchronous bus protocol. Therefore, even with 0 wait state access to memory the Falcon accesses memory in 3 clocks, as does the A1200.

---

LaMonte Koop -- SCSU Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
---

# 609. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 06:57:06 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13963@uqcspe.cs.uq.oz.au>
Source record: 22643

dt4@booboo.ucsb.edu (David E. Goggin) writes:

>Atari stock was down to $.50/share a while back -- you really can't go
>anywhere from there except "up, up, up"

Some people can find bad things to say about anything. $.80 would also
have been "up, up, up" from $.50, but we're talking about a FIVE FOLD
increase here.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

## 610. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 08:04:51 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1vrsv3$n50@info2.rus.uni-stuttgart.de>
Source record: 22644
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vqu9aINNl2c@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>Actually, there are TWO physical channels, not one. One left, one right.
>
>: This is not the case... read the Falcon product literature. It is capable
>: of *8* channels of 16-bit sound.
>
>It is CAPABLE of that, silly, because the DSP does the work to MAKE it do
>that.

Wrong. The Falcon audiosubsystem has 8 channels. Simply use the XBios-call setmontrack() to setup the channels. The DSP has nothing to do with this (no mixing of channels!).

>: One of the nicest uses I've heard of for it is that it was claimed that it
>: could handle 3D rotations of (i believe) 10,0000 vertices in real time.
>: (i may be off by a power of 10)
>: :)
>
>Who knows, its possible. Then again, while you're doing that, you're
>either going to be playing back digitized audio samples, or you're going
>to be using the STe chip.

Yes, certainly. But the DSP CAN do this things (look at the first demos called plasma30 or speeder2 - zooming, rotating, texture-mapping with 50KHz 16bit MOD-sound), the Amiga 1200 can't (aehr... that means can't without tricks - surely someone is finding a way to do this, but only in some very special cases, same thing like all this ST-demos 'emulating' an Amiga 500).

Ciao, Heiko.

## 611. REQ: Contact with Atari.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 08:15:42 UTC
From: janerl@Kiev.docs.uu.se
Message-ID: <janerl.740391342@Kiev>
Source record: 22647

```
Hello!
Anyone out there who is working for Atari, or knows the
email address of someone who does?
I'd like to get in touch with people responsible
for the European market, epecially responsible for
the distribution and support for the Falcon.

Thank you in advance!
Jan "Electric Cowboy" Erlandsen
```

# 612. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 08:16:05 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1vrtk5$11df@info2.rus.uni-stuttgart.de>
Source record: 22645
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vqt6dINNl2c@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>Who said ANYTHING about sloppy coding? I doubt you'd fit all of the
>SAMPLES into the local ram alotted. Most MODs are about 90k, sample and
>score. Add the player. That's for four channel, low to mid-quality
>samples. Add more channels, and your player code gets larger. Add wide
>(16-bit) or better samples, and your samples grow exponentially.

Yes, playing MODfiles with the DSP isn't that easy... but:
While calculating you can get the next sample in the DSP-RAM. This is done by
DMA with 1 MByte per second. You can also connect the DSP output via DMA to
the ACS. So, your player must have a little intelligence but it is possible.
You can even transform sample larger than 90 KByte because it's not necessary
to keep the whole sample in the RAM.
If it is possible to play 8 channels with 50 KHz with such a player - i don't
know...

Ciao Heiko. (Hi Greg, i'm waiting for your response...:)

# 613. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 08:23:36 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1vru28$19ui@info2.rus.uni-stuttgart.de>
Source record: 22646
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vqtanINNl2c@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>Lets first be smart: The EC020 is an 020 with a 24-bit address bus. It
>is not, in any way, a crippled 030. Now, the 030, without caches and
>burst, gets a 15-20% speed boost over an 020, when both are on 32-bit
>buses. Remove the 32-bit bus on the 030 side, and it is quite possible
>that an 020 could do better.

So now let's calculate:
32bit data bus versus 16bit data bus: Let's say every second memory fetch is
a longword, so the 32bit data bus gets an advantage of 50%.
Data and instruction cache: NOW I'M POSTING IT THE THIRD TIME: the Falcon
caches increase the speed of memory fetching and register access with more
than 100% (Tested with Quick Index from Darek Mihocka and other benchmarks).
So, the big question: Which CPU is faster?

Ciao, Heiko.

## 614. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 09:50:02 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Jun18.095002.23606@mpifr-bonn.mpg.de>
Source record: 22649
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1vru28$19ui@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>32bit data bus versus 16bit data bus: Let's say every second memory fetch is
>a longword, so the 32bit data bus gets an advantage of 50%.

It's more like 80-90% longword fetches except for loops that fit into the
tiny cache. That's because all instruction fetches are done with longwords.

>Data and instruction cache: NOW I'M POSTING IT THE THIRD TIME: the Falcon
>caches increase the speed of memory fetching and register access with more
>than 100% (Tested with Quick Index from Darek Mihocka and other benchmarks).
>So, the big question: Which CPU is faster?

The cache does not increase the speed of memory fetches at all. It also does
not speed the register access at all. It just avoids instruction and data
fetches going to memory and the merits depend on the program in question.

Especially benchmarks tend to overemphasize cache effects as these are
pretty small. You also see (in these benchmarks) large effects because
the difference in speed between the cache and the 16bit memory is enormous
(i.e. your 100%). For your average code this does not say much as such
code either doesn't fit into the cache or uses more data than fits into
the data cache. So for most programs the machine with a 32bit memory system
wins over a 16bit memory system with a data cache (remember, the 020
has an instruction cache as well).

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 615. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 10:00:16 UTC
From: lindblad@kruuna.Helsinki.FI
Message-ID: <1vs3ng$ln4@kruuna.Helsinki.FI>
Source record: 22648
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Heiko Hartmann (zcam1121@rpool9.rus.uni-stuttgart.de) wrote:

> Data and instruction cache: NOW I'M POSTING IT THE THIRD TIME: the Falcon

Then perhaps you should not post any more misinformation.

> caches increase the speed of memory fetching and register access with more

You are still on drugs? You don't access registers any faster if you
had zillion megabytes of both I & D cache. Claiming that only shows
people that you really have no idea on what you are tlaking about.
(I'm sorry if I'm sounding a bit rude, but I'm a bit tired of this
kind of sentences).

> than 100% (Tested with Quick Index from Darek Mihocka and other benchmarks).

Yeah, benchmarks have ALWAYS been the BEST ways to determine how much
caches help....

> So, the big question: Which CPU is faster?

68030 is of course faster than 68020 if it's potential if used. If
not, it may well be, and if crippled enough, is slower.

--
Jarkko Lindblad | Kirves sanoo junts, kun sill{ ly|d{{n
lindblad@cc.helsinki.fi| t{n{{n meill{ kunnon pihvit sy|d{{n
-----------------------| Huuda vaan se kiihottaa, ei kukaan kuule kuitenkaan
- Pime{ tie - | Kirves sanoo junts, kun sill{ ly|d{{n

## 616. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 12:25:01 UTC
From: mike@struad.cts.com
Message-ID: <mike.065w@struad.cts.com>
Source record: 22651
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vru28$19ui@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>In article <1vqtanINNl2c@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>Lets first be smart: The EC020 is an 020 with a 24-bit address bus. It
>>is not, in any way, a crippled 030. Now, the 030, without caches and
>>burst, gets a 15-20% speed boost over an 020, when both are on 32-bit
>>buses. Remove the 32-bit bus on the 030 side, and it is quite possible
>>that an 020 could do better.
>
>So now let's calculate:
>32bit data bus versus 16bit data bus: Let's say every second memory fetch is
>a longword, so the 32bit data bus gets an advantage of 50%.
>Data and instruction cache: NOW I'M POSTING IT THE THIRD TIME: the Falcon
>caches increase the speed of memory fetching and register access with more
>than 100% (Tested with Quick Index from Darek Mihocka and other benchmarks).
>So, the big question: Which CPU is faster?
>
>Ciao, Heiko.
>
>

The 68030 will always need a longword. Even if a byte or word as asked for. The extra cycles wil be wasted, which is why people say that 16 bit RAM on a processor with a 32 bit data bus is crippling. The data will always need to be multiplexed to get it into the processor. This is a major slowdown. The 256 byte caches in the 68030 don't help very much. They help a little but not anywhere close to 100% like you say. They help 10-20% depending on the application. If you are running a benchmark that is very small and runs in the cache then you will see your 100% mark. But on any real-world test you are only going to see about a 15% speedup with the caches on.

## 617. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 13:10:54 UTC
From: bjgrier@bnr.ca
Message-ID: <C8tJA6.FpE@news.rich.bnr.ca>
Source record: 22650
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vqtgnINNl2c@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> In article <1vqhgv$655@titan.ucs.umass.edu>, MATTHEW D SCHMILL
(thanatos@titan.ucs.umass.edu) wrote:
|> : [editorial comment deleted]
|>
|> : Stock Enhanced
|> : Falcon Amiga Falcon Amiga
|> : Clock rate (mhz) 16.0 14.0 32.0 50.0
|> : Clock cycle (ns) 62.5 71.4 31.2 20.0
|> : 32bit access(ns) 250.0 214.2 62.5 60.0
|>
|> : I don't see this. Your numbers don't reflect what you've just said --
|> : in fact, just the opposite. A longer access time means slower access
|> : and vice cersa, correct ? So it would seem that the stock falcon
|> : narrowly outperforms the 1200, and enhanced, the opposite is true.
|>
|> The smaller number under "32-bit access" means that's how long it takes
|> to do a full 32-bit access; without verifying the table, I wouldn't
|> venture to say if it's true or not, but that would mean that the Amiga,
|> because it can access a 32-bit word in less time than a Falcon, is a
|> faster machine.
|>
|> Greg
|>

Well YES and NO. If what you are doing is mainly moving memory around, with the instruction cache enabled, then yes the AMIGA will be faster. Since both processors "MOVE" instruction take the same number of clock cycles to execute the 14% faster cpu in the Falcon starts to close the gap, for those processing cycles.

Now if you start doing other types of processing that use the pipe-line within the Falcons 68030, and its faster clock rate will more than make up the difference. One of the interesting things you can do with the 68030 is change the sequence of instructions to get a vast inprovement in throughput:

A simple example:

```
mul d1,d0
move d0,(a0)+
move d4,d5
```

runs much slower than

```
mul d1,d0
move d4,d5
move d0,(a0)+
```

The reason is in the second part of the example the processor does not have to wait for the mul to complete before executing the move d4,d5. Why? Because the pipe-line noticed that the move d4,d5 instruction was not dependent upon the result of the mul d1,d0 instruction, and there fore could execute the move d4,d5 in parallel with the mul d1,d0.

With the 68020 this kind of thing can only happen if you are using the FPU.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.


```
_____________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|______________________________________|
```

## 618. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 17:09:44 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun18.170944.26884@apgea.army.mil>
Source record: 22654

In article <C8H3At.Jvw@cs.psu.edu> legrand@chem.psu.edu (Scott Legrand) writes:
>In article <1v9k84$9s0@loch2.cc.strath.ac.uk>, cabp09@ccsun.strath.ac.uk (David McNicol) writes:
>|> What is this ?
>
>Well "This" is a word usually used to denote a particular noun, next question?
>
>|> Why do I have to find it while reading news ?
>
>Because I'm not in your killfile you moron...
>
>|> Why did you even bother writing it ?
>
>So I could read hilarious follow-ups from overly constipated gits like you...

Actually, I found your post on the Atari Jag quite amusing and enjoyable.
(And it only made me want to buy the thing more)
However, your reply to this post is more distrubing than anything else. Your
not saving pictures of Jodi Foster are you?

>
>|> If I had found the puns vaguely interesting, it wouldn't of mattered.
> ^^^^^^^^^^^
>
>Wouldn't have, wouldn't have... If you're going to be an anal twit, at least
>learn some grammar Mc Nothing...

Speaking of being anal, I think grammar weenies fall into that catagory.

>Own an 800, a 2600, two 7800s, a 520ST, and a 1040ST so PLBBBBBBBTTTTTTTHHH!
>
>Oh yeah, I even gots ones of thoze pong thingies.... I own more Atari than
>you do Nyah! Nyah! Nyah! Nyah! Nyaaaah! Nyaaaah!
>
>Bozo...

Assuming this is true, what's your point?
You have told right to make fun of Atari. And if owning all those things
drives to to add sarcasm to news about atari products, thats all well and
good.
But nothing gives you the right to be rude.

>
>|> article I have EVER read, then you wouldn't be reading this.
>
>I am honored that I have written THE MOST ANNOYING ARTICLE YOU HAVE EVER

>READ.
Actually, the most annoying articles I have ever read are the butt kissing
write ups about Windows NT in BYTE.

>|>
>|> PS: Whats wrong with 3D polygons ?
>
>Get a F___ING DICTIONARY SOMETIME AND READ IT INSTEAD OF LOOKING AT
>THE PICTURES NEXT TO THE DEFINITIONS OF PUBIS AND ACNE...

Ahhh.. most Dictionaries don't have the latest trendy words related to
computers.
(if your confused, It just means that the term "3D Polygons" isn't in
an english dictinary.)
But to answer HIS question: The is nothing wrong with 3D polygons. (with the
exception of you can't have anything appear 3D on a single 2D computer
monitor). Sure bitmap graphics look nicers but they are generally messy.

>"The only Tramiel I'd trust to run Atari is Catherine."

Well, I can't say that any Tramiel can be trusted. :)

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---------------------------------------------------------------+

# 619. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 17:54:45 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <63394@aurs01.UUCP>
Source record: 22655

In article <dt4.740344827@booboo> dt4@booboo.ucsb.edu (David E. Goggin) writes:
>Hey folks!
>
>Atari stock was down to $.50/share a while back -- you really can't go
>anywhere from there except "up, up, up"
>
>When folks start talkng about lynx and jag like they do about the 486's
>and the amigas then you'll know atari is doing OK. Until then, don't hold
>your breath (you might turn pretty blue.)

****SIGH****

Why can some weenies only think in terms of absolutes? Atari is a small
company so they only need a small percentage of the total market share
to remain solvent. I don't care if my computer is the most popular
machine around as long as enough sell so that there's software available
for it.

Keep your petty macho contests on the playground.

**********
*Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina*
* UUCP: whitcomb@aur.alcatel.com GEnie: J.WHITCOMB3 *
**********

## 620. Calamus Import TABS Problem - Can anyone help?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-18 20:40:18 UTC
From: wabe@ukc.ac.uk
Message-ID: <4952@eagle.ukc.ac.uk>
Source record: 22656

Of late I had the problem of getting a text file ( with TABbed output so that I could make columns ) into the Calamus (v_1.09) that I have. The problem is that Calamus (on ASCI input) will insist on converting TABS to spaces - although, once a TAB gets inside, Calamus understands what to do with it.

I solved this problem by a _very_ long-winded procedure i.e. import the file as ASCI into Calamus - then save it as a .CTX (Calamus text file) - then go into a hexadecimal editor ( I used XXED.PRG ) and copy its header - then append to this the "original" text file with TABS - save as a .CTX file - and then import this into Calamus. The TABS then go in OK although you dont get ALL the file being inputted (I solved that one by inputting TWO concatenated copies of the same ASCI file and trimming off the excess!!). What a palaver!! - needing hexadecimal editors etc. etc.!!! If only SIGNUM2 could print in the Landscape mode on my SLM605......

SURELY, there's a more elegant way of doing this, but my manual is useless on this problem and I fear that Halco (Sunbury) - the official UK importers - will be as useless as ever if I bother contacting them (again). If anyone out there has met this one AND SOLVED IT - PLEASE let me know.

Thanks in advance,
W. Alan B. Evans.

# 621. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 15:29:46 UTC
From: marks@castle.ed.ac.uk
Message-ID: <37643@castle.ed.ac.uk>
Source record: 22657
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:

>Yes, certainly. But the DSP CAN do this things (look at the first demos
>called plasma30 or speeder2 - zooming, rotating, texture-mapping with 50KHz
>16bit MOD-sound), the Amiga 1200 can't (aehr... that means can't without
>tricks - surely someone is finding a way to do this, but only in some very
>special cases, same thing like all this ST-demos 'emulating' an Amiga 500).

Umm, 50Khz 16bit Mods? I've seen both these demos and both played a
couple of standard mod files in the background (I have both in my mod
collection). The scaling and rotating was rather impressive though...

>Ciao, Heiko.

Raw Shark
--
! Raw Shark of the Net.Trenchcoat.Brigade !
!"This is a work of fiction. Any resemblence to any real people (living,!
! dead or stolen by fairies) or to any real animals, gods, witches, !
! countries and events (magical or otherwise) is just blind luck, or so !
! we hope." Disclaimer courtesy of The Books of Magic !

## 622. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 16:09:08 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vvdn4INNect@uwm.edu>
Source record: 22658
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vrtk5$11df@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: Yes, playing MODfiles with the DSP isn't that easy... but:
: While calculating you can get the next sample in the DSP-RAM. This is done by

"Mods", by nature, end up reusing their samples, a LOT. So there is
little value in this. Additionally, that calculation is still going to
mean that it will need that in RAM for a while--its got to read it, step
by step, and pipe it through whatever operations you're doing on it.

Additionally, this still means that you're wasting precious CPU time on
something that should be mind-numbingly simple.

: DMA with 1 MByte per second. You can also connect the DSP output via DMA to

This won't solve the limited RAM problem.

: the ACS. So, your player must have a little intelligence but it is possible.
: You can even transform sample larger than 90 KByte because it's not necessary
: to keep the whole sample in the RAM.

True, but the problem is that you're dealing with 4-8 channels, all of
which need the information. Additionally, most of that is done by
overwriting what doesn't need to be used--the solution you claim would
end up being a constant stream of data between RAM and the local ram, all
being controlled by the CPU, which would have to have full control over
the playing in order to know what's going on.

As a result, you're STILL involving the CPU, and quite a bit of it.

: If it is possible to play 8 channels with 50 KHz with such a player - i don't
: know...

Oh, I'm sure it is. Its got enough width to do it accurately up to, hmm,
probably 8. ;)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 623. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 16:11:38 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vvdrqINNect@uwm.edu>
Source record: 22659
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vru28$19ui@info2.rus.uni-stuttgart.de>, Heiko Hartmann (zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: So now let's calculate:
: 32bit data bus versus 16bit data bus: Let's say every second memory fetch is
: a longword, so the 32bit data bus gets an advantage of 50%.
: Data and instruction cache: NOW I'M POSTING IT THE THIRD TIME: the Falcon
: caches increase the speed of memory fetching and register access with more
: than 100% (Tested with Quick Index from Darek Mihocka and other benchmarks).
: So, the big question: Which CPU is faster?

Remember, there is NOTHING about the Falcon's caches which are "black magic". BOTH the 020 and the 030 have a cache, the differenc being in size. This IS a help, yes. However, caches aren't magical, and they can't always help. In both cases, when the information needed is IN the caches, you're fine, but any time you ever have to fall back to the ram in the system, the Amiga's 020 can actually address that ram faster.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 624. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 16:21:27 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vvee7INNect@uwm.edu>
Source record: 22660
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vrsv3$n50@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: Wrong. The Falcon audiosubsystem has 8 channels. Simply use the XBios-call
: setmontrack() to setup the channels. The DSP has nothing to do with this (no
: mixing of channels!).

What the OS allows for and what actually exists in hardware are two,
dynamically different things. The hardware has two physical channels,
two codecs to which you can feed 16-bit wide data. The OS allows for up
to 8 logical channels.

Please, look at your own hardware documentation, I'm 99.9% sure this is
true (I read the lit. myself, but there's always that .1% chance that I
was being controlled by an alien being)

: Yes, certainly. But the DSP CAN do this things (look at the first demos

OBVIOUSLY. :)

: called plasma30 or speeder2 - zooming, rotating, texture-mapping with 50KHz
: 16bit MOD-sound), the Amiga 1200 can't (aehr... that means can't without
: tricks - surely someone is finding a way to do this, but only in some very
: special cases, same thing like all this ST-demos 'emulating' an Amiga 500).

Umm, there are SEVERAL ways to do this. None of that means its easy. My
whole claim in this is NOT that the Falcon has an incapable audio system,
that's dumb. It's very, very simplistic, and that's part of the
point--the Falcon's audio system is EXSPENSIVE in resource time as
complexity grows because, in the end, of their choice of DSP.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 625. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 16:22:45 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <1vvegl$d88@Tut.MsState.Edu>
Source record: 22661
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vvdrqINNect@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1vru28$19ui@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
>: So now let's calculate:
>: 32bit data bus versus 16bit data bus: Let's say every second memory fetch is
>: a longword, so the 32bit data bus gets an advantage of 50%.
>: Data and instruction cache: NOW I'M POSTING IT THE THIRD TIME: the Falcon
>: caches increase the speed of memory fetching and register access with more
>: than 100% (Tested with Quick Index from Darek Mihocka and other benchmarks).
>: So, the big question: Which CPU is faster?
>
>Remember, there is NOTHING about the Falcon's caches which are "black
>magic". BOTH the 020 and the 030 have a cache, the differenc being in
>size. This IS a help, yes. However, caches aren't magical, and they

I thought that the difference was not size, but in the number.
Doesn't the 030 have both instruction and data caches, while the
020 only has an instruction cache? If I recall correctly, the size
of the caches in both chips is 256 bytes each...

>can't always help. In both cases, when the information needed is IN the
>caches, you're fine, but any time you ever have to fall back to the ram
>in the system, the Amiga's 020 can actually address that ram faster.

Why doesn't someone settle this once and for all by writing a program
that is too big to fit into the cache(s)? Have it toss around a few
large arrays or bitmaps and see which machine can do it better. To
make it even more fun, have it also be blasting audio, scrolling the
screen around, and other such things that the Amiga and Falcon should
be good at. Write it in C or C++ for portability, and have a couple
of programmers on each platform produce the code. No hacking at the
assembly language level is allowed, and the programs must run atop the
OS, not by taking over the machine.

Any takers? Or just a bunch of chickens afraid to put up or shut up?

>Greg
>
>--
>(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
>(: "... I.. I've been so bad... I... I've been so bad, I... :)
>(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
>(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

Skip Sauls
skip@cy.cs.olemiss.edu

## 626. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 16:47:53 UTC
From: cmedley@wam.umd.edu
Message-ID: <1vvfvp$e3t@cville-srv.wam.umd.edu>
Source record: 22662
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jun17.111501.4031@msus1.msus.edu> martin@TIGGER.STCLOUD.MSUS.EDU writes:
>>The Falcon effects ar realtime with 50KHz 16bit samples - that will be NEVER
>>done by a 68000 with 8Mhz! Forget it!
>
>Sure, maybe not on a system where the CPU has to do all the work that a REAL
>DSP should be doing...but I would imagine that w/ a DSP in an amiga
>multiprocessor system there would be little or no problem for the computer
>to do 50KHz samples in 16bit even on a 6502 at 1mhz...it's all up to the
>DSP.
>

I would imagine a great many things would be possible in an Amiga system with
a DSP.

But the Amiga doesn't HAVE a DSP yet.

:)

## 627. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 17:04:27 UTC
From: cmedley@wam.umd.edu
Message-ID: <1vvgur$ehh@cville-srv.wam.umd.edu>
Source record: 22663
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vqu9aINNl2c@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>In article <1vpud7$3h0@cville-srv.wam.umd.edu>, Dragon's Claws (cmedley@wam.umd.edu)
wrote:
>: Wait a second. You're operating under the concept that the DSP does
>: one channel of 16-bit sound.
>
>Actually, there are TWO physical channels, not one. One left, one right.
>

Two physical outputs, but up to 8 channels, which can mean 4 tracks of
stereo sound, streaming through the DSP with 16-bit clarity at CD (44.1),
DAT (48), or even 50khz.

Go see the product literature for Cubase Audio or any of the currently
available direct-to-disk recording applications.

>: This is not the case... read the Falcon product literature. It is capable
>: of *8* channels of 16-bit sound.
>
>It is CAPABLE of that, silly, because the DSP does the work to MAKE it do
>that.
>
That's my point exactly. The DSP handls it. No the CPU. And this is
something the Amiga can't even do at all. As in, "Only the Amiga makes it
impossible." :)

>: Yep, that's the plan.
>
>And it's not a good solution; MIDI is fine for some things, but not for
>everything. Often MIDI is overkill. Sometimes, MIDI is incapable of
>doing what a competent audio system could. The Falcon's audio system
>isn't incompetent, its just expensive to use.
>

I didn't say MIDI was the only solution, but it is the #1 use for an Atari ST
or Falcon machine. Check what markets these machines go to. An Amiga owner's
#1 use for sound is going to be for games probably. An Atari user is probably
more concerned with MIDI. To each his/her own.

Built in audio doth not a musician's computer make. Remember the Apple IIGS?

The point is, when it comes to doing the tasks a professional musician would
want, an Amiga is not as capable as the Falcon. And even a stock ST has
more software support for external hardware to do direct-to-disk recording

and MIDI than the Amiga has.

Yes, I know it will grate to know the Amiga is not the end-all be-all of computing, but hey... the Falcon is far from perfect either. But there are some things Atari has done to serve their market niche (musicians) that Commodore cannot change with the Amiga 1200, especially in light of the Falcon's release.

>: Who said we were talking about games? If you wanna play games, go get
>: a Super Nintendo or a Sega Genesis. If you're an Atari cheerleader, you
>: can wait for Jaguar. :)
>
>In case you weren't sure, I did say the word "example". If you're
>incapable of thinking of a different one, that's fine, but there are more
>than a few situations where you wouldn't need or want to do things over
>MIDI.

Oh of course. When you wanna play games, you may not wanna use MIDI. But how many games want to use 50khz 16-bit samples for an explosion that sounds adequate sampled at 8khz mono?

It's like me saying that an Atari 520ST is as capable f a video machine as the A1200 because when you play breakout, it only uses 32k of video RAM and delivers "identical to the arcade" graphics and thus, is superior because it doesn't use so much video RAM, blah blah blah...

:)

>
>: In case you forgot, the discussion began with the ludicrous claim that
>: the Amiga sound chip can handle 50khz sampled sound playback as good
>: as a Falcon.
>
>No, it did NOT; because it cannot. Everyone knows that. My claims were

Nope, everyone did not know it. Because I got a reply waaaaaaaaay back saying the Amiga can do it. Now it's good to know we all agree the Amiga sound system can't reproduce a sound above 14khz.

>very specific, aimed at the expense and inadequacy inherent in the
>Falcon's audio system.
>
And I'm sure the 8-bit Paula chip that cannot make a sound higher than 14khz has all the things that make the Falcon's sound system so woefully inadequate. :)

>: I knocked that one out the ballpark.
>
>Unfortunately, you were playing football.
>

I am the kicker. :) And it was gooooooooooood! :)

>: An average user probably has a Super Nintendo to play games on and a PC
>: clone to do work on.
>
>An average user doesn't necessarily have 1200 bucks in audio riggings.
>
That's true. And the average user also doesn't know how much CPU time is spent playing MODs and whatnot on their favorite sound card, and the average user doesn't care. :) Because they get their work done on their machine. :)

>: But alas, this is subjective! For, as the gentleman who uses Sonix claims,
>
>No, it's not. The STe's audio is technically inferior, that's been
>hashed before. Technically, the Falcon's is much, much better than
>Paula's output, and I'm not arguing that. I'm arguing that it's too
>expensive in resources.

Well if it were that expensive, how would the system be able to do d-2-d recording while handling MIDI sequences and running the OS? You'd like for everyone to believe the system slows to a crawl and nothing can get done on the Falcon because of the DSP and it's 96k of RAM of memory.

You forget that the 56001 is best used as a processor that takes effect on streams of data... such as incoming audio signals.

## 628. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 17:55:20 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Jun19.175520.5003@news.uit.no>
Source record: 22664
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vvgur$ehh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Dragon's Claws) writes:
>saying the Amiga can do it. Now it's good to know we all agree the
>Amiga sound system can't reproduce a sound above 14khz.

Wait a minute! It can, but it is an expensive thing to do. If you set the clock period too fast the DMA will be skipping bytes, but you can drop DMA and feed it yourself with the processor. Ghastly amounts of interrupts though. (Or hoging 100% cpu time and busy-wait.)
--
|/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
|// Box 218, 9001 Tromsoe, Norway | Remember to :-) when needed \\|
|/ The worlds northernmost university | Life is worth living. \|
#Disclaimer: This university does not speak for me.

## 629. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 18:56:36 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Jun19.185636.23900@mpifr-bonn.mpg.de>
Source record: 22666
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <1vvfvp$e3t@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Dragon's Claws) writes:
>But the Amiga doesn't HAVE a DSP yet.

It has a DSP for those who are willing to pay.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

## 630. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 19:13:39 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vvoh3INNffs@uwm.edu>
Source record: 22665
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vvegl$d88@Tut.MsState.Edu>, Skip Sauls (skip@cy.cs.olemiss.edu) wrote:
: I thought that the difference was not size, but in the number.
: Doesn't the 030 have both instruction and data caches, while the
: 020 only has an instruction cache? If I recall correctly, the size
: of the caches in both chips is 256 bytes each...

Technically, I don't think you could get away with USING data caching in memory that could be altered out from under you; without a lot of snooping, which isn't happening on the Falcon. Its why CachePreDMA() and CachePostDMA() flush the data cache. ;)

So, no, the Falcon can't really make use of its data cache, in the same way that an Amiga can't use its data cache while it is in chip ram.

As an aside, I thought that they had different cache sizes. Can't quite remember. :)

: Any takers? Or just a bunch of chickens afraid to put up or shut up?

I'm not entirely sure of the value of such a test. That's all.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 631. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 19:26:38 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1vvp9eINNffs@uwm.edu>
Source record: 22667
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vvgur$ehh@cville-srv.wam.umd.edu>, Dragon's Claws (cmedley@wam.umd.edu) wrote:
: Two physical outputs, but up to 8 channels, which can mean 4 tracks of
: stereo sound, streaming through the DSP with 16-bit clarity at CD (44.1),
: DAT (48), or even 50khz.

That's my point. There are two physical channels. However, there's only one piece of hardware on the falcon that combines the 8 channels down to the two physical ones--and that's the DSP. Again, my point is that what is provided by hardware and what is provided by software are two dynamically different things.

If you want more than one channel left, one channel right, you use the DSP. That's not BAD, but because of the way they integrated the 56001, its a one-application thing.

: Go see the product literature for Cubase Audio or any of the currently
: available direct-to-disk recording applications.

That's my point. They're using the DSP. Yes, its hardware, but technically, the mixing is happening in software, and going to the two physical channels. The Amigas is SIMILAR, but not the same--our mixing happens in HARDWARE. We've got four logical channels, and they are combined through some logic into two physical channels. The hardware allows for you to alter the way in which the mixing takes place, but its basically doing exactly what the DSP is doing on the Falcon.

: That's my point exactly. The DSP handls it. No the CPU. And this is
: something the Amiga can't even do at all. As in, "Only the Amiga makes it
: impossible." :)

Fine, then we agree. UNFORTUNATELY, and here's where my point comes in, the Falcon's 56001 cannot do its own DMA--it must be fed, "babysat" if you will.

: I didn't say MIDI was the only solution, but it is the #1 use for an Atari ST
: or Falcon machine. Check what markets these machines go to. An Amiga owner's
: #1 use for sound is going to be for games probably. An Atari user is probably
: more concerned with MIDI. To each his/her own.

Technically, my #1 use for sound is my MantraManager program. :)
Nothing like gothic meditations as a background sound.

: Yes, I know it will grate to know the Amiga is not the end-all be-all of
: computing, but hey... the Falcon is far from perfect either. But there are

No kidding. :) Neither are perfect. The Amiga's audio system, while being very basic, is nowhere near current professional standards, and in many cases, nowhere near current PC user standards.

But there are, as I have pointed out, many basic flaws in the Falcon's design that would eternally turn me away from it in the way that reminisces the Mac LCs.

: Oh of course. When you wanna play games, you may not wanna use MIDI. But
: how many games want to use 50khz 16-bit samples for an explosion that sounds
: adequate sampled at 8khz mono?

Eek, nothing sounds good sampled at 8khz. Nothing. :) Even outside of games, there are uses that the Falcon will not handle well, but the Amiga will, simply because of their choice of DSP.

: Nope, everyone did not know it. Because I got a reply waaaaaaaaay back
: saying the Amiga can do it. Now it's good to know we all agree the
: Amiga sound system can't reproduce a sound above 14khz.

Yup. Did I ever tell you I knew Nyquist personally? :)

: And I'm sure the 8-bit Paula chip that cannot make a sound higher than
: 14khz has all the things that make the Falcon's sound system so woefully
: inadequate. :)

Except for the higher sampling rates and width, yes.

: That's true. And the average user also doesn't know how much CPU time is
: spent playing MODs and whatnot on their favorite sound card, and the
: average user doesn't care. :) Because they get their work done on their
: machine. :)

Well, the only thing they notice is that their word processor updates a lot slower when they're playing that really cool music in the background. So they turn it off. (and this I _DID_ notice.)

: Well if it were that expensive, how would the system be able to do d-2-d
: recording while handling MIDI sequences and running the OS? You'd like

Because with a good DMA system, direct to disk recording is a no-brainer. It's a memory funnel. MIDI is just a stream of data. And hopefully, your OS doesn't have enough overhead that "running the OS" becomes a concern.

However, try using a DTP program during all of that. Then turn it all off, and watch the difference.

: for everyone to believe the system slows to a crawl and nothing can get done
: on the Falcon because of the DSP and it's 96k of RAM of memory.

Perhaps you should try DOING something as it.

: You forget that the 56001 is best used as a processor that takes effect on
: streams of data... such as incoming audio signals.

And as such, by nature, demands that something always be feeding it data. Since the 56001 cannot CONTROL what is being DMA'd to it, it can't do the work on its own.

Which is why the 3210 is such a leap over the 56001, aside from the performance differences. It HAS a full 32-bit address bus, and is CAPABLE of getting its own stuff because it can access whatever it needs by itself. No babysitting necessary.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 632. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 21:58:32 UTC
From: cmedley@wam.umd.edu
Message-ID: <200268$lqr@cville-srv.wam.umd.edu>
Source record: 22669
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jun19.185636.23900@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
>In <1vvfvp$e3t@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Dragon's Claws) writes:
>>But the Amiga doesn't HAVE a DSP yet.
>
>It has a DSP for those who are willing to pay.
>

And the Falcon has FastRAM and a 33mhz 68030 for those that are willing to pay.

But out of the box, what do they have?

<and of course, I could always say that software will take advantage of the Falcon's DSP a lot more readily than the Amiga's... and on top of that, adding the faster TT-RAM to a Falcon is supported by Atari since the TT was available...)

## 633. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 22:04:21 UTC
From: cmedley@wam.umd.edu
Message-ID: <2002h5$m0e@cville-srv.wam.umd.edu>
Source record: 22670
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vvp9eINNffs@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>And as such, by nature, demands that something always be feeding it
>data. Since the 56001 cannot CONTROL what is being DMA'd to it, it can't
>do the work on its own.
>
>Which is why the 3210 is such a leap over the 56001, aside from the
>performance differences. It HAS a full 32-bit address bus, and is
>CAPABLE of getting its own stuff because it can access whatever it needs
>by itself. No babysitting necessary.

But guess what?

The 3210 DSP is not shipping now for the Amiga. And it does not come
standard in any currently shipping models.

It will also add significantly to the cost of the machine.

Also, software will be written for that lowest common denominator.. the A1200.
A machine with no DSP.

So, flaming away that the Falcon's DSP isn't quite good enough whe the Amiga
lacks one to begin with is somewhat.... odd.

C= has announced a 3210 based DSP card for the Amiga, and I've heard rumors
of a new Amiga machine with it built-in, but nothing concrete.

But right now... as we speak and compare Falcons and A1200s, Apples and
Oranges, Big Blues and Big Reds... Amiga ain't got no DSP.

A

## 634. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 22:15:19 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jun19.161519.4070@msus1.msus.edu>
Source record: 22668
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vvdrqINNect@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1vru28$19ui@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
>: So now let's calculate:
>: 32bit data bus versus 16bit data bus: Let's say every second memory fetch is
>: a longword, so the 32bit data bus gets an advantage of 50%.
>: Data and instruction cache: NOW I'M POSTING IT THE THIRD TIME: the Falcon
>: caches increase the speed of memory fetching and register access with more
>: than 100% (Tested with Quick Index from Darek Mihocka and other benchmarks).
>: So, the big question: Which CPU is faster?
>
>Remember, there is NOTHING about the Falcon's caches which are "black
>magic". BOTH the 020 and the 030 have a cache, the differenc being in
>size.

Actually the size is identical. The 68030 adds another cache for data
accesses, which is the same size (256 bytes) as the instruction cache.

> This IS a help, yes. However, caches aren't magical, and they
>can't always help. In both cases, when the information needed is IN the
>caches, you're fine, but any time you ever have to fall back to the ram
>in the system, the Amiga's 020 can actually address that ram faster.

This is actually a bigger issue than one would think. Yes, the caches
help a great deal when references are highly localized. However, such
localization tends to be a good bit less on a multitasking platform than
it would be on a single-tasking setup, by nature of context switching.
While the caches on the Falcon's 68030 do indeed help a good deal to overcome
the limitations of that machine's 16-bit port to memory, they are no
substitute for a system equipped with a full 32-bit memory port.

---
LaMonte Koop -- SCSU Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
---

## 635. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 22:27:19 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun19.222719.14275@rchland.ibm.com>
Source record: 22671
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C8ru50.AnH@exnet.co.uk>, sys1@exnet.co.uk (Xavier Gallagher) writes:
|> In article <1993Jun14.214100.17049@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> >[stuff deleted]
|> >
|> > WRONG! You don't know how much slowdown you get for cripling a '030
|> >to a 16-bit data bus. And another thing: THE FALCON DOES NOT SUPPORT
|> >BURST MODE (standard Falcon config). Why? Has to do with that 16-bit
|> >data path... (one of the reasons, there could be more)
|> >
|>
|> Ho hum, you're shouting dear and sounding a little unreasonable.
|>
|> People, please stop talking about `crippling' CPUs. The EC020 is a crippled
|> 030 due to lack of (amongst other things) an MMU which severely cripples its
|> use for us unix types.

It's not a crippled '030, the '020 came before the '030 and the '020
had the 68851 MMU on another chip.

|> The Fs' 030 has a 16 bit wide data bus which cripples
|> that CPU. The A1200 has no SCSI bus which cripples its I/O capabilities and
|> severely limits disc capacity and speed.
|>
|> And so on.

But cost less (the A1200). The only way the EC020 on the A1200 is crippled
is when you run it without fast ram, otherwise, it isn't.

|> >|>
|> >|> Brian
|> >
|> >--
|> >-------------------------------------
|> Xavier Gallagher
|>
|>

- Raist

## 636. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-19 22:40:23 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun19.224023.10260@rchland.ibm.com>
Source record: 22672
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vru28$19ui@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
|> In article <1vqtanINNl2c@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> >Lets first be smart: The EC020 is an 020 with a 24-bit address bus. It
|> >is not, in any way, a crippled 030. Now, the 030, without caches and
|> >burst, gets a 15-20% speed boost over an 020, when both are on 32-bit
|> >buses. Remove the 32-bit bus on the 030 side, and it is quite possible
|> >that an 020 could do better.
|>
|> So now let's calculate:
|> 32bit data bus versus 16bit data bus: Let's say every second memory fetch is
|> a longword, so the 32bit data bus gets an advantage of 50%.
|> Data and instruction cache: NOW I'M POSTING IT THE THIRD TIME: the Falcon
|> caches increase the speed of memory fetching and register access with more
|> than 100% (Tested with Quick Index from Darek Mihocka and other benchmarks).
|> So, the big question: Which CPU is faster?

The 'EC020 on the Amiga. Why? First, you are forgetting the 256 byte
cache (inst cache) of the EC020 too.

Now the most important part:

YOU ARE RUNNING A STUPID BENCHMARK. RUN AN APPLICATION, AND TURN OFF AND
ON THE CACHE AND SEE THE DIFFERENCE IN TIME.

The cache in the '030 helps, but having a 32-bit databus helps more, and again,
you are forgetting the EC020 has a 256 byte instruction cache.

|>
|> Ciao, Heiko.
|>
|>

---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 637. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-20 06:03:40 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <C8wou4.2K5@freenet.carleton.ca>
Source record: 22673

In a previous article, gblock@csd4.csd.uwm.edu (Gregory R Block) says:

>
>Please, look at your own hardware documentation, I'm 99.9% sure this is
>Umm, there are SEVERAL ways to do this. None of that means its easy. My
>whole claim in this is NOT that the Falcon has an incapable audio system,
>that's dumb. It's very, very simplistic, and that's part of the
>point--the Falcon's audio system is EXSPENSIVE in resource time as
>complexity grows because, in the end, of their choice of DSP.
>
>Greg
>
Are you saying an Amiga has a better sound system than the Falcon?
Amiga 1200 that is. I do not think anyone (except maybe Atari) is claiming
that it is perfect, but you must admit that it is pretty darn impressive.
--
---------------------------------------------------------------------
!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

# 638. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-20 11:42:34 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Jun20.114234.5907@mpifr-bonn.mpg.de>
Source record: 22674
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <2002h5$m0e@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Dragon's Claws) writes:
>It will also add significantly to the cost of the machine.

It will add the same cost as ithe 56k does in the Falcon.

>Also, software will be written for that lowest common denominator.. the A1200.
>A machine with no DSP.

No. Some software won't be written at all as it doesn't make much sense
without a DSP. And the Software that requires DSP will get the hardware.

>But right now... as we speak and compare Falcons and A1200s, Apples and
>Oranges, Big Blues and Big Reds... Amiga ain't got no DSP.

There is no stock model with a DSP.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

## 639. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-20 16:48:32 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <2024d0INNofl@uwm.edu>
Source record: 22675
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2002h5$m0e@cville-srv.wam.umd.edu>, Dragon's Claws (cmedley@wam.umd.edu) wrote:
: But guess what?
: The 3210 DSP is not shipping now for the Amiga. And it does not come
: standard in any currently shipping models.

And? It _COULD_ have become standard in the Falcon, if they were'nt so intent on releasing a crippled design. Again, this is about their design flaws in the Falcon, not about the Amiga.

: It will also add significantly to the cost of the machine.

So would a 32-bit bus to memory for the CPU, I guess.

: So, flaming away that the Falcon's DSP isn't quite good enough whe the Amiga
: lacks one to begin with is somewhat.... odd.

So I shouldn't flame something until I've got something better? That's foolish; I can look at and balance the flaws and merits of a workstation without owning a Cray, and that's what I'm doing here.

: C= has announced a 3210 based DSP card for the Amiga, and I've heard rumors
: of a new Amiga machine with it built-in, but nothing concrete.

Apple has also announced several 3210 machines. So there is SOMEONE using it. And again, this is less a comparison than me telling you why the Falcon is a crippled design, and using real-world examples, like the Amiga, to show that.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 640. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-20 16:52:21 UTC
From: cmedley@wam.umd.edu
Message-ID: <2024k5$nlb@cville-srv.wam.umd.edu>
Source record: 22676
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jun20.114234.5907@mpifr-bonn.mpg.de> mlelstv@speckled.mpifr-bonn.mpg.de (Michael van Elst) writes:
>
>In <2002h5$m0e@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Dragon's Claws) writes:
>>It will also add significantly to the cost of the machine.
>
>It will add the same cost as ithe 56k does in the Falcon.

Will it really? Remember now that the end user will have to pay for the
card with the DSP on it, and they will have to pay for all the precious
packaging, etc... that goes with it.

Now, I remember hearing someone say in comp.sys.amiga.advocacy about a month
ago that C= left an onboard clock out of the A1200 for cost reasons... whether
this is true or not, I got some wild flames for saying that was silly because
clock circuits are cheap.

But I would say that until the card ships, we won't know if the real world
price of it + an A1200 is comparable to a Falcon. So this really can't
be argued about....

<although arguing is the basis of the advocacy groups, right? :) >

>
>>Also, software will be written for that lowest common denominator.. the A1200.
>>A machine with no DSP.
>
>No. Some software won't be written at all as it doesn't make much sense
>without a DSP. And the Software that requires DSP will get the hardware.
>

I don't believe that statement to be true... totally.... granted, some s/w
will not be written for non-DSP systems, but I think a higher percentage of
Falcon applications will use the DSP than will Amiga applications considering
that it is standard on the machine.

>>But right now... as we speak and compare Falcons and A1200s, Apples and
>>Oranges, Big Blues and Big Reds... Amiga ain't got no DSP.
>
>There is no stock model with a DSP.
>

## 641. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-20 16:59:59 UTC
From: cmedley@wam.umd.edu
Message-ID: <20252f$o04@cville-srv.wam.umd.edu>
Source record: 22677
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2024d0INNofl@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <2002h5$m0e@cville-srv.wam.umd.edu>, Dragon's Claws (cmedley@wam.umd.edu)
wrote:
>: But guess what?
>: The 3210 DSP is not shipping now for the Amiga. And it does not come
>: standard in any currently shipping models.
>
>And? It _COULD_ have become standard in the Falcon, if they were'nt so
>intent on releasing a crippled design. Again, this is about their design
>flaws in the Falcon, not about the Amiga.

Well, let's go through a list of goodies not in the A1200:

1) built in high density floppy drive (1.44MB). They still use the archaic
880k format that the A1000 came with on this new super computer.

2) no onboard clock. You know, backing up that hard drive incrementally kinda
needs the current date....

3) ...but since the Amiga lacks SCSI-2, I guess you'll be using IDE and won't
be so worried about data as you can only hook up two IDE devices, so you
won't lose so much data because your floppy disks make backups tedious (moreso
because there is no system clock to let you do it incrementally)

4) points 1-3 lead to such a massive loss of data that the 32-bit path to
the CPU is irrelevant because all of your data is constantly being lost and
you find yourself more productive on another Commodore machine.. the C64. :)

If we all want to get picky, out the box, not many machines are what we want.
So ask yourself what you want to do with it, and then do it with your machine.
But don't try to argue that your view of a system's architecture should be THE
official view of everyone who reads news. If you don't like the Falcon, don't
buy one. Vote with your money, and not with your mouth. :)

Criticizing for what they should have done while advocating a company whose
machines are, at best, marginally better or worse.... is silly.

>
>: It will also add significantly to the cost of the machine.
>
>So would a 32-bit bus to memory for the CPU, I guess.
>
>: So, flaming away that the Falcon's DSP isn't quite good enough whe the Amiga
>: lacks one to begin with is somewhat.... odd.
>
>So I shouldn't flame something until I've got something better? That's

>foolish; I can look at and balance the flaws and merits of a workstation
>without owning a Cray, and that's what I'm doing here.
>

Well, let's see your list of complaints about the Cray YMP. I'd love to see this. Let me guess... no onboard sound chip makes it useless for multimedia, so hands down, the Amiga beats the Cray?

<now why didn't they worry about that when they made it? What a design flaw!>

>: C= has announced a 3210 based DSP card for the Amiga, and I've heard rumors
>: of a new Amiga machine with it built-in, but nothing concrete.
>
>Apple has also announced several 3210 machines. So there is SOMEONE
>using it. And again, this is less a comparison than me telling you why
>the Falcon is a crippled design, and using real-world examples, like the
>Amiga, to show that.
>

Hmmmm. This is so convincing, but guess what? Atari, NeXT, and SGI all use the Motorola 56k series of DSP. So there is SOMEONE using it. Use your DSP, I'll use mine. :)

# 642. RE: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-20 19:00:03 UTC
From: tweyter@vax.clarku.edu
Message-ID: <20JUN93.19000384@vax.clarku.edu>
Source record: 22678
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In a previous article, cmedley@wam.umd.edu (Dragon's Claws) wrote:
>
>Well, let's go through a list of goodies not in the A1200:
>
>1) built in high density floppy drive (1.44MB). They still use the archaic
>880k format that the A1000 came with on this new super computer.
>
>2) no onboard clock. You know, backing up that hard drive incrementally kinda
>needs the current date....
>
>3) ...but since the Amiga lacks SCSI-2, I guess you'll be using IDE and won't
>be so worried about data as you can only hook up two IDE devices, so you
>won't lose so much data because your floppy disks make backups tedious (moreso
>because there is no system clock to let you do it incrementally)
>
>4) points 1-3 lead to such a massive loss of data that the 32-bit path to
>the CPU is irrelevant because all of your data is constantly being lost and
>you find yourself more productive on another Commodore machine.. the C64. :)
>
>

I agree with all of Flip's points (except point number 4, of course :)
I have to disagree with the policy of calling these things 'crippling'
though. Lack of a high density floppy by no means cripples the Amiga,
and the lack of a 32 bit data bus by no means cripples the Falcon.
They are merely disadvantages. They just tend to piss us off because
they were all extremely avoidable disadvantages. Now that the Amiga
users have conceided their handicaps, and the Atari users have conceided
theirs (you have, haven't you?), perhaps we should all turn our guns
towards the Mac or something. :)

T. Weyter (.sigless)

# 643. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-20 19:33:10 UTC
From: sys1@exnet.co.uk
Message-ID: <C8xqBD.8z@exnet.co.uk>
Source record: 22679
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vqtanINNl2c@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <C8ru50.AnH@exnet.co.uk>, Xavier Gallagher (sys1@exnet.co.uk) wrote:
>: Ho hum, you're shouting dear and sounding a little unreasonable.
>
>: People, please stop talking about `crippling' CPUs. The EC020 is a crippled
>: 030 due to lack of (amongst other things) an MMU which severely cripples its
>: use for us unix types. The Fs' 030 has a 16 bit wide data bus which cripples
>
>Lets first be smart: The EC020 is an 020 with a 24-bit address bus. It
>is not, in any way, a crippled 030. Now, the 030, without caches and
>burst, gets a 15-20% speed boost over an 020, when both are on 32-bit
>buses. Remove the 32-bit bus on the 030 side, and it is quite possible
>that an 020 could do better.
>

>: that CPU. The A1200 has no SCSI bus which cripples its I/O capabilities and
>: severely limits disc capacity and speed.
>
>Which technically has nothing to do with your rather preposterous remark
>about the 020.
>

I do not argue this point. I did the maths some time ago and it is quite
clear that the F030 is slowed down a hell of a lot. What I am talking about
is compromise and trade offs. What is gained in one place is lost in another.
for example, the A1200 uses IDE and not scsi II. That sort of thoughlessness
about I/O is brushed over by A1200 users but is important.

>Greg

xavier

## 644. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-20 19:45:10 UTC
From: sys1@exnet.co.uk
Message-ID: <C8xqvD.Au@exnet.co.uk>
Source record: 22680
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vqt6dINNl2c@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <C8rrr7.9tt@exnet.co.uk>, Xavier Gallagher (sys1@exnet.co.uk) wrote:
>: MIPS means a great deal when dealing with computing power.
>

>_THIS_ makes quote of the year, folks. A+ in foolishness.

I refer you to the ongoing debate concerning the T800 and T9000 transputers
for parallel programming vs the C40 DSP for parallel programming.

I do not follow it that closely (the heat left it some time ago when the
T9000 transputer came on the scene) but the C40 DSP *wasn't* being used as
a DSP but as a general purpose CPU with comms abilities that made it perfect
for parallel computing work.

Now, this means that a DSP is perfect for DSP work, but, oh wonders, it can
do *so* *much* *more*!

You get a Z- for insight and less for imagination.
>
>: >Only true if your samples, your player code, and your score all fit
>: >within the DSP's dinky little ram area. Not at all an easy task.
>
>: No room for sloppy coding! This is not a disadvantage.
>
>Who said ANYTHING about sloppy coding? I doubt you'd fit all of the
>SAMPLES into the local ram alotted. Most MODs are about 90k, sample and
>score. Add the player. That's for four channel, low to mid-quality
>samples. Add more channels, and your player code gets larger. Add wide
>(16-bit) or better samples, and your samples grow exponentially.
>

Hmmm, interesting. I was talking to some geezer who swears a good MOD will
fit in about 16K! I had better check that out:(

>CODE.
>

perhaps, perhaps not. Information check mode *on*.

>Greg
>

xavier.

## 645. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-20 22:54:36 UTC
From: sys1@exnet.co.uk
Message-ID: <C8xzn2.2Lz@exnet.co.uk>
Source record: 22682
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C8xqvD.Au@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:
>In article <1vqt6dINNl2c@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article <C8rrr7.9tt@exnet.co.uk>, Xavier Gallagher (sys1@exnet.co.uk) wrote:
>>: MIPS means a great deal when dealing with computing power.
>>
>
>>_THIS_ makes quote of the year, folks. A+ in foolishness.
>
>I refer you to the ongoing debate concerning the T800 and T9000 transputers
>for parallel programming vs the C40 DSP for parallel programming.
>
>I do not follow it that closely (the heat left it some time ago when the
>T9000 transputer came on the scene) but the C40 DSP *wasn't* being used as
>a DSP but as a general purpose CPU with comms abilities that made it perfect
>for parallel computing work.
>
>Now, this means that a DSP is perfect for DSP work, but, oh wonders, it can
>do *so* *much* *more*!

BTW, the C40 out classes the 56001 by a vast margin, but the principle of
recignising a DSP for what it is (ie a co processor) is likely to be missed unless
it is *very* clearly pointed out to those with a less than subtle mind.

cheers

Xavier

## 646. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-20 22:57:23 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <202q0jINNqea@uwm.edu>
Source record: 22681
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C8xqvD.Au@exnet.co.uk>, Xavier Gallagher (sys1@exnet.co.uk) wrote:
: In article <1vqt6dINNl2c@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: >In article <C8rrr7.9tt@exnet.co.uk>, Xavier Gallagher (sys1@exnet.co.uk) wrote:
: >: MIPS means a great deal when dealing with computing power.
: >_THIS_ makes quote of the year, folks. A+ in foolishness.

: I refer you to the ongoing debate concerning the T800 and T9000 transputers
: for parallel programming vs the C40 DSP for parallel programming.

That discussion doesn't change the fact that the MIPS benchmark is a
totally useless example of the power or the capability of the system.

: I do not follow it that closely (the heat left it some time ago when the
: T9000 transputer came on the scene) but the C40 DSP *wasn't* being used as
: a DSP but as a general purpose CPU with comms abilities that made it perfect
: for parallel computing work.

: Now, this means that a DSP is perfect for DSP work, but, oh wonders, it can
: do *so* *much* *more*!

Yes. Similar fights can happen over the 56001 and AT&T's 3210--while
both are good DSP's, the 3210 offers many more "general purpose"
capabilities, allowing you to do much more.

: You get a Z- for insight and less for imagination.

A poor defense for the MIPS benchmark won't get you anywhere with me.

: Hmmm, interesting. I was talking to some geezer who swears a good MOD will
: fit in about 16K! I had better check that out:(

Ya, I'd say. It all depends on the samples themselves, and their length
and quality; those factors have a great deal of impact on the resultant
size of the mod file.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 647. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 02:32:00 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.740629920@bruny>
Source record: 22683
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cmedley@wam.umd.edu (Dragon's Claws) writes:

>The "lowly" STe sound chip plays back at up to 50khz.
>The Amiga stops cold at 28khz.

What a crock of shit.
Any ECS or upwards amiga can do any play back rate in the range of
28khz to 448khz, in four channels fully cpu independent [dma driven].

## 648. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 02:40:55 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.740630455@bruny>
Source record: 22684
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cmedley@wam.umd.edu (Dragon's Claws) writes:

>But the bottom line is, like I said, you can't play any frequency higher than
>14khz.

Wrong. As I posted previously a play back rate of between 28khz and 448khz
is possible on an ECS or AGA amiga.

The fact is the amiga can give you a factor 280ns precision on your audio play
back while both the ST and the falcon cant offer better than 20000ns precision.

## 649. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 07:46:39 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <203p0v$iab@info2.rus.uni-stuttgart.de>
Source record: 22685
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vvdn4INNect@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>"Mods", by nature, end up reusing their samples, a LOT. So there is
>little value in this. Additionally, that calculation is still going to
>mean that it will need that in RAM for a while--its got to read it, step
>by step, and pipe it through whatever operations you're doing on it.

Right, where is the problem?

>Additionally, this still means that you're wasting precious CPU time on
>something that should be mind-numbingly simple.

Wasting? Come on, this does not need very much CPU time. I've said it before:
even on an Amiga PAULA doesn't play the MODs himself. You need the CPU to
control the music.

>True, but the problem is that you're dealing with 4-8 channels, all of
>which need the information. Additionally, most of that is done by
>overwriting what doesn't need to be used--the solution you claim would
>end up being a constant stream of data between RAM and the local ram, all
>being controlled by the CPU, which would have to have full control over
>the playing in order to know what's going on.

Yes, you have to control the data flow... but i think, these few XBios-calls
shouldn't cost more than 1% of CPU time - you won't remark it.
There is a second possibility to manage the data flow: you can use the Host
interface between the DSP and the 68030. This interface is able to move
8 MByte (not MBit!) per second. This is quite a lot, but it has one
disadvantage: you CPU and DSP must control the flow themselves (with DMA you
only have to set the sender and the receiver). Overall it should be
possible to use both, the DMA and the Host interface.

>As a result, you're STILL involving the CPU, and quite a bit of it.

I've never mentioned that the Falcon can play MODfiles without using the CPU
a (very very) little bit.

>(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)

No. :)

Ciao, Heiko.

# 650. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 07:57:21 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <203pl1$qao@info2.rus.uni-stuttgart.de>
Source record: 22686
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun17.200853.4041@msus1.msus.edu> lkoop@TIGGER.STCLOUD.MSUS.EDU writes:
>>MIPS means a great deal when dealing with computing power.
>
> No, they don't. To date, there is no universal, and elegant way to
>calculate a MIPS rating on any platform. It is far too easy to misinterpret
>the results, and even design such a test so that results are more than
>a little misleading. Another problem with using MIPS is that one processor
>may score a higher MIPS rating than another, but if the latter is actually
>doing more work per instruction you will not see the net effect in the
>simple MIPS numbers. Hence the reason MIPS has developed the alternate
>acronym "Meaningless Indicator of Processing Speed".

If i would be an Amiga owner i would also be frightened about the MIPS rating :)
So what's your suggestion how to compare two different computer systems?
The DSP IS fast, and this is a fact. It has the ability to process most of
its instructions parallel. It has a 20ns onchip DSP-RAM. It also has a very
fast DSP-RAM.

Ciao Heiko.

# 651. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 08:20:21 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <203r05$11u1@info2.rus.uni-stuttgart.de>
Source record: 22587
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1vs3ng$ln4@kruuna.Helsinki.FI> lindblad@kruuna.Helsinki.FI (Jarkko Lindblad) writes:
>> caches increase the speed of memory fetching and register access with more
>
>You are still on drugs? You don't access registers any faster if you
>had zillion megabytes of both I & D cache. Claiming that only shows
>people that you really have no idea on what you are tlaking about.
>(I'm sorry if I'm sounding a bit rude, but I'm a bit tired of this
>kind of sentences).

That's right. The CPU register access speed isn't increased, but the access to the program itself is increased. And if the program speed is increased also the register access speed of the program increases.

>Yeah, benchmarks have ALWAYS been the BEST ways to determine how much
>caches help....

Why not?? Are you testing the CPU speed with a stopwatch?

Ciao, Heiko.

# 652. Re: Atari or Amiga? Which to buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 10:38:07 UTC
From: stud30@iris5.csv.ica.uni-stuttgart.de
Message-ID: <20432f$11pl@info2.rus.uni-stuttgart.de>
Source record: 22588

In article <1993Jun20.174051.23706@alw.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:
>In article <C8wLx1.1EB@brigite.ci.ua.pt> etmall@ci.ua.pt (Manuel Lemos) writes:
>
> Rule #1: Atari for MIDI or sound stuff, Amiga for interface to video
> If you are not interested in either, it may not matter.

Why is everybody pointing on the music ablities of the Atari ?
Because it *WAS* the leading platform on MIDI/Recording.

But do you see what is happening today ?

R*l*nd does not sell any Atari Software anymore. They completedly changed to DOS/Mac.

Harddisc-Recording is the coming feature. The Falcon is ridiculous, although it seems to have everything to do recordings, the limitation on only *two* recording channels at a time will keep him out of the buisness.

The fabulous D*G*DESIGN Session 8 will never be available for any Atari platform.

The market is changing and Atari did not jump on the train.
How sad !

Ciao
Uwe

## 653. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 11:31:46 UTC
From: laire@haegar2.uni-paderborn.de
Message-ID: <204672$skq@haegar2.uni-paderborn.de>
Source record: 22589
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:

>In article <1vs3ng$ln4@kruuna.Helsinki.FI> lindblad@kruuna.Helsinki.FI (Jarkko Lindblad) writes:
>>> caches increase the speed of memory fetching and register access with more
>>
>>You are still on drugs? You don't access registers any faster if you
>>had zillion megabytes of both I & D cache. Claiming that only shows
>>people that you really have no idea on what you are tlaking about.
>>(I'm sorry if I'm sounding a bit rude, but I'm a bit tired of this
>>kind of sentences).

>That's right. The CPU register access speed isn't increased, but the access to
>the program itself is increased. And if the program speed is increased
>also the register access speed of the program increases.

Heiko..you're REALLY confused....get a 680xx Book and read it or take
a class about prozessor architecture....

Regards
--
Ralph Schmidt laire@uni-paderborn.de
University of Paderborn (Germany)

# 654. Re: REQ: Contact with Atari.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 12:33:42 UTC
From: jlm@cupido
Message-ID: <C8z1K6.1EC@inesc.pt>
Source record: 22591

Hi guys can you send me the email address also?
I am looking for someone responsible for the acceptance of new developers.

janerl@Kiev.docs.uu.se (Jan Erlandsen) writes:
:
: Hello!
: Anyone out there who is working for Atari, or knows the
: email address of someone who does?
: I'd like to get in touch with people responsible
: for the European market, epecially responsible for
: the distribution and support for the Falcon.
:
: Thank you in advance!
: Jan "Electric Cowboy" Erlandsen

--
`

## 655. Re: Atari or Amiga? Which to buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 12:39:45 UTC
From: cmedley@wam.umd.edu
Message-ID: <204a6h$d6r@cville-srv.wam.umd.edu>
Source record: 22590

In article <20432f$11pl@info2.rus.uni-stuttgart.de> stud30@iris5.csv.ica.uni-stuttgart.de (U. Seidler) writes:
>In article <1993Jun20.174051.23706@alw.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:
>>In article <C8wLx1.1EB@brigite.ci.ua.pt> etmall@ci.ua.pt (Manuel Lemos) writes:
>>
>> Rule #1: Atari for MIDI or sound stuff, Amiga for interface to video
>> If you are not interested in either, it may not matter.
>
> Harddisc-Recording is the coming feature. The Falcon is ridiculous,
> although it seems to have everything to do recordings, the limitation
> on only *two* recording channels at a time will keep him out of the
> buisness.
>

Whoa... I've heard that the 4i/4o module from D2D Systems does 4 channels
of recording and 4 channels of playback at once off the Falcon.

## 656. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 14:30:26 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun21.143026.26420@rchland.ibm.com>
Source record: 22592
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2002h5$m0e@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Dragon's Claws) writes:
|> In article <1vvp9eINNffs@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> >

[ATT 3210 DSP stuff deleted]

|>
|> But guess what?
|>
|> The 3210 DSP is not shipping now for the Amiga. And it does not come
|> standard in any currently shipping models.
|>
|> It will also add significantly to the cost of the machine.
|>
|> Also, software will be written for that lowest common denominator.. the A1200.
|> A machine with no DSP.
|>
|> So, flaming away that the Falcon's DSP isn't quite good enough whe the Amiga
|> lacks one to begin with is somewhat.... odd.
|>
|> C= has announced a 3210 based DSP card for the Amiga, and I've heard rumors
|> of a new Amiga machine with it built-in, but nothing concrete.
|>
|> But right now... as we speak and compare Falcons and A1200s, Apples and
|> Oranges, Big Blues and Big Reds... Amiga ain't got no DSP.
|>
|> A

I'll give a point here to the Falcon: although the DSP on the Falcon
is not as good as the 3210 (guys, the Falcon DSP is old, old, old relatively
speaking), definitively and without doubt, the Falcon has better
sound that any current Amiga out there right now.

I'll give credit where credit is due. If I where a musician, I'll feel
very attracted to this machine (Falcon). Now on a general practical world
basis, I think the A1200 is better.

---
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 657. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 16:43:57 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <204ogdINN62c@uwm.edu>
Source record: 22593
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <203p0v$iab@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: Wasting? Come on, this does not need very much CPU time. I've said it before:
: even on an Amiga PAULA doesn't play the MODs himself. You need the CPU to
: control the music.

: Yes, you have to control the data flow... but i think, these few XBios-calls

You just answered it yourself.

: shouldn't cost more than 1% of CPU time - you won't remark it.

There was a noticeable slowdown; 1% wouldn't have been noticeable. 4
channel, 41khz, mod-style music, and Calamus became a snail.

: I've never mentioned that the Falcon can play MODfiles without using the CPU
: a (very very) little bit.

Neither have I. However, I've said that it's not a "very very little
bit".

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) Wubba :)

## 658. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 16:46:56 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <204om0INN62c@uwm.edu>
Source record: 22594
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <203r05$11u1@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: That's right. The CPU register access speed isn't increased, but the access to
: the program itself is increased. And if the program speed is increased
: also the register access speed of the program increases.

Registers THEMSELVES are kind of like cache; however, registers
THEMSELVES are never cached. Caches store instructions or data based on
their location in real memory, they have nothing to do with caches.
Registers are blindingly fast already, they don't magically get faster
when you add cache--they may get more use, due to the CPU waiting less
time for its data to "appear", but that's it.

: Why not?? Are you testing the CPU speed with a stopwatch?

Using MIPS as a benchmark, to make an analogy, is like testing your CPU
with a sundial on a cloudy day.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 659. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 17:09:04 UTC
From: sys1@exnet.co.uk
Message-ID: <C8zEB7.1B8@exnet.co.uk>
Source record: 22596
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun19.222719.14275@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <C8ru50.AnH@exnet.co.uk>, sys1@exnet.co.uk (Xavier Gallagher) writes:
>|> In article <1993Jun14.214100.17049@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>|> Ho hum, you're shouting dear and sounding a little unreasonable.
>|>
>|> People, please stop talking about `crippling' CPUs. The EC020 is a crippled
>|> 030 due to lack of (amongst other things) an MMU which severely cripples its
>|> use for us unix types.

>
> It's not a crippled '030, the '020 came before the '030 and the '020
>had the 68851 MMU on another chip.
>

So what? My point is that talking about crippled CPUs is, apart from
rather emotional, not very realistic. The world is filled with trade offs.

I for one think the A1200 I/O capabilities are barely adequate. It is
however quite clear that many Amiga users are happy with the current
configuration.

>|> The Fs' 030 has a 16 bit wide data bus which cripples
>|> that CPU. The A1200 has no SCSI bus which cripples its I/O capabilities and
>|> severely limits disc capacity and speed.
>|> And so on.

> But cost less (the A1200). The only way the EC020 on the A1200 is crippled
>is when you run it without fast ram, otherwise, it isn't.

The machine is not the CPU, whatever you have been told! Nor is the machine
just a matter of a 16bit data bus or a 32 bit data bus. All these debates
are rather simplistic and lack subtlety. Stop being so rabid, try to be more
balanced.

>|> >|> Brian
>|> Xavier Gallagher
>- Raist

## 660. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 18:15:28 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.740686528@DMI.USherb.CA>
Source record: 22595
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

-> 4) points 1-3 lead to such a massive loss of data that the 32-bit path
-> to the CPU is irrelevant because all of your data is constantly being
-> lost and you find yourself more productive on another Commodore
-> machine.. the C64. :)

Why writing so many shit ??? It's not interesting at all, not real
(check your fact...), and not brillant.

MY A1200 HAVE a clock, and the IDE in MY A1200 offer enough performances,
and all your stories about incremental backup are totally useless and
innacurate.

Please, STOP talk about your crippled SCSI-2, and start talk about
performances (REAL WITH TEST PLEASE!!!).

Users don't really need know how it's do (scsi/ide) when performances are there.

The A1200 can be buy by peoples that not want a big computer, and also
by peoples that want many more and want afford a little more to have
clock and memory, accelerator and more ...

... your Falcon is ridicously high priced for ANYBODY that want it.

Anyone that need a computer with a 030 range power will go buy an A4000/030,
wich is a better performances/functionnality/value than a Falcon.

AH, yes!!! Another point ... is ALL software running in an original ATARI ST
can run on a FALCON ? (Ok, i will be smart, talk only about productivity
software...).

Another question : what chip, or some processor, have been made by ATARI?

Since MiNT and GEM, and MS-DOS, have not be do by ATARI, but included in
their computers, what are the part of OS that have been do *BY* ATARI?

Is ATARI able to do anything by itself ???

Another point : Many people here talk about paula chip, and DSP.
I remark you that AT EACH TIME ATARI introduced a new sound technology,
they have broke compatibility, and have to include ALL SOUND chips to
keep-it. Is the FALCON-2000 will have 250 sound circuitry ? ;-] ;-]
It's very EASY to do things same of it, and C= have surely been able to
released us DSP 16 bit DAC technology, but i think C= is more SERIOUS
and have ind mind to respect all they have do before, to not loose
compatibility, without add and add and add circuitry uselesly (a manner
that take priced high, as ATARI do). I didn't talk in my hat about that
point : see what C= have do with AGA, they keep maximum compatibility, and

more with OCS (than ECS do with OCS).

Bye!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA

## 661. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 23:21:05 UTC
From: sys1@exnet.co.uk
Message-ID: <C8zvJ7.r8@exnet.co.uk>
Source record: 22598
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
>
>By that argument, the Atari sound hardware is just as far from adequate.
>Isn't this discussion about the computers, and not the gear they drive?

Philisophically speaking the computer and the gear driven by the computer
are one and the same.
```

## 662. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-21 23:37:05 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jun21.173706.4096@msus1.msus.edu>
Source record: 22597
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <203pl1$qao@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>In article <1993Jun17.200853.4041@msus1.msus.edu> lkoop@TIGGER.STCLOUD.MSUS.EDU writes:
>>>MIPS means a great deal when dealing with computing power.
>>
>> No, they don't. To date, there is no universal, and elegant way to
>>calculate a MIPS rating on any platform. It is far too easy to misinterpret
>>the results, and even design such a test so that results are more than
>>a little misleading. Another problem with using MIPS is that one processor
>>may score a higher MIPS rating than another, but if the latter is actually
>>doing more work per instruction you will not see the net effect in the
>>simple MIPS numbers. Hence the reason MIPS has developed the alternate
>>acronym "Meaningless Indicator of Processing Speed".
>
>If i would be an Amiga owner i would also be frightened about the MIPS rating :)
>So what's your suggestion how to compare two different computer systems?
>The DSP IS fast, and this is a fact. It has the ability to process most of
>its instructions parallel. It has a 20ns onchip DSP-RAM. It also has a very
>fast DSP-RAM.

This is all fine and well. However, the only true method for comparing different computer systems is through applications and subjective usage guidlines.
Benchmarks are a way to give an indication of system performance, when used properly. They in no way give the full picture. All too often people are swayed by what seem to be incredible benchmark numbers, and then surprised when in their own use of the system it does not seem to hold up to those numbers. All systems must be viewed as a whole, with great consideration taken as to what they will be used for.
For example, you can have a fantastically fast processor in your brand spanking new toy. However, your use of the system tends to bind to to a great many I/O operations. Now, if that system with the whiz-bang processor demon from the seventh plane has a slow I/O subsystem, you aren't going to see the same kind of performance as someone who uses it for simply processor-intensive operations, and certainly you aren't going to see the same performance as processor-intensive benchmarks will show.
The methods usually used to calculate MIPS on a machine are particularly bad when it comes to any kind of comparison. In general, they tend to stress only one or a few kinds of instructions, which a processor may be particularly good and fast at doing, while leaving other common ones out of the calculations. In doing such, these tests show a bad example in that no real-life application is going to be restricted to using this small subset of instructions under such an idea situation. In fact, most applications

will not have anywhere near the same instruction layout and conditions as a typical MIPS test.

I'm happy that the Falcon has a DSP. Its a nice addition to the system. However, it is not some magical device that quickly removes any of the other disadvantages that the Falcon suffers from. To top, the Motorola 56001 is a nice device, but it is not the fastest or most advanced on the market today. In fact, it is a relatively old offering in the market. This is not to say that it is not useful, but the constant talk on here about the DSP being some miracle device on the Falcon needs to be tempered with a more real-world attitude towards the system as a whole.

---
LaMonte Koop -- SCSU Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
---

## 663. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-22 04:18:21 UTC
From: legrand@chem.psu.edu
Message-ID: <C909AM.9oF@cs.psu.edu>
Source record: 22600

In article <1993Jun18.170944.26884@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
|> Actually, I found your post on the Atari Jag quite amusing and enjoyable.
|> (And it only made me want to buy the thing more)
|> However, your reply to this post is more distrubing than anything else. Your
|> not saving pictures of Jodi Foster are you?

No no no, don't worry, I was heartbroken to find out she was a lesbian and threw them all away. Now I am constructing a plastic museum devoted to Tia Carrera...

|> Speaking of being anal, I think grammar weenies fall into that catagory.

Irony, it is a difficult concept Captain, it is not logical... Have you considered adding more sources of fiber to your diet Gomer?

|> >Own an 800, a 2600, two 7800s, a 520ST, and a 1040ST so PLBBBBBBBTTTTTTTHHH!
|> >
|> >Oh yeah, I even gots ones of thoze pong thingies.... I own more Atari than
|> >you do Nyah! Nyah! Nyah! Nyah! Nyaaaah! Nyaaaah!
|> >
|> >Bozo...
|>
|> Assuming this is true, what's your point?

Well, it is common knowledge that the more Atari that you own, the more you are entitled to blather about Atari. Take Sam Tramiel for instance...

|> You have told right to make fun of Atari. And if owning all those things

When did I tell right anything?

|> drives to to add sarcasm to news about atari products, thats all well and
|> good.

I never wear tu-tus, the women wouldn't be able to resist me if I did...

|> But nothing gives you the right to be rude.

Well when you show me the part in the Constitution that bans my freedom of manners, I'll take you seriously, until then BWAHAHAHAHAHAHAHA!

|> Actually, the most annoying articles I have ever read are the butt kissing
|> write ups about Windows NT in BYTE.

You're not David, who, by the way, sent a very polite retraction of the original message to me. Of course, there's always room for copy cats. Found any syringes in your pepsi lately?

|> Ahhh.. most Dictionaries don't have the latest trendy words related to
|> computers.
|> (if your confused, It just means that the term "3D Polygons" isn't in
|> an english dictinary.)
|> But to answer HIS question: The is nothing wrong with 3D polygons. (with the
|> exception of you can't have anything appear 3D on a single 2D computer
|> monitor). Sure bitmap graphics look nicers but they are generally messy.

Polygons aren't 3D... Sure Wa Wa Warwick has this thing about giving them
3D coordinates but that's kind of like giving Leonard Tramiel management
duties of Federated...

Scott

## 664. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-22 04:34:46 UTC
From: m892994@hpc.citri.EDU.AU
Message-ID: <1993Jun22.043446.8333@etrog.se.citri.edu.au>
Source record: 22599
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I've designed and programmed DSP hardware boards (a TMS320C30)
in assembly, and before I did I thought that they were magical
devices that were so fast that I didn't have a care in the world
about potential speed problems. Wrong! They aren't as fast as
what I thought (though they are still very fast) and now see them
in a more realistic light. Sure they are more powerful than many
680X0 CPUs with FPUs, but they are not so powerful that
they can do anything. But they are a nice addition to see in the
Falcon, but I'm waiting to see one in the Amiga one day...

Stevie

## 665. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-22 07:34:15 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <206clnINNiev@tom.rz.uni-passau.de>
Source record: 22601
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <huots00.740686528@DMI.USherb.CA> huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:
>
> -> 4) points 1-3 lead to such a massive loss of data that the 32-bit path
> -> to the CPU is irrelevant because all of your data is constantly being
> -> lost and you find yourself more productive on another Commodore
> -> machine.. the C64. :)
>
>Why writing so many shit ??? It's not interesting at all, not real
>(check your fact...), and not brillant.

Well, it IS brilliant, IMHO. And true, more or less.

>MY A1200 HAVE a clock, and the IDE in MY A1200 offer enough performances,
>and all your stories about incremental backup are totally useless and
>innacurate.

'enough performances' - sheesh - compared to what? The disk drive?
My friend's A4000 has got four drives (Quantum LPS240, LPS105, Syquest 5110c
and the original crappy 120MB-IDE-Seagate), and though he does only have an
Oktagon controller (no Fastlane Z3 - yet), the Seagate is the slowest by far.

>Please, STOP talk about your crippled SCSI-2, and start talk about
>performances (REAL WITH TEST PLEASE!!!).

'performances' again, eh? Seems this word means something different in this
part of the world...

>Users don't really need know how it's do (scsi/ide) when performances are there.

BZZZZZT, wrong! Sit down and learn something about SCSI devices vs. IDE
devices (including SCSI laser printers, SCSI scanners, MODs, etc.)

>The A1200 can be buy by peoples that not want a big computer, and also
>by peoples that want many more and want afford a little more to have
>clock and memory, accelerator and more ...

>... your Falcon is ridicously high priced for ANYBODY that want it.

Wrong again! The Falcon 4/0 and the 4/65 (4/80 in the USA?) are somewhat
overpriced IMHO, but the 1/0 is available in the Netherlands for a very
good price (though 1 meg is useless for a Falcon, but so are 2 megs for
an A1200), about 700 US$.

>Anyone that need a computer with a 030 range power will go buy an A4000/030,
>wich is a better performances/functionnality/value than a Falcon.

And has no MMU, I'd prefer a 4000/040.

>AH, yes!!! Another point ... is ALL software running in an original ATARI ST
>can run on a FALCON ? (Ok, i will be smart, talk only about productivity
>software...).

All productivity software works, including such dirty programs as Signum!3
(and 2?, not sure here).
Even some games run on the Falcon, similar to the A1200, many games would
NOT run, but that was predictable.

>Another question : what chip, or some processor, have been made by ATARI?

VIDEL, CODEC,....

>Since MiNT and GEM, and MS-DOS, have not be do by ATARI, but included in
>their computers, what are the part of OS that have been do *BY* ATARI?

No part of the OS, because ATARI can't write programs, only programmers are
available to do so and ATARI is a company, not a programmer. BTW the
author of MiNT now works for ATARI, does that count? And he is obviously
rewriting most of DRi's/ATARIs sources right now.

This is necessary because the GEM desktop runs in supervisor mode most
of the time, making MultiTOS sssssllllooooowwww.

>Is ATARI able to do anything by itself ???

Nope, is C=? Remember: the EGS library exists, RTG doesn't.

>Another point : Many people here talk about paula chip, and DSP.
>I remark you that AT EACH TIME ATARI introduced a new sound technology,
>they have broke compatibility, and have to include ALL SOUND chips to
>keep-it. Is the FALCON-2000 will have 250 sound circuitry ? ;-] ;-]

Perhaps, but eventually the original Yamaha chip will not be used by
Falcon programs, so they will be able to throw it away sooner or later.
And remember: the A4000 disk drive is slow in HD mode because C= did
NOT integrate a new chip.

>It's very EASY to do things same of it, and C= have surely been able to
>released us DSP 16 bit DAC technology, but i think C= is more SERIOUS
>and have ind mind to respect all they have do before, to not loose
>compatibility, without add and add and add circuitry uselesly (a manner
>that take priced high, as ATARI do). I didn't talk in my hat about that
>point : see what C= have do with AGA, they keep maximum compatibility, and
>more with OCS (than ECS do with OCS).

Maximum compatibility should be a matter of PC clones, not of C=. I consider
it a terrible disdvantage that AA is incapable of giving you 800*600
noninterlaced, not even with tricks (see ScreenBlaster/BlowUp030 for
the Falcon).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -

- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

# 666. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-22 08:02:21 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <206ead$tmv@info2.rus.uni-stuttgart.de>
Source record: 22602
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37643@castle.ed.ac.uk> marks@castle.ed.ac.uk (Raw Shark) writes:
>Umm, 50Khz 16bit Mods? I've seen both these demos and both played a
>couple of standard mod files in the background (I have both in my mod
>collection). The scaling and rotating was rather impressive though...

Well, the tunes are old (PLASMA30 plays the nice Amiga tune Stardust Memories)
but the samples are now in 16bit and are played with 50KHz. I think you can
hear the difference.

Ciao, Heiko.

# 667. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-22 08:12:56 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <206eu8$nqc@info2.rus.uni-stuttgart.de>
Source record: 22603
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vvee7INNect@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>What the OS allows for and what actually exists in hardware are two,
>dynamically different things. The hardware has two physical channels,
>two codecs to which you can feed 16-bit wide data. The OS allows for up
>to 8 logical channels.

Well, that may be right... but it doesn't matter. For all i know, the Falcon
has only one CODEC which can handle all 8 channels simultanously (to be more
specific: the Falcon has 8 channels for recording and 8 channels for playing).
How they managed this physically doesn't interest me.

Ciao, Heiko. (More Smileys!)

# 668. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-22 08:27:26 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <206fpe$1cgj@info2.rus.uni-stuttgart.de>
Source record: 22604
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1vvp9eINNffs@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>That's my point. There are two physical channels. However, there's only
>one piece of hardware on the falcon that combines the 8 channels down to
>the two physical ones--and that's the DSP. Again, my point is that what
>is provided by hardware and what is provided by software are two
>dynamically different things.

No! You are wrong here...
The DSP has nothing to do with mixing the 8 channels.

>Fine, then we agree. UNFORTUNATELY, and here's where my point comes in,
>the Falcon's 56001 cannot do its own DMA--it must be fed, "babysat" if
>you will.

No problem, because the most time the DSP is waiting for the data to arrive,
even with a 50 KHz sound. In most cases (transforming frequency, effects like
echo, flanger etc.) the DSP is faster than the transport of the data via DMA.

Ciao, Heiko.

## 669. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-22 08:59:45 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <206hm1$13pf@info2.rus.uni-stuttgart.de>
Source record: 22605
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <huots00.740686528@dmi.usherb.ca> huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:
>Why writing so many shit ??? It's not interesting at all, not real

No reason to become cruel...

>MY A1200 HAVE a clock, and the IDE in MY A1200 offer enough performances,
>and all your stories about incremental backup are totally useless and
>innacurate.

My Falcon has a 32 MHz 68030 with 32 MByte Fast RAM. Who cares?

>Please, STOP talk about your crippled SCSI-2, and start talk about
>performances (REAL WITH TEST PLEASE!!!).

I take the opportunity to present the benchmarks i have made regarding the
speed increase with the Falcon caches:

Cache Cache
ON OFF gained:
LHarc 2.20 packing 680131 Bytes to 235576 Bytes 82 s 97 s 18 % *
ST-Zip 2.2 packing 556465 Bytes to 145141 Bytes 100 s 233 s 133 % *
GEMView depacking a 416x580 JPEG image (dither) 41 s 64 s 56 %
GFA-Basic compiling 10506 Lines (>200 Kb) 29 s 61 s 110 %
Calamus SL calculating a Testpage 24 s 33 s 37 %
LaTeX compiling 19 pages (MultiTEX, C.Strunk) 118 s 137 s 16 % *
TopazFractal calculating a 608x415x256 Fractal 26 s 58 s 123 %
Paula MODfile player -> CPU-loss when playing: ~30 % ~60 % ~100 %

Tests with a '*' had frequent Harddisk access.

Who mentioned that the speed increase with Caches isn't worth talking about?
Please note: These tests are not selected to get better figures. If somebody
knows other tests which need massive CPU time let me know - i will also check
it out.

My suggestion still stands: The 16bit data bus will be a little disadvantage
when using caches.

>AH, yes!!! Another point ... is ALL software running in an original ATARI ST
>can run on a FALCON ? (Ok, i will be smart, talk only about productivity
>software...).

I don't know any GEM-based software which is not running on the Falcon.

>Another question : what chip, or some processor, have been made by ATARI?

For example: Shifter, Blitter, Glue... (the 64 bit RISC in the Jaguar?)

>Since MiNT and GEM, and MS-DOS, have not be do by ATARI, but included in
>their computers, what are the part of OS that have been do *BY* ATARI?

The whole Amiga Hardware wasn't done by Commodore. MultiTOS was done by Atari
(and that's different to MiNT!). But, why should they do all their software
themselve??

>released us DSP 16 bit DAC technology, but i think C= is more SERIOUS

First of all, their users had to be serious.

Ciao, Heiko.

## 670. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-22 18:50:39 UTC
From: klump@kirk.fmi.uni-passau.de
Message-ID: <207k9vINNa20@tom.rz.uni-passau.de>
Source record: 22606
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <huots00.740686528@DMI.USherb.CA> huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:
>
>MY A1200 HAVE a clock, and the IDE in MY A1200 offer enough performances,
>and all your stories about incremental backup are totally useless and
>innacurate.
The Question is: Does your A1200 have a built-in Clock or is it on a Ram-Card?
^^^^^^^^
>
>Please, STOP talk about your crippled SCSI-2, and start talk about
>performances (REAL WITH TEST PLEASE!!!).
O.K. Here you get Numbers! My System is: A4000/40 10MB RAM
Seagate 3144 AT
Quantum LPS240S SCSI
Quantum LPS105S SCSI
Syquest 5110C SCSI
The SCSI-Host Addapter is an Oktagon 4008 (Zorro II), which works on PIO and
needs much CPU-Time for pulling. (No matter: 68040 is real fast! Beleave it!)
Now for the Speed: LPS 240S ~1600000 Bytes/s
LPS 105S ~1200000 Bytes/s
Syquest 88MB Cart. ~980000 Bytes/s
" 44MB Cart. ~490000 Bytes/s
Seagate ^910000 Bytes/s

Now for the built-in IDE: I hate it! It's slow and it crashed my Data for
three times since i have my A4000 (Yes, my MaxTrans is corrected).
And it's the most reason for Incompability (Not the 68040 :-( ).
>
>Users don't really need know how it's do (scsi/ide) when performances are there.
>
>The A1200 can be buy by peoples that not want a big computer, and also
>by peoples that wanOBt many more and want afford a little more to have
>clock and memory, accelerator and more ...
I didn't know that, the Falcon is much toooo Expensive :-) !

>
>... your Falcon is ridicously high priced for ANYBODY that want it.
>
>Anyone that need a computer with a 030 range power will go buy an A4000/030,
>wich is a better performances/functionnality/value than a Falcon.
Yes, and it has a crippled Lacerbrain just like the A1200 has.
And don't say none needs the MMU, i gladly use mine.
>
> _
>_ // Sylvain Huot,

>\X/ InterNet : huots00@DMI.USherb.CA

Ciao,
Karsten
--
__ /// Karsten Klump
\\\/// klump@fmi.uni-passau.de

# 671. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-22 21:11:13 UTC
From: cmedley@wam.umd.edu
Message-ID: <207shh$752@cville-srv.wam.umd.edu>
Source record: 22607
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <207k9vINNa20@tom.rz.uni-passau.de> klump@kirk.fmi.uni-passau.de (Karsten Klump) writes:
>
>In article <huots00.740686528@DMI.USherb.CA> huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:
>Now for the built-in IDE: I hate it! It's slow and it crashed my Data for
>three times since i have my A4000 (Yes, my MaxTrans is corrected).
>And it's the most reason for Incompability (Not the 68040 :-( ).
>>
>>Users don't really need know how it's do (scsi/ide) when performances are there.
>>Anyone that need a computer with a 030 range power will go buy an A4000/030,
>>wich is a better performances/functionnality/value than a Falcon.
>Yes, and it has a crippled Lacerbrain just like the A1200 has.
>And don't say none needs the MMU, i gladly use mine.

I like Karsten's post because it was intended for the "end user" aspect. I have to admit that one thing I like about C= A12000/4000 line is the A4000/40 which is quite a powerful machine. I personally wouldn't mind having one for various "fun" purposes. :)

<yes, an '040 may be a bit much for "fun" but what are computers for? work? :)>

## 672. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-23 00:36:50 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14033@uqcspe.cs.uq.oz.au>
Source record: 22608

legrand@chem.psu.edu (Scott Legrand) writes:

>|> But to answer HIS question: The is nothing wrong with 3D polygons. (with the
>|> exception of you can't have anything appear 3D on a single 2D computer
>|> monitor).

>Polygons aren't 3D... Sure Wa Wa Warwick has this thing about giving them
>3D coordinates but that's kind of like giving Leonard Tramiel management
>duties of Federated...

Indeed, it is impossible to perceive a 3D polyhedron. All you can
see is the 3D polygonal surface. If you don't believe in 3D polygons,
then you can't see anything. Which is evident.

ObAdv: "Wa Wa Warwick"? Surely you can do better than that. Flame me
and I'll be the wick for a flame war to keep it burning.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

## 673. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-23 01:36:15 UTC
From: legrand@chem.psu.edu
Message-ID: <C91wGF.5IJ@cs.psu.edu>
Source record: 22609

In article <14033@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> Indeed, it is impossible to perceive a 3D polyhedron. All you can
|> see is the 3D polygonal surface. If you don't believe in 3D polygons,
|> then you can't see anything. Which is evident.

Oh give it up Allosaurus, the POLYGONS ain't 3D, period. When they are used
to map the surface of a polyhedron (no need for the 3D part, it's implicit)
they're like that poor chap from Flatland on his grand tour. They're still
2D but living in a 3D world.

And about this impossible to perceive crap... You can take those polygons
right off of any polyhedron and just fill it with smoke and if you use dynamo-
magnetic ultra osmotic suction or some other mysterious force (kind of like
the one that keeps Atari in business) to hold the smoke inside the space bounded
by the polygons then voila, you can perceive the polyhedron Soredick...

|>
|> ObAdv: "Wa Wa Warwick"? Surely you can do better than that. Flame me
|> and I'll be the wick for a flame war to keep it burning.

Well how's about:

Nosepick Allthetime
Buttkick hitmybum
Sothick AlwaysWrong
Whoremom Not-a-Nun
Airsick PukingGun
SmallDick Submicron

Better?

ObAdv: It is a well-known fact that Atari computers are made with child labor

Scott

## 674. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-23 02:38:30 UTC
From: dmb@case.ai.mit.edu
Message-ID: <208fn6INNssi@life.ai.mit.edu>
Source record: 22610

In article <C91wGF.5IJ@cs.psu.edu> legrand@chem.psu.edu (Scott Legrand) writes:
> [flame flame flame flame]
>
>ObAdv: It is a well-known fact that Atari computers are made with child labor

Yes; Leornard signs every motherboard himself.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

## 675. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-23 04:19:46 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <208ll2INNsbf@uwm.edu>
Source record: 22611
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <206eu8$nqc@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: How they managed this physically doesn't interest me.

If you ever want to use that DSP for something else, it will.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 676. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-23 13:33:46 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Jun23.133346.26464@pcnntp.apple.com>
Source record: 22358

In article <206etmINN1tal@rs2.hrz.th-darmstadt.de>
schorr@rbg.informatik.th-darmstadt.de (roland schorr) writes:
> Second, the graphix: The falcon easily can make up to 1280*960, even
> more for
> less than $100, have you ever tried that on a MAC? The lowest prive for
> a card
> like that on a MAC including the monitor is >$4000, if you want to work
> with it!

I have a couple of questions here:
- What's the refresh rate on that 1280x960 resolution?
- What resolution is the machine capable of with no extra hardware? (and
at what refresh rate and pixel depth?)

You don't really have to have a card to do this on a Mac (although the
monitor would be just as expensive for both machines). The Centris C610
you're comparing to does 1152 x 870 at 75 Hz vertical scan rate,
noninterlaced, out of the box. The built-in hardware can be programmed to
run at 1280 x 960 at a similar refresh rate (again, noninterlaced) with no
extra hardware. This is close to the top end of the C610's video hardware
capability. If you wanted to program the same or higher resolutions at
lower scan rates (interlaced or noninterlaced) so you could work with
cheaper monitors, that's just a matter of software - no extra hardware
needed. The C610 video hardware is certainly capable of producing
resolutions like 2K x 2K, although at reduced scan rates and pixel depths.

> I think, that anyone who needs a fast, good computer should buy a
> Falcon, the
> Desktop-case from DDD, BlowUP030 and maybe the 36Mhz030/50MhzDSP-card,
> then
> noone can say, that this would not be "up to date". 'Course, 040 is
> better, and
> it will come, but then not just naked, just like in a MAC, but with DSP,
> good graphix, etc.

You really should be a bit more consistent here. First you advocate
adding a slew of hardware add-ons to the Falcon, and then say that Macs
come 'naked' and Ataris don't. Well, which is it? Do you need
those hardware add-ons to compete or not? I can add all sorts of things
to a Mac, too - 40 MHz '040s, dual DSPs, RISC-accelerated rendering
boards, etc...

The '030 is certainly not "up to date". Cheap, yes. But it's hardly
current technology. You'd want at least an '040, preferably at 40 MHz
(which is roughly 3 times the speed of the 36 MHz '030 you claim will make
your system "up to date"), although even that's starting to look a bit

slow compared to the competition.

- Dale Adams

# 677. WHAT IS ATARI DOING WRONG? -- Please reply e-mail if possible

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-23 16:19:15 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <209vq3$r8h@usenet.INS.CWRU.Edu>
Source record: 22612
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

Please reply by e-mail if possible. This will allow me to capture all responses easier and won't waste space.

Thanks!

I plan to send a long letter to the President of Atari U.S., Garry Tramiel (since he seems to be showing at least some leadership at Atari) and I would like for you to give me your input.

If you have observed a problem concerning Atari that you believe is hurting the company and the Atari Community, please let me know what it is.

Some topics that I have seen mentioned here in the past that I would like to hear more about may be:

Dealers getting blacklisted (or just ignored).
Dealers having problems with Atari concerning orders, etc.
Past dealers having problems with Atari concerning orders.
Dealers that have not signed the Atari Dealer agreement or have signed, but are unhappy with it.
Lack of Atari computer dealers in your area.
Lack of Lynx dealers in your area.
Lack of game cards at Lynx dealers.
Lynx dealer having problems with selling the Lynx and game cards.
Developers problems (lack of support, etc. that prevent a developer from getting software out.
Developers having distribution problems (especially overseas).
Lynx programmers having problems finding distributors for their games.
Lynx programmers not getting paid from Atari on time.
Atari publications not getting enough information from Atari on what is going on with the Falcon030, etc.
Atari publications not getting paid for Atari advertisements or not getting paid on time.
Atari User Groups not hearing anything from Atari concerning anything.
Atari computer users that cannot find Atari dealers.
Atari computer users that cannot find software and hardware.
Atari computer users that feel the computer platform that they purchased is being unsupported (and why you feel that way).
Atari Portfolio users that are not happy with the support that they are receiving or not receiving.

There are of course, MANY MANY things that are not listed that you can let me know about.

But, let's make this letter even better. What do you think Atari needs to do to correct the problems that you see. Or how would YOU correct them.

Now, what has Atari been doing that you believe they are doing right?

Some topics:

The "no mail-order policy" agreement.
Shipment of Falcon030 orders.
Free update to "Atari Works" to owners of the Falcon030.
Making Multi-TOS availabe to all ST users.
Attending Atari Shows.

I am sure this list can go on and on...

So, what I really need to know is:

What have YOU noticed Atari doing wrong that has been hurting the company? What do you think they should do to correct the problem? Or what would you do to correct the problem?
What have YOU noticed Atari doing right that has contributed to the company's success?

Please let me know if I should leave your name on your concerns or if I should remove it?

Also, let me know where you are from.

Even though this is to Garry Tramiel of Atari U.S., all international users may send me their concerns as well.

I will post the response to our concerns PUBLICLY when I get one.

Thank you.

Len Stys, aa399@cleveland.freenet.edu
Atari SIG Manager, Cleveland Free-Net

--

## 678. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-23 22:51:38 UTC
From: c60b-3jz@e260-1e.berkeley.edu
Message-ID: <20ampq$9ab@agate.berkeley.edu>
Source record: 22613
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

:: How they managed this physically doesn't interest me.

:If you ever want to use that DSP for something else, it will.

:Greg

Doesn't the Falcon have an SDMA (sound coprocessor) to
in pump out digitized 16bit sound, thus freeing up the DSP
for other things? I seem to remember an SDMA being mentioned
in the Falcon specs...

Let me know please.

Allen
.

## 679. Re: Some real comparisons needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-24 00:20:03 UTC
From: cmedley@wam.umd.edu
Message-ID: <20arvj$86n@cville-srv.wam.umd.edu>
Source record: 22614
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20ampq$9ab@agate.berkeley.edu> c60b-3jz@e260-1e.berkeley.edu (Allen Pouratian) writes:
>
>:: How they managed this physically doesn't interest me.
>
>:If you ever want to use that DSP for something else, it will.
>
>:Greg
>
>Doesn't the Falcon have an SDMA (sound coprocessor) to
>in pump out digitized 16bit sound, thus freeing up the DSP
>for other things? I seem to remember an SDMA being mentioned
>in the Falcon specs...
>
>Let me know please.
>
>Allen
>.

Believe it or not, I've been "advocating" the Falcon without knowing that it has a 4 channel SDMA 16-bit sound engine.

So Mr. Block's claims about the DSP, sound, CODECs, trackers, etc...have all been under the same assumption I guess, and would also be incorrect.

<my source is the spec sheet for the Falcon given in str923.lzh which was the most recent listing of Falcon specs I'd seen>

Interestingly enough, the Falcon won't play back 6.25khz samples like the STe, but every other sample rate,from 12.5khz on up to 50khz.

So our beloved DSP isn't just gonna be bogged down doing trackers. :)

# 680. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-24 10:34:27 UTC
From: sys1@exnet.co.uk
Message-ID: <C94G1F.7xv@exnet.co.uk>
Source record: 22615
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun21.173706.4096@msus1.msus.edu> lkoop@TIGGER.STCLOUD.MSUS.EDU writes:
>

Useful stuff deleted after being stored for future digestion.

> I'm happy that the Falcon has a DSP. Its a nice addition to the system.
>However, it is not some magical device that quickly removes any of the
>other disadvantages that the Falcon suffers from. To top, the Motorola

Quite agreed, it is however *standard*.

>56001 is a nice device, but it is not the fastest or most advanced on the
>market today. In fact, it is a relatively old offering in the market.

True. I am looking forward to experimenting with it.

>This is not to say that it is not useful, but the constant talk on here
>about the DSP being some miracle device on the Falcon needs to be tempered
>with a more real-world attitude towards the system as a whole.
>

My point as a whole has been that the Falcon is a better all round machine than
the A1200. It has disadvantages, true, but here on c.s.a.advocacy the debate
has been centred on the graphics speed and the difference in architecture.
Not on the Falcon as a whole.

Xavier

## 681. Re: today's accomplishment (other than sleep)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-24 15:05:51 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <kg_Q=Du00VAtAHzEYw@andrew.cmu.edu>
Source record: 22616
Cross-posted to: alt.religion.kibology,comp.sys.atari.advocacy

```
Excerpts from netnews.alt.religion.kibology: 23-Jun-93 Re: today's
accomplishment .. Matt McIrvin@husc8.harva (412)

> sramming@athena.mit.edu (Scott '~ibo' Ramming) writes:

> >Good thing I don't make collect calls, or this 1-800-COLLECT
> >business would *really* annoy me. ``Pending state regulatory
> >approval...'' feh. We need more ads for products which don't
> >exist!

> Ah, you hanker for the heyday of the Atari Corporation.
> --
> Matt 01234567 <-- Indent-o-Meter (mod 8)
> McIrvin ^ The Hula Hoop of the 1990s!

Hey! Atari doesn't *advertise* products that don't exist... They would
never actually advertise anything.
-----------------------------------------------
This .sig is $hareware. If you use it for more than a
month, send me all of your money, then see a
psychologist. Or kill me.
```

## 682. Joysticks

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-24 15:38:20 UTC
From: schuch@phx.mcd.mot.com
Message-ID: <1993Jun24.153820.19366@phx.mcd.mot.com>
Source record: 22619

There is a special deal on Atari joysticks from Arizona. These are brand new, shrink-wrapped in their original boxes. The sticks work with Atari 800, Atari ST, Commodore 64, Commodore 128, and the Amiga Home Computer, or can be adapted for use in your own projects.

For more information, send mail to meco-info@indirect.com

Put the word "joystick" as the subject line and the mail server will E-mail you the information.

John

# 683. Re: WHAT IS ATARI DOING WRONG? -- Please reply e-mail if possible

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-24 16:18:11 UTC
From: coyote@smurf.sti.com
Message-ID: <20ck43$8sq@smurf.sti.com>
Source record: 22617
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

aa399@cleveland.Freenet.Edu (Len Stys) wrote:
>
>
>If you have observed a problem concerning Atari that you believe is hurting
>the company and the Atari Community, please let me know what it is.

Well, I had an amazing experience with someone at the Atari order line, when I called to order 'Joust'. When I asked for two, the guy expressed his astonishment, and then said "I didn't think anyone would buy this game... it's so old."

Then I complained to him about Atari's lack of marketting for the Lynx, telling him that I wouldn't of known about Joust except for the network. I did compliment the company on their recent (back then) glossy flyer that had been included in the newspaper.

"Oh, yeah", he said, "I hope we never do anything like that again. You wouldn't believe how busy we've been taking orders. It sucks." I am not making this up. And he was serious.

My recent call to the order line asking about the availability of Lemmings yielded confusion. The woman I talked to said that she'd never heard of the game and didn't think Atari was going to carry it. Don't the salespeople get any notification of upcoming titles?

Lastly, I wrote to the head of marketting at Atari about a year ago, suggesting that they get an internet account (I even suggested they use Portal, a local cheap internet service). I told her how Atari would benefit by the large number of Lynx devotees on the network, and how such a large body of users would provide valuable marketting feedback.

I never got an answer, and so far, Atari isn't here.

Ron
--
Ron 'Coyote' Lussier /| Software Transformation
coyote@sti.com / | 1601 Saratoga-Sunnyvale Rd, #100
(408) 973-8081 x315 /__\ Cupertino, CA 95014

# 684. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-24 16:58:30 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun24.165830.14212@apgea.army.mil>
Source record: 22618

In article <63394@aurs01.UUCP> whitcomb@aurxc3.aur.alcatel.com.UUCP (Jonathan Whitcomb) writes:
>In article <dt4.740344827@booboo> dt4@booboo.ucsb.edu (David E. Goggin) writes:
>>Hey folks!
>>
>>Atari stock was down to $.50/share a while back -- you really can't go
>>anywhere from there except "up, up, up"
>>
>>When folks start talkng about lynx and jag like they do about the 486's
>>and the amigas then you'll know atari is doing OK. Until then, don't hold
>>your breath (you might turn pretty blue.)
>
>****SIGH****
>
>Why can some weenies only think in terms of absolutes? Atari is a small
>company so they only need a small percentage of the total market share
>to remain solvent. I don't care if my computer is the most popular
>machine around as long as enough sell so that there's software available
>for it.
>
>Keep your petty macho contests on the playground.
>**********************************************************************
>*Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina*
>* UUCP: whitcomb@aur.alcatel.com GEnie: J.WHITCOMB3 *
>**********************************************************************

Also, lets look at the product in question: the 486 computer.
Question, who makes it? Yes, IBM, BUT there are another 300 or so
manufacturers from Dell to mom and pop stores who make them. Probably 90%
of them a DWARFED by Atari.
I own one, mine was built by me, componet by componet. So my 486 is techinaly
made by no one.
So, lets avoid unfair comparsions.
Do you know who makes sells more personal computers than anyone else?
Answer: Apple.

Is all realitive. I wish more users were like Jonathan.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I

I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+-----------------------------------------------------------------+

## 685. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-24 21:40:11 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20d6vrlNNna2@uwm.edu>
Source record: 22620
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C94G1F.7xv@exnet.co.uk>, Xavier Gallagher (sys1@exnet.co.uk) wrote:
: the A1200. It has disadvantages, true, but here on c.s.a.advocacy the debate
: has been centred on the graphics speed and the difference in architecture.
: Not on the Falcon as a whole.

The Falcon, as a whole, is a crippled machine with poor software support,
a poor operating system in both design and API, and poor architecture.
As a whole, the Falcon is not something I would recommend purchasing, nor
would I myself purchase it, to anyone other than the niche the Falcon
fits into, it is a poor example of a general-purpose machine.

Reasons AGAINST the Falcon have been given. For the Amiga? PCMCIA comes
to mind. AGA is a good solution, but more importance can be placed on
the advances in the operating system, and in the API they've provided and
continue to provide. Full object orientation would be a step up, and
hopefully we'll see that too. Software support may not be wonderful, but
it isn't awful, in comparison to the Falcon OR to other, non-mainstream
OSes. While it isn't Windows, it isn't TOS--it's somewhere inbetween,
and our software support exemplifies that. Hardware-wise, the 1200 has a
much cleaner architecture, as does its close cousin, the A4000
architecture (030 and 040). Architecturally, the 1200 has, in addition
to its "processor slot" underneath, a PCMCIA bus, a true expansion bus.
The drawback of the existence of IDE could be considered a costly one,
yes. But when it comes time to upgrade, the Falcon's architecture will
work against you, while the 1200's will not.

So, taken as a whole, I oppose your view.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 686. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-25 12:55:51 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Jun25.125551.1475@pcnntp.apple.com>
Source record: 22360

In article <5014@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
> In article <206etmINN1tal@rs2.hrz.th-darmstadt.de>
> schorr@rbg.informatik.th-darmstadt.de (roland schorr) writes:
> > In article <1993Jun16.133448.13826@iscsvax.uni.edu>,
> > sinclap2954@iscsvax.uni.edu writes:
> > > For those who have $1299 for a Falcon, but are on a long waiting
> > > list, Apple
> > > has a machine for you and its called a Centris 610 with an 040. You
> > > can get
> > > one for $1299 for a 4/80 configuration....
> >
> That sounds like an educational discount price to me... at least you would
> have to add the keyboard to that.

Nope, it's not an educational price. In fact, it's not even the lowest
price available to the general public. CompUSA has them for under US$1250. You do need to
add the cost of a keyboard to that price, as well as the cost
of a video monitor (another US$400 or so, depending on how cheap a monitor
you can live with).

- Dale Adams

# 687. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-25 13:03:35 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <20et37INN40q@tom.rz.uni-passau.de>
Source record: 22621
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20d6vrINNna2@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>The Falcon, as a whole, is a crippled machine with poor software support,
>a poor operating system in both design and API, and poor architecture.
>As a whole, the Falcon is not something I would recommend purchasing, nor
>would I myself purchase it, to anyone other than the niche the Falcon
>fits into, it is a poor example of a general-purpose machine.

Replace 'Falcon' with 'A1200', it fits perfectly :-)

>Reasons AGAINST the Falcon have been given. For the Amiga? PCMCIA comes
>to mind. AGA is a good solution, but more importance can be placed on

AGA lacks bandwith and picture frequencies >60Hz in other modes than
Super72. PCMCIA may become great, but it isn't yet. There is no SCSI
host adaptor, only a cheap IDE controller that has been criticized by
A1200/A4000 users several times, but obviously you don't read other
groups than *.advocacy. And - there is NO HD disk drive for the A1200
and I doubt there will be one.

>the advances in the operating system, and in the API they've provided and
>continue to provide. Full object orientation would be a step up, and
>hopefully we'll see that too. Software support may not be wonderful, but
>it isn't awful, in comparison to the Falcon OR to other, non-mainstream
>OSes. While it isn't Windows, it isn't TOS--it's somewhere inbetween,

You don't know anything about the availability of software for Atari
computers, you'd better read an Atari mag, at least ONCE!
And what do you mean by saying 'while it isn't Windows (bad), it isn't
TOS (quite good)--it's somewhere in between', are you really trying to
convince us that OS 3.0 is WORSE than TOS? I always thought both OSes
had their advantages and disadvantages without even trying to rank one
of them higher than the other.

>and our software support exemplifies that. Hardware-wise, the 1200 has a
>much cleaner architecture, as does its close cousin, the A4000
>architecture (030 and 040). Architecturally, the 1200 has, in addition

The 'cleaner' architecture is based on chips with very limited capabilities,
see disk drive handling, the magical 14kHz sound frequency limit and the
missing capability to display higher resolutions with 4:3 ratio at 60Hz
noninterlaced (min.) than 640*480.

>to its "processor slot" underneath, a PCMCIA bus, a true expansion bus.
>The drawback of the existence of IDE could be considered a costly one,
>yes. But when it comes time to upgrade, the Falcon's architecture will
>work against you, while the 1200's will not.

The Falcon has a 'processor slot' inside, allowing you to add e.g. a
32 MHz 68030 with up to 128MByte FastRAM (burst mode) and a VME bus
adaptor (this card costs 800 US$ and is available, a 68040 is projected
by Fredi Aschwanden, the developer who is selling his 68040 board for
standard STs right now), a 16bit RAM slot allowing you to put up to
14Mbyte 16bit RAM into it (comparable to the Amiga Chip RAM).
What you mean by stating 'the Falcon architecture will work against you'
is that you have to open the Falcon's case, using a screwdriver.
Sure, this is a main disadvantage for anyone not able to use a screwdriver
in the appropriate way, but not for me.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

# 688. Re: WHAT IS ATARI DOING WRONG? -- Please reply e-mail if possible

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-25 19:08:01 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun25.190801.28361@apgea.army.mil>
Source record: 22622
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

In article <20ck43$8sq@smurf.sti.com> coyote@smurf.sti.com (Ron Lussier) writes:
>aa399@cleveland.Freenet.Edu (Len Stys) wrote:
>>
>>
>>If you have observed a problem concerning Atari that you believe is hurting
>>the company and the Atari Community, please let me know what it is.
>
>Well, I had an amazing experience with someone at the Atari order line, when
>I called to order 'Joust'. When I asked for two, the guy expressed his
>astonishment, and then said "I didn't think anyone would buy this game... it's
>so old."
>
>Then I complained to him about Atari's lack of marketting for the Lynx, telling
>him that I wouldn't of known about Joust except for the network. I did
>compliment the company on their recent (back then) glossy flyer that had been
>included in the newspaper.
>
>"Oh, yeah", he said, "I hope we never do anything like that again. You
>wouldn't believe how busy we've been taking orders. It sucks." I am not
>making this up. And he was serious.

I was discussing this with some friends, it seems that almost no one at
atari that has contact with paying custormers (or deallers) really care
about the company. It could go under tomorrow, they could really care less.
I ordered some carts for the 7800 directly from atari awhile back. the first
time i got a sales rep that never even HEARD of the system. But after a long
hold, he got the information from me and I had the game. Then another
time I called in and it was lunch time and somewho I got switch
to a secetaries desk. Not only was she able to take my order, she was able to
comment about the games and we talked for about 20 mintues. I complmented her
on her enthusiasm. She said that they hardly hire anyone who plays games,
their more concerned on who will work the cheapest.

>
>My recent call to the order line asking about the availability of Lemmings
>yielded confusion. The woman I talked to said that she'd never heard of the
>game and didn't think Atari was going to carry it. Don't the salespeople get
>any notification of upcoming titles?

My statment stands. I feel REALLY bad for anyone who buys their computers
expecting perfesonal support.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil

```
+-------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+-------------------------------------------------------------------+
```

# 689. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-25 20:11:35 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.741039095@groucho>
Source record: 22624

ken@isgtec.com (Ken Newman) writes:

>In article <206etmINN1tal@rs2.hrz.th-darmstadt.de> schorr@rbg.informatik.th-darmstadt.de
(roland schorr) writes:
>> In article <1993Jun16.133448.13826@iscsvax.uni.edu>, sinclap2954@iscsvax.uni.edu
writes:
>> > For those who have $1299 for a Falcon, but are on a long waiting list, Apple
>> > has a machine for you and its called a Centris 610 with an 040. You can get

>This makes no sense. A Falcon has zero DTP advantages over a Mac. Show me
>Quark Express, Pagemaker, and Framemaker on a Falcon. Reality check - let's

[ ... lots of not-so-interesting yes-no-right-wrong deleted ... ]

Hmm.. I thought we had an advocacy group for this kind of articles. But of
course I may be mistaken -- it's friday night and I'm quite tired, so can't
guarantee that my mind is fully functional...

But if I'm not mistaken: PLEASE PLEASE PLEASE post articles to their
appropriate newsgroups, people. Some of us actually PAY to receive their
news, and some of us thus carefully decided which groups to subscribe to
and which not. This kind of non-appropriate postings is costing people all
over the world tons of money. Not very social, is it?

Thank you. And have a good weekend.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

## 690. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-25 20:48:02 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20foa2INN7pu@uwm.edu>
Source record: 22623
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20et37INN40q@tom.rz.uni-passau.de>, Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
: In article <20d6vrINNna2@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: >The Falcon, as a whole, is a crippled machine with poor software support,
: >a poor operating system in both design and API, and poor architecture.
: >As a whole, the Falcon is not something I would recommend purchasing, nor
: >would I myself purchase it, to anyone other than the niche the Falcon
: >fits into, it is a poor example of a general-purpose machine.

: Replace 'Falcon' with 'A1200', it fits perfectly :-)

The software support for the Amiga is several times better than that of the Falcon, and third party hardware for the Amiga is very alive. That removes my first statement.

"Poor operating system in both design and API" applies well to MultiTOS. It does not, however, apply to AmigaOS, which has a VERY nice API, which continues to become more powerful (such as the addition of DataTypes and BOOPSI gadget systems), and while lacking in VM and MP, still has a very good and extensible design. The shared library concept adds to that capability, on the Amiga, making the operating system easy to extend and build upon.

: AGA lacks bandwith and picture frequencies >60Hz in other modes than
: Super72. PCMCIA may become great, but it isn't yet. There is no SCSI

Vertical sync is programmable. Currently, the only 72hz modes are the Super72, but that is NOT a limit of the chipset.

: host adaptor, only a cheap IDE controller that has been criticized by
: A1200/A4000 users several times, but obviously you don't read other

I criticize it myself, I don't need others to. And yes, it is a cheap IDE controller. So don't use it; it doesn't cripple the design unless you try to use it in place of something better, and you don't have to.

And yes, as I said, I'm aware of the extra expense. But the freedom from the architectural crippling that took place in the Falcon is more than enough of a counterbalance.

: groups than *.advocacy. And - there is NO HD disk drive for the A1200
: and I doubt there will be one.

Eh? 1) A1200's use an IDE adapter, HD's exist; but that's PROBABLY not what you meant. You were likely referring to SCSI, and then you're still wrong, because they DO exist. They don't come from C=, but there are

others.

: You don't know anything about the availability of software for Atari
: computers, you'd better read an Atari mag, at least ONCE!

I HAVE. And? You're just a little off the mark if you think the Falcon has anywhere near the software support _CURRENTLY_ available for the Amiga.

: convince us that OS 3.0 is WORSE than TOS? I always thought both OSes

Hell no, 3.0's several times more capable, in features and design, than TOS or MultiTOS ever was. That's easily proven by the things they've done with it. And that's getting better, not worse. 3.0 offers object orientation and data-independent display capabilities, as a starting point.

: had their advantages and disadvantages without even trying to rank one
: of them higher than the other.

TOS, as an OS and an API, including MultiTOS, is an inelegant, backwards operating system that should probably never have been born. Now that it's here, they should work a lot harder, though.

: The 'cleaner' architecture is based on chips with very limited capabilities,
: see disk drive handling, the magical 14kHz sound frequency limit and the

Which doesn't exist--I had forgotten that the limitation doesn't exist on ECS systems, which are most of the systems in existence. 44+khz is easily possible.

Limited capabilities? AGA is limited only in bandwidth--it offers far more than the Falcon does, both in the programmability as well in the OS support for the graphical modes of the system.

: missing capability to display higher resolutions with 4:3 ratio at 60Hz
: noninterlaced (min.) than 640*480.

While the Falcon is limited by a very primitive external clocking mechanism, and a crippling memory architecture that could have been a lot better than it ended up being.

: The Falcon has a 'processor slot' inside, allowing you to add e.g. a
: 32 MHz 68030 with up to 128MByte FastRAM (burst mode) and a VME bus
: adaptor (this card costs 800 US$ and is available, a 68040 is projected
: by Fredi Aschwanden, the developer who is selling his 68040 board for
: standard STs right now), a 16bit RAM slot allowing you to put up to
: 14Mbyte 16bit RAM into it (comparable to the Amiga Chip RAM).

How many of them are there? One slot. Pick what you want, and it had better be a nice, big, multifunction one--because you can't use more than one. Putting a 24-bit processor-direct slot in was moronic, at best. Pulling off the 68000-compatible lines onto a connector is no better than our own processor slots--fortunately, we've also got an actual BUS to do

things with.

: What you mean by stating 'the Falcon architecture will work against you'

A quick peek at the wiring of that processor slot shows that quite well.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 691. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-25 22:48:23 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jun25.224823.7107@beaver.cs.washington.edu>
Source record: 22625

In article <5014@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <206etmINN1tal@rs2.hrz.th-darmstadt.de> schorr@rbg.informatik.th-darmstadt.de
(roland schorr) writes:
>
>That sounds like an educational discount price to me... at least you would
>have to add the keyboard to that.
>
>> Well, Users with an ATARI normally use the Music/Midi advantages,
>
>Right, but a midi i/o box for macs with one in, four outs, and a thru is $50,
>hence irrelevant.
>

The main point here is that the Atari has standard MIDI ports, while on
anything else you have to look for an add-on MIDI port elsewhere. That's
not to say that either one performs better than the other or is even
necessarily less expensive, but having standard equipment is a big step
in having software to use that equipment.

>> or the
>> graphical ones (DTP, etc.).
>
>This makes no sense. A Falcon has zero DTP advantages over a Mac. Show me
>Quark Express, Pagemaker, and Framemaker on a Falcon. Reality check - let's
>talk facts, not engage in mindless Atari cheerleading. People want to make
>up their own minds, so they need facts.

Ever heard of Calamus? I'm no DTP expert but Calamus SL is certainly a
high-end, professional application just as much as Pagemaker on the Mac.
The major difference is that so far, Calamus only runs on the Atari
platform while Pagemaker runs on Mac and MS-DOS. As far as quality and
performance goes, Calamus is right up there with the others.

>> Second, the graphix: The falcon easily can make up to 1280*960, even more for
>> less than $100, have you ever tried that on a MAC? The lowest prive for a card
>> like that on a MAC including the monitor is >$4000, if you want to work with
>> it!
>
>This is total utter bulls**t. I can't let this comment pass unchallenged.
>You obviously have no idea what you're talking about. As the resolution
>goes up, the number of colours and the vertical scan rate GOES DOWN. The
>Mac vertical scan rate at 832x624 and 1024x768 and 1152x960 (for higher-end
>Macs) is 75 HZ!!! Non-interlaced! At >=256 colours. Show me that on a Falcon.
>It's called bandwidth, and the Falcon doesn't have it. All these hardware hacks
>that get higher res DROP THE SCAN RATE way down and eventually resort to going

>interlaced. Macs are NEVER interlaced. You're comparing apples and oranges,
>but then you don't understand video anyway.

Here we go again... Why does everyone keep comparing high-end computers
(like a 486-50 or a Quadra) to the Falcon? Sure the Mac can have 1152x960
at 75 Hz, but just how many LCIIs or Performas out there have that
capability? It's not built in and to get that kind of graphics out of a
low-end Mac you still need to buy extra equipment. If you want to compare
something, try a TT with a graphics card or something, but lets not keep
whining because the Falcon can't beat the pants off a machine running at
4 times the clock speed.

>
>> I think, that anyone who needs a fast, good computer should buy a Falcon, the
>> Desktop-case from DDD, BlowUP030 and maybe the 36Mhz030/50MhzDSP-card, then
>
>Ha ha so how much does that cost? You just contradicted your own argument.
>That would then be much more expensive than a Centris.
>
>The Falcon is a nice machine, but my point is the Macs are now very
>attractive - powerful, cheap, and tons of software. Let people have the
>facts and then make up their own mind. The Falcon at its price point is
>expensive and slow, and the DSP is not a general solution, but a specialized
>co-processor with lots of limitations.

Ok, let's see just what kind of Mac I get for the price of a Falcon. I
just saw a SILO ad in the paper today (a general appliance/electronics/
everything store), where they were advertising a Mac Performa 405 with
a 16 MHz 68030 (at least I assume that's what it uses, the ad didn't
say), an 80MB hard drive, and 4 MB of RAM (plus some included software).
Sound familiar to anyone? The system was selling for $1299. The only
difference between that and the Falcon is that it comes with a monitor
while the Falcon requires you to buy a $200 VGA monitor. Admittedly,
that makes the Falcon less of a deal but it seems to me the Falcon
price is not that far off from the Mac systems. Now, if you want to
talk MS-DOS that's another story, because you can probably get a
486SX of some sort for about $1299 as well.

>
>--
>Klein bottle for rent -- inquire within.
>
>ken@isgtec.com [ ...!uunet.ca!isgtec!ken ] Ken Newman

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

# 692. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-26 05:53:59 UTC
From: cmedley@wam.umd.edu
Message-ID: <20go9n$1fe@cville-srv.wam.umd.edu>
Source record: 22626
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20d6vrINNna2@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <C94G1F.7xv@exnet.co.uk>, Xavier Gallagher (sys1@exnet.co.uk) wrote:
>: the A1200. It has disadvantages, true, but here on c.s.a.advocacy the debate
>: has been centred on the graphics speed and the difference in architecture.
>: Not on the Falcon as a whole.
>
>The Falcon, as a whole, is a crippled machine with poor software support,

And the Amiga has vast software support!?!?! hehehehehehehe....
And I syppose the technologically advanced Amiga 1200 with it's huge
880k double sided 3.5" disk drive, no built in clock,and a 14mhz 68EC020,
is the solution to for general purpose computing!

heheheeheheh!

If I didn't have to plan a cookout tomorrow, I'd flame you. :)

>a poor operating system in both design and API, and poor architecture.

Poor operating system? Ever tried MiNT? Ever noticed that the ST line
is not limited to just running TOS, but also MINIX, OS/9, and with emulation,
Mac and PC OSes?

And let's remember that on the Amiga, until recently, you couldn't even drag
a window so it was paritally off the screen. :)

>As a whole, the Falcon is not something I would recommend purchasing, nor
>would I myself purchase it, to anyone other than the niche the Falcon
>fits into, it is a poor example of a general-purpose machine.
>

I'll admit, I'd buy an A1200 or a Falcon, with or without their faults, if
I am using them for the purposes for which they are well suited. For
video work, considering the s/w base, cost, etc...the A1200 would be my
choice. In fact, despite my constant flaming of the machine, I'm seriously
considering an A1200 or 4000 as a possible purchase before the end of the year.
Likewise, for music (especially for the direct-to-disk recording) I'm
definitely interested in the Falcon.

Both machines would benefit from a price reduction in the US.

>Reasons AGAINST the Falcon have been given. For the Amiga? PCMCIA comes
>to mind. AGA is a good solution, but more importance can be placed on
>the advances in the operating system, and in the API they've provided and

Can you substantiate what is so great about the Amiga API? I'd like something
more than just "It's greeeeeeeeat!", because unlike kids watching Tony the

Tiger, I'd like a reason to believe you. :)

>continue to provide. Full object orientation would be a step up, and
>hopefully we'll see that too. Software support may not be wonderful, but
>it isn't awful, in comparison to the Falcon OR to other, non-mainstream
>OSes. While it isn't Windows, it isn't TOS--it's somewhere inbetween,

It sure ain't TOS. Local cable company's Amiga crashes all the time. I
enjoy seeing what happens on the channel when that happens. Makes me feel
glad I'm not relying on one for 24 hour usage. :)

>and our software support exemplifies that. Hardware-wise, the 1200 has a
>much cleaner architecture, as does its close cousin, the A4000
>architecture (030 and 040). Architecturally, the 1200 has, in addition
>to its "processor slot" underneath, a PCMCIA bus, a true expansion bus.
>The drawback of the existence of IDE could be considered a costly one,
>yes. But when it comes time to upgrade, the Falcon's architecture will
>work against you, while the 1200's will not.

So, the Falcon's architecture is "Working against" the user? I think a
SCSI-2 port is built for the future, unlike the IDE. Of course, the Falcon
includes IDE too, so the point is moot. It has both. It also has a
1MB/s DSP direct port. Can you say s/w modem? :) Two 15 pin joystick ports
that can be adapted to myriads of uses by 3rd party developers. This is
in addition to two standard 9 pin ports for mouse and joystick. Not to
mention the serial and parallel ports. And the Localtalk ports.

That's FIVE major I/O ports the A1200 doesn't even HAVE. Sure, add the on
later, but tell me how much it costs to add two more joystick ports,
a DSP, SCSI-2,and Localtalk capability.

>
>So, taken as a whole, I oppose your view.
>

## 693. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-26 10:27:13 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <20h8a1INNc6v@tom.rz.uni-passau.de>
Source record: 22627
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20foa2INN7pu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <20et37INN40q@tom.rz.uni-passau.de>, Thorsten Guenther
(guenther@vati.fmi.uni-passau.de) wrote:
>: In article <20d6vrINNna2@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>: >The Falcon, as a whole, is a crippled machine with poor software support,
>: >a poor operating system in both design and API, and poor architecture.
>: >As a whole, the Falcon is not something I would recommend purchasing, nor
>: >would I myself purchase it, to anyone other than the niche the Falcon
>: >fits into, it is a poor example of a general-purpose machine.
>
>: Replace 'Falcon' with 'A1200', it fits perfectly :-)
>
>The software support for the Amiga is several times better than that of
>the Falcon, [...]

Sure it is.

>"Poor operating system in both design and API" applies well to MultiTOS.
>It does not, however, apply to AmigaOS, which has a VERY nice API, which
>continues to become more powerful (such as the addition of DataTypes and
>BOOPSI gadget systems), and while lacking in VM and MP, still has a very
>good and extensible design. The shared library concept adds to that
>capability, on the Amiga, making the operating system easy to extend and
>build upon.

Well you have disqualified yourself already when talking about operating
systems, it was in the very moment when you settled the quality of OS 3.0
somewhere between TOS and Windows. Ask any PC user.

>: AGA lacks bandwith and picture frequencies >60Hz in other modes than
>: Super72. PCMCIA may become great, but it isn't yet. There is no SCSI
>
>Vertical sync is programmable. Currently, the only 72hz modes are the
>Super72, but that is NOT a limit of the chipset.

Sure? Prove it! Write an 800*600@72 Hz screen mode file.

>: host adaptor, only a cheap IDE controller that has been criticized by
>: A1200/A4000 users several times, but obviously you don't read other

>I criticize it myself, I don't need others to. And yes, it is a cheap
>IDE controller. So don't use it; it doesn't cripple the design unless
>you try to use it in place of something better, and you don't have to.

'In place of something better' refers to SCSI here, what is the price for
an SCSI interface for the A1200?

>And yes, as I said, I'm aware of the extra expense. But the freedom from
>the architectural crippling that took place in the Falcon is more than
>enough of a counterbalance.

Unproved statement again.

>: groups than *.advocacy. And - there is NO HD disk drive for the A1200
>: and I doubt there will be one.
>
>Eh? 1) A1200's use an IDE adapter, HD's exist; but that's PROBABLY not
>what you meant. You were likely referring to SCSI, and then you're still
>wrong, because they DO exist. They don't come from C=, but there are
>others.

I was NOT referring to hard disks, sorry, I was just talking about the
impossibility to hook a disk drive into the A1200 that is able to handle
more than 880K disk space. Don't say 'this exists for the A4000', we are
talking about the A1200 here!!!! (BTW: even the high density handling
of the A4000 is crap.)

>: You don't know anything about the availability of software for Atari
>: computers, you'd better read an Atari mag, at least ONCE!
>
>I HAVE. And? You're just a little off the mark if you think the Falcon
>has anywhere near the software support _CURRENTLY_ available for the
>Amiga.

The Falcon has all the software support the ST/TT line has, because every
GEM program runs on the Falcon in any resolution.

>: convince us that OS 3.0 is WORSE than TOS? I always thought both OSes
>
>Hell no, 3.0's several times more capable, in features and design, than
>TOS or MultiTOS ever was. That's easily proven by the things they've
>done with it. And that's getting better, not worse. 3.0 offers object
>orientation and data-independent display capabilities, as a starting
>point.

And it does not offer RTG, Ataris handle graphic cards perfectly.

>: had their advantages and disadvantages without even trying to rank one
>: of them higher than the other.
>
>TOS, as an OS and an API, including MultiTOS, is an inelegant, backwards
>operating system that should probably never have been born. Now that
>it's here, they should work a lot harder, though.

Inelegant, as in 'there is no trashcan on the Workbench to drag&drop files
into'? Or as in 'double clicking GIF/JPG files will not call an application
that is able to handle them'? Or as in 'memory protection is not integrated
in the OS'?

>: The 'cleaner' architecture is based on chips with very limited capabilities,
>: see disk drive handling, the magical 14kHz sound frequency limit and the

>
>Which doesn't exist--I had forgotten that the limitation doesn't exist on
>ECS systems, which are most of the systems in existence. 44+khz is
>easily possible.

Great for bats and dolphins, eh? Human ears are limited to sound frequencies
from 20 to 20,000 Hz. What you are talking about are SAMPLING frequencies.

>Limited capabilities? AGA is limited only in bandwidth--it offers far
>more than the Falcon does, both in the programmability as well in the OS
>support for the graphical modes of the system.

I see :-). Have you recognized yet that ONLY the graphical modes of the
system are supported, no graphic cards etc.? Neither EGS nor RTG are part
of the OS and the Picasso was the first graphics card offering you screen
mode files.

>: The Falcon has a 'processor slot' inside, allowing you to add e.g. a
>: 32 MHz 68030 with up to 128MByte FastRAM (burst mode) and a VME bus
>: adaptor (this card costs 800 US$ and is available, a 68040 is projected
>: by Fredi Aschwanden, the developer who is selling his 68040 board for
>: standard STs right now), a 16bit RAM slot allowing you to put up to
>: 14Mbyte 16bit RAM into it (comparable to the Amiga Chip RAM).
>
>How many of them are there? One slot. Pick what you want, and it had
>better be a nice, big, multifunction one--because you can't use more than
>one.

You are the first one to tell me that the A1200 is better of here than the
Falcon. Well this 32MHz card offers a VME bus, look at the specs for this
bus first.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

## 694. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-26 16:43:02 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20huamINNgum@uwm.edu>
Source record: 22628
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20go9n$1fe@cville-srv.wam.umd.edu>, Dragon's Claws (cmedley@wam.umd.edu) wrote:
: >The Falcon, as a whole, is a crippled machine with poor software support,

: And the Amiga has vast software support!?!?! hehehehehehehh....

In comparison to the Falcon, oceans of it. The Amiga's software support isn't really that bad--we're missing all of the big names in the rest of the business, perhaps, but we've got more than our share of good developers.

: And I syppose the technologically advanced Amiga 1200 with it's huge
: 880k double sided 3.5" disk drive, no built in clock,and a 14mhz 68EC020,
: is the solution to for general purpose computing!

In my opinion, yeah. Why? because that 68EC020 is accessing memory faster than your Falcon is, the "backwards" chipset is accessing the chip ram and making use of page-mode to get 64-bytes per access, and I'll easily forgo a disk drive for a good HD and controller, and drop in a cheap clock while I'm at it.

THAT'S why. It's not crippled. It may have some things that are missing, and it may have some things that fall short, but NONE of it makes it less of a machine.

: Poor operating system? Ever tried MiNT? Ever noticed that the ST line
: is not limited to just running TOS, but also MINIX, OS/9, and with emulation,
: Mac and PC OSes?

Yes. And? NONE of that makes TOS anything worthwhile. TOS is a beast. MiNT/MultiTOS doesn't change that a great deal, it just turns it into a Unix-looking beast.

: And let's remember that on the Amiga, until recently, you couldn't even drag
: a window so it was paritally off the screen. :)

You still can't. The only time you could was a long, long time ago, when there was a bug in the OS. You can, however, and you could do this with 1.3 but without support for it on the Workbench, create a large, virtual screen, and have your visible portion "lock down".

: Can you substantiate what is so great about the Amiga API? I'd like something
: more than just "It's greeeeeeeeat!", because unlike kids watching Tony the
: Tiger, I'd like a reason to believe you. :)

BOOPSI, object orientation. Taglist functions. Clean, hierarchical design. The use of shared libraries as the base functionality of the

operating system, loaded on-demand, allows for easy extension and high efficiency. Lightning-quick message passing system based on passing pointers rather than the unixy-method of passing blocks of memory. Callback hooks in OS functions. And one of the fastest context switches around, thanks to Exec's design.

: It sure ain't TOS. Local cable company's Amiga crashes all the time. I

Local cable companies have been using 1.3, which is KNOWN to be extremely buggy. Our local one just upgraded to 2.04, and has a rather innovative look to the new system. I imagine this is common--the Prevue guide is national. Its been a long time since ANYONE had to rely on 1.3 for daily living, 2.04 has been around for a long time. 2.1 was released a while ago, too, and AGA folks are using 3.0 now. 3.1 will be released "real soon now".

: So, the Falcon's architecture is "Working against" the user? I think a
: SCSI-2 port is built for the future, unlike the IDE. Of course, the Falcon

Yes. But the existence of IDE doesn't prevent you from adding one. Of course, on the Amiga, you can add something and NOT close out the system's potential, we've GOT a real expansion bus.

: 1MB/s DSP direct port. Can you say s/w modem? :) Two 15 pin joystick ports

Waste of a DSP, IMHO.

: that can be adapted to myriads of uses by 3rd party developers. This is
: in addition to two standard 9 pin ports for mouse and joystick. Not to
: mention the serial and parallel ports. And the Localtalk ports.

Yes. And? None of this will make that system any faster, none of it erases the flaws in the architecture.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) Wubba :)

## 695. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-26 17:04:12 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20hvicINNgum@uwm.edu>
Source record: 22629
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20h8a1INNc6v@tom.rz.uni-passau.de>, Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
: In article <20foa2INN7pu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: >The software support for the Amiga is several times better than that of
: >the Falcon, [...]

: Sure it is.

It is, simply put. Ever hear of Comeau C++? Its a multi-platform C++ made for many types of workstations. AND the Amiga.

Ever hear of SAS? SAS makes some of the most widely-known products in the industry, in general. They also do our, and others', most popular C compiler, SAS/C.

Electronic Arts, perhaps, of the popular DeluxePaint fame. We won't even get into that.

You may or may not know Blue Ribbon Soundworks... Bars & Pipes Professional?

Ever hear of NewTek? Nah.

Those are just a few names that you might recognize--not because they're popular Amiga developers, but because they're known across the industry for the products they make.

Then of course, theres prevalent Amiga developers like GVP, Black Belt, Centaur, SunRize, ReadySoft, Digital Creations, ASDG, and a GREAT deal more. There is a disparate difference between the state of the Amiga's software development and that of the Falcon/Atari.

So, yes, "better software support". And hardware as well--we've got more than just a few hardware demons, including the legendary GVP (well, they're legendary on the Amiga because they've been around for eons).

: Well you have disqualified yourself already when talking about operating
: systems, it was in the very moment when you settled the quality of OS 3.0
: somewhere between TOS and Windows. Ask any PC user.

Typing mistake. I had meant to say somewhere between Windows and OS/2, between horrible and great, not between Windows and TOS, between horrible and WORSE.

: Sure? Prove it! Write an 800*600@72 Hz screen mode file.

Yes, there is a bandwidth limitation, I did mention that. However, as long as you don't go over that bandwidth, you could do 72hz. There are 640x480 modes that have 72hz, as well as 640x400, and more. The bandwidth available is the one big limitation with that chipset, but if you work within it, 72hz isn't a problem.

: 'In place of something better' refers to SCSI here, what is the price for
: an SCSI interface for the A1200?

Why not ask those who bought them? Many use the old IDE because they don't need anything more. On the other side of the fence, how many Falcon owners went out and bought SCSI-II drives?

: Unproved statement again.

Eh? Weren't you on the planet when I was discussing the architectural miscarriages in the Falcon?

: I was NOT referring to hard disks, sorry, I was just talking about the
: impossibility to hook a disk drive into the A1200 that is able to handle
: more than 880K disk space. Don't say 'this exists for the A4000', we are

You can. Buy the Amiga high density drive. It just doesn't come with the A1200, that's all. There's nothing special about the A4000/A3000 that allows them to use HD drives.

: talking about the A1200 here!!!! (BTW: even the high density handling
: of the A4000 is crap.)

Yes, it does. Limitation of having custom chips doing the work, and not upgrading them quickly enough.

: The Falcon has all the software support the ST/TT line has, because every
: GEM program runs on the Falcon in any resolution.

AND? You still think this is even close to the available Amiga support?

: And it does not offer RTG, Ataris handle graphic cards perfectly.

Most graphic cards available now handle themselves in a retargetable fashion now, the companies just have to do the work themselves. While not an optimal solution, it does give us RTG.

: Inelegant, as in 'there is no trashcan on the Workbench to drag&drop files
: into'? Or as in 'double clicking GIF/JPG files will not call an application
: that is able to handle them'? Or as in 'memory protection is not integrated
: in the OS'?

As in, nothing to do with what it looks like.

You think we worry about double clicking on GIF/JPG files to get the right application? No. We've got DataTypes, and if we need to, we just let the Operating System recognize what type of data we want to display, and do so. And there are more and more datatypes becoming available, with several really nice ones on the way.

I meant API.

: Great for bats and dolphins, eh? Human ears are limited to sound frequencies
: from 20 to 20,000 Hz. What you are talking about are SAMPLING frequencies.

I thought I said that. I'm sorry.

: I see :-). Have you recognized yet that ONLY the graphical modes of the
: system are supported, no graphic cards etc.? Neither EGS nor RTG are part

No, I haven't, and neither have the folks with graphics cards. You're
way off base.

: of the OS and the Picasso was the first graphics card offering you screen
: mode files.

No, Picasso wasn't the first.

: You are the first one to tell me that the A1200 is better of here than the
: Falcon. Well this 32MHz card offers a VME bus, look at the specs for this
: bus first.

I'm perfectly aware what a VME bus is. That's why I said you'd better
pick a good multifunction card.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 696. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-26 17:33:16 UTC
From: cmedley@wam.umd.edu
Message-ID: <20i18s$oob@cville-srv.wam.umd.edu>
Source record: 22630
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20huamINNgum@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <20go9n$1fe@cville-srv.wam.umd.edu>, Dragon's Claws (cmedley@wam.umd.edu)
wrote:
>: >The Falcon, as a whole, is a crippled machine with poor software support,
>
>: And the Amiga has vast software support!?!?! hehehehehehehh....
>
>In comparison to the Falcon, oceans of it. The Amiga's software support
>isn't really that bad--we're missing all of the big names in the rest of
>the business, perhaps, but we've got more than our share of good
>developers.
>

And I guess prominent ST developers (the CodeHeads come to mind immediately)
who are still around are just incompetent programmers?

The ST market has it's share of good programmers too, and a lot do shareware
and freeware as well as commercial applications.

And of course, we both know the Mac and DOS markets are so huge they have
many many more people writing apps who are just as competent, regardless of
how incapable you or anyone else may feel the computers themselves are.

>: And I syppose the technologically advanced Amiga 1200 with it's huge
>: 880k double sided 3.5" disk drive, no built in clock,and a 14mhz 68EC020,
>: is the solution to for general purpose computing!
>
>In my opinion, yeah. Why? because that 68EC020 is accessing memory
>faster than your Falcon is, the "backwards" chipset is accessing the chip
>ram and making use of page-mode to get 64-bytes per access, and I'll
>easily forgo a disk drive for a good HD and controller, and drop in a
>cheap clock while I'm at it.

Yes, you will have fast access to memory, but because AmigaDOS lacks VM,
having a fast hard disk is non-essential. So you use IDE. But you and I
both know Atari put SCSI-2 *and* IDE on the Falcon. Why can't Commodore
offer their users that much flexibility? Perhaps they decided to make
a tradeoff you (and others) find acceptable... improve memory speed at the
cost of I/O in other parts of the system. Hence, the use of "only" IDE,
the lack of built-in networking ports, the lack of optional joystick ports,
and the lack of a standard DSP.

That's a lot to sacrifice. If you think for your needs that letting a 68020
fetch 32 bits at a time is worth it, and you agree with C=, then go for it.
Buy one. Make yourself happy.

But as any good engineer would tell you, there are tradeoffs made. Atari chose to make their 68030 go 16-bits at a time to memory, and let their custom chips have full 32-bit access to that same memory. And they also had provisions in place from the release of the TT for "CPU-only FASTRAM". So this "crippling limitation" is in fact only a transitory problem until the user upgrades.

Kinda like the way the lack of abundant I/O features and speed on the Amiga 1200 can be "fixed" with an upgrade.

>
>THAT'S why. It's not crippled. It may have some things that are
>missing, and it may have some things that fall short, but NONE of it
>makes it less of a machine.
>

It's a machine. That's about all you can say for it. :) But nothing makes it the greatest thing since the Atari 8bit or C64, does it?

>: Poor operating system? Ever tried MiNT? Ever noticed that the ST line
>: is not limited to just running TOS, but also MINIX, OS/9, and with emulation,
>: Mac and PC OSes?
>
>Yes. And? NONE of that makes TOS anything worthwhile. TOS is a beast.
>MiNT/MultiTOS doesn't change that a great deal, it just turns it into a
>Unix-looking beast.

And adds full pre-emptive multitasking with MEMORY PROTECTION.
And it treats all devices as UNIX would, and even processes are handled in a UNIX-like manner.

>
>: And let's remember that on the Amiga, until recently, you couldn't even drag
>: a window so it was paritally off the screen. :)
>
>You still can't. The only time you could was a long, long time ago, when
^^^^^^^^^^^^^^^

And this is a technically advanced, object-oriented, refined multitasking system that WON'T LET YOU MOVE A WINDOW WHEREVER YOU WANT IT.

This is hilarious!

High powered graphics computer, this Amiga...won't let you move a window so that it is partially offscreen in the standard OS?

Now, I was trying to be nice and assume that by now, this had changed on the Amiga. But, you mean to tell me that an ability every machine with a GUI worthy of that name has, is not available on the vaunted AGA equipped machines?

>there was a bug in the OS. You can, however, and you could do this with
>1.3 but without support for it on the Workbench, create a large, virtual
>screen, and have your visible portion "lock down".
>
>: Can you substantiate what is so great about the Amiga API? I'd like something

>: more than just "It's greeeeeeeeat!", because unlike kids watching Tony the
>: Tiger, I'd like a reason to believe you. :)
>
>BOOPSI, object orientation. Taglist functions. Clean, hierarchical
>design. The use of shared libraries as the base functionality of the
^^^^^^^^^^^^^^^^^^^^^^^

Shared libraries on a machine that could have had SCSI-2 but now has just
IDE. The speed bottleneck appears miraculously. :)

>operating system, loaded on-demand, allows for easy extension and high
^^^^^^^^^^^^^^^^

From a fast, efficient, IDE disk. hehehe
(i'd love to see a floppy user try this on the high capacity 880k disks!)

>efficiency. Lightning-quick message passing system based on passing
>pointers rather than the unixy-method of passing blocks of memory.
^^^^^^^^^

Because you lack memory protection. :)

>Callback hooks in OS functions. And one of the fastest context switches
^^^^^^^^^^^^^^

Ever seen a CPX for the Atari Control Panel? Hell, back in 1991, I had a
CPX "clone" (before Atari had theirs!) running which did the same thing.

Guess how CPXes get work done? Something very similar to callbacks under
Motif.

>around, thanks to Exec's design.

Yep, let's all thank Exec! :)

>
>: It sure ain't TOS. Local cable company's Amiga crashes all the time. I
>
>Local cable companies have been using 1.3, which is KNOWN to be extremely

Now why would local cable compaines be stuck with 1.3? Didn't they follow
the upgrade path and buy that new Amiga 1200 or 4000?

>buggy. Our local one just upgraded to 2.04, and has a rather innovative
>look to the new system. I imagine this is common--the Prevue guide is
>national. Its been a long time since ANYONE had to rely on 1.3 for daily
>living, 2.04 has been around for a long time. 2.1 was released a while
>ago, too, and AGA folks are using 3.0 now. 3.1 will be released "real
>soon now".

Yes, and the Jaguar console system is the solution to the Sega CD and
SuperNES. RSN should be translated as "Really? Show it Now." in regards
to both companies. :)

>
>: So, the Falcon's architecture is "Working against" the user? I think a
>: SCSI-2 port is built for the future, unlike the IDE. Of course, the Falcon
>
>Yes. But the existence of IDE doesn't prevent you from adding one. Of

For how much cost? and where do you put it? in the one slot?

>course, on the Amiga, you can add something and NOT close out the
>system's potential, we've GOT a real expansion bus.

One of them. :) And once you occupy it, what then?

>
>: 1MB/s DSP direct port. Can you say s/w modem? :) Two 15 pin joystick ports
>
>Waste of a DSP, IMHO.

Sure, you go ahead and pay $300 or more for your modem. :)

(if you've got the money, upgrade your A1200 to be like a Falcon)

# 697. Re: ATARI! HA!(SCSI2 and IDE(enough confusing comments))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-26 18:48:43 UTC
From: laire@haegar2.uni-paderborn.de
Message-ID: <20i5mb$6c1@haegar2.uni-paderborn.de>
Source record: 22631
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I'm still wondering what you mean with SCSI2. Do you think SCSI2
is magnitudes better than SCSI1 or that it's god's gift ?
SCSI2 is only faster if you have a real FASTSCSI HD and your
SCSI2 controller supports 10MB/s Fastsync transfers.
I'm really curious about the Falcon's SCSI chip. Can somebody
tell me what kind of chip Atari is using ?. Before nobody give
details about the SCSI chip, the DMA interface and actual
speed test it makes no sense to talk about it...if you think
of the old Atari SCSI interface you can assume the worst.

BTW i don't understand how somebody can critize the IDE interface
in the A1200. Let's summarize. What were the design goals for the
A1200 ? An Amiga that can be sold in big quantities. Such Amiga
must offer as much as possible and must be cheap at the same time.

o 14Mhz 020EC was a good decision because the chip is cheaper
than a 030EC,needs less place and doesn't need an asynchron
interface(more logic) because of the 14MHZ.

o It's a fact that IDE is cheaper because you don't need scsi-controller
on board that wastes motherboard place. Furthermore the smaller IDE
drives are cheaper than the same SCSI drives.
If you have Fastram in your A1200 you should be able to reach 800-900kb/s
like the A4000 with his 120MB Secrate HD.
You should take a look at the target group of the A1200. Do you think
everybody needs the possibilities of SCSI ?. Do you think there are
so many A1200 users that need more than 1 HD or using streamers ?
Would this group big enough to make the 100$(approx.) price increase
reasonable ? How many customers would CBM loose by a machine that
costs 100$ more ?
Think about that and if you still need more you have to pay for it..

Regards...

--
Ralph Schmidt laire@uni-paderborn.de
University of Paderborn (Germany)

# 698. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-26 21:38:01 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Jun26.213801.3835@pcnntp.apple.com>
Source record: 22359

In article <1993Jun25.224823.7107@beaver.cs.washington.edu>
bgilbert@cs.washington.edu (Ben Gilbert) writes:

> Here we go again... Why does everyone keep comparing high-end computers
> (like a 486-50 or a Quadra) to the Falcon? Sure the Mac can have 1152x960
> at 75 Hz, but just how many LCIIs or Performas out there have that
> capability? It's not built in and to get that kind of graphics out of a
> low-end Mac you still need to buy extra equipment. If you want to compare
> something, try a TT with a graphics card or something, but lets not keep
> whining because the Falcon can't beat the pants off a machine running at
> 4 times the clock speed.

You're a bit off base here. The comparision was not to a Quadra. The
comparison was to a Centris 610. This machine is currently selling for
under $1250 at a number of locations (although I've seen reports from
people that have bought them for well under $1200 - from CompUSA, I
believe), and supports a number of high refresh rate video modes, such
as 1152x870 or 1024x768 at up to 8 bits/pixel and 832 x 624 at up to
16 bits/pixel, all at 75 Hz, noninterlaced.

> Ok, let's see just what kind of Mac I get for the price of a Falcon. I
> just saw a SILO ad in the paper today (a general appliance/electronics/
> everything store), where they were advertising a Mac Performa 405 with
> a 16 MHz 68030 (at least I assume that's what it uses, the ad didn't
> say), an 80MB hard drive, and 4 MB of RAM (plus some included software).
> Sound familiar to anyone? The system was selling for $1299. The only
> difference between that and the Falcon is that it comes with a monitor
> while the Falcon requires you to buy a $200 VGA monitor. Admittedly,
> that makes the Falcon less of a deal but it seems to me the Falcon
> price is not that far off from the Mac systems. Now, if you want to
> talk MS-DOS that's another story, because you can probably get a
> 486SX of some sort for about $1299 as well.

OK, let's try another configuration with pretty much equal price (your
message implies that a Falcon costs $1299 - that's for the 4/80
configuration, right?):
- Centris 610 (20 MHz 68LC040), 4MB RAM, 80 MB hard disk: $1249
- Keyboard: $50 for 3rd party keyboard, $100 for Apple keyboard
- Monitor: lets use the same $200 VGA monitor you want to hook up to the
Falcon to keep all things equal (the C610 will drive a VGA monitor with
no problems, although that's near the low end of its onboard video
capabilities)

So, for pretty much the same price as the Falcon system I can get a
Centris system.

- Dale Adams

# 699. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-26 22:48:25 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Jun26.224825.29603@ultb.isc.rit.edu>
Source record: 22632
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article Dragon's Claws (cmedley@wam.umd.edu) wrote:
>>In comparison to the Falcon, oceans of it. The Amiga's software support
>>isn't really that bad--we're missing all of the big names in the rest of
>>the business, perhaps, but we've got more than our share of good
>>developers.
>
>And I guess prominent ST developers (the CodeHeads come to mind immediately)
>who are still around are just incompetent programmers?
>The ST market has it's share of good programmers too, and a lot do shareware
>and freeware as well as commercial applications.
>And of course, we both know the Mac and DOS markets are so huge they have
>many many more people writing apps who are just as competent, regardless of
>how incapable you or anyone else may feel the computers themselves are.

Again *in comparision*.

>>In my opinion, yeah. Why? because that 68EC020 is accessing memory
>>faster than your Falcon is, the "backwards" chipset is accessing the chip
>>ram and making use of page-mode to get 64-bytes per access, and I'll
>>easily forgo a disk drive for a good HD and controller, and drop in a
>>cheap clock while I'm at it.
>
>Yes, you will have fast access to memory, but because AmigaDOS lacks VM,
>having a fast hard disk is non-essential. So you use IDE. But you and I
>both know Atari put SCSI-2 *and* IDE on the Falcon. Why can't Commodore
>offer their users that much flexibility? Perhaps they decided to make
>a tradeoff you (and others) find acceptable... improve memory speed at the
>cost of I/O in other parts of the system. Hence, the use of "only" IDE,
>the lack of built-in networking ports, the lack of optional joystick ports,
>and the lack of a standard DSP.

WTF!? What the hell are "optional" joystick ports? As you know the
Amiga has two of them, capable of both analogue and digital I/O. Who
the hell cares about joystick ports?

Furthermore, what does "improving the memory speed" have to do with
adding netowrking ports and a DSP? Sure, the Falcon has these things
over an Amiga, but it sure ain't becuase the A1200 has a 32bit data path
throughout.

And, oh yes, as pointed out here many times, some PC OS's have VM... and
it works fine on an IDE drive.

>That's a lot to sacrifice. If you think for your needs that letting a 68020
>fetch 32 bits at a time is worth it, and you agree with C=, then go for it.
>Buy one. Make yourself happy.

Oh, its worth it (altho I dont think thats what the A1200's tradeoff
is).

>But as any good engineer would tell you, there are tradeoffs made. Atari chose
>to make their 68030 go 16-bits at a time to memory, and let their custom chips
>have full 32-bit access to that same memory. And they also had provisions
>in place from the release of the TT for "CPU-only FASTRAM". So this
>"crippling limitation" is in fact only a transitory problem until the
>user upgrades.

Remember this statement. BTW, its still a "crippling limitation" until
you can get the upgrade board to plug into the "32bit slot" (can anyone
confirm that this exists?) on the Falcon.

>Kinda like the way the lack of abundant I/O features and speed on the Amiga
>1200 can be "fixed" with an upgrade.

Er, why speed? You're gonna tell me that the 68030 on the Falcon
accessing its memory 16-bits at a time isn't a speed problem?

>>THAT'S why. It's not crippled. It may have some things that are
>>missing, and it may have some things that fall short, but NONE of it
>>makes it less of a machine.
>>
>It's a machine. That's about all you can say for it. :) But nothing makes
>it the greatest thing since the Atari 8bit or C64, does it?

Come on, my A1000 is better than a C64. THis is pointless.

>>Yes. And? NONE of that makes TOS anything worthwhile. TOS is a beast.
>>MiNT/MultiTOS doesn't change that a great deal, it just turns it into a
>>Unix-looking beast.
>
>And adds full pre-emptive multitasking with MEMORY PROTECTION.
>And it treats all devices as UNIX would, and even processes are handled
>in a UNIX-like manner.

And the GUI and DOS? TOS. I hope you guys fixed your graphics problems
with a "speedup" upgrade.. heh. You would have been better off with
OS/9 and a completely new GUI.

>>: And let's remember that on the Amiga, until recently, you couldn't even drag
>>: a window so it was paritally off the screen. :)
>>
>>You still can't. The only time you could was a long, long time ago, when
> ^^^^^^^^^^^^^^^
>
>And this is a technically advanced, object-oriented, refined multitasking
>system that WON'T LET YOU MOVE A WINDOW WHEREVER YOU WANT IT.
>This is hilarious!

Oh, and I suppose I could say the same thing about the UNIX-like
technically advanced MultiTOS locking up during disk drive accesses, but
that would have nothing to do with the API now would it?

>High powered graphics computer, this Amiga...won't let you move a window so
>that it is partially offscreen in the standard OS?

Its not a matter of "let", its a matter of support. It possible to
implement (if you can do overlapping windows, you can surely do that),
but noone found it necessary to implement. In fact, I've seen iconify
utilities and their ilk, but not one utility that added this function.
Hum, you'd think it wasn't so very important wouldn't you?

>Now, I was trying to be nice and assume that by now, this had changed on the
>Amiga. But, you mean to tell me that an ability every machine with a GUI
>worthyofthatname has, is not available on the vaunted AGA equipped machines?

Are you telling us that the ability to clip windows offscreen tells you
something about the API of a GUI? heh... time to write that one down.

>>BOOPSI, object orientation. Taglist functions. Clean, hierarchical
>>design. The use of shared libraries as the base functionality of the
> ^^^^^^^^^^^^^^^^^^^^^^^
>
>Shared libraries on a machine that could have had SCSI-2 but now has just
>IDE. The speed bottleneck appears miraculously. :)
>>operating system, loaded on-demand, allows for easy extension and high
>From a fast, efficient, IDE disk. hehehe
>(i'd love to see a floppy user try this on the high capacity 880k disks!)

Its been done for 7 years, and its still done. Its not slow on even
floppies, really. If you knew WTH you were talking about, you'd know
this.

>>efficiency. Lightning-quick message passing system based on passing
>>pointers rather than the unixy-method of passing blocks of memory.
>^^^^^^^^^
>Because you lack memory protection. :)

No, actually its much the reverse.

>>Callback hooks in OS functions. And one of the fastest context switches
> ^^^^^^^^^^^^^^
>
>Ever seen a CPX for the Atari Control Panel? Hell, back in 1991, I had a
>CPX "clone" (before Atari had theirs!) running which did the same thing.
>Guess how CPXes get work done? Something very similar to callbacks under
>Motif.

Yeah, and in 1986 we had multitasking. (BTW 2.0 (in which callbacks
were officially implemented) came out in 1991.

>>Local cable companies have been using 1.3, which is KNOWN to be extremely
>
>Now why would local cable compaines be stuck with 1.3? Didn't they follow

>the upgrade path and buy that new Amiga 1200 or 4000?

No, 'cause they prolly didn't want to spend money uprading to *2.0*
which has been out since 1990-1991. The A1200/4000/3.0 is not the only
upgrade to the system..geesh.

>>: So, the Falcon's architecture is "Working against" the user? I think a
>>: SCSI-2 port is built for the future, unlike the IDE. Of course, the Falcon
>>
>>Yes. But the existence of IDE doesn't prevent you from adding one. Of
>
>For how much cost? and where do you put it? in the one slot?

Yes, the one slot. Remember that we also have an A4000, unlike Atari
which only seemed to release the lowend/hack system.

>>course, on the Amiga, you can add something and NOT close out the
>>system's potential, we've GOT a real expansion bus.
>
>One of them. :) And once you occupy it, what then?

No, more than that. You see, if you want expansion, you can get an
A4000. As you said, its all about trade-offs.

>>: 1MB/s DSP direct port. Can you say s/w modem? :) Two 15 pin joystick ports
>>Waste of a DSP, IMHO.
>Sure, you go ahead and pay $300 or more for your modem. :)

Yup!.. I can have that cool neato DSP modem and play 16 bit sound out
the ports... OOPS! I forgot..your DSP doesn't multitask... its either
one or the other... sorry. :-)

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

## 700. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 05:42:38 UTC
From: cmedley@wam.umd.edu
Message-ID: <20jc0e$rsb@cville-srv.wam.umd.edu>
Source record: 22633
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun26.224825.29603@ultb.isc.rit.edu> eas3714@ultb.isc.rit.edu (E.A. Story) writes:
>
>In article cmedley@wam.umd.edu ('Flip' Medley) writes:
>>In article gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>>In article Dragon's Claws (cmedley@wam.umd.edu) wrote:
>>>In comparison to the Falcon, oceans of it. The Amiga's software support
>>>isn't really that bad--we're missing all of the big names in the rest of
>>>the business, perhaps, but we've got more than our share of good
>>>developers.
>>
>>And I guess prominent ST developers (the CodeHeads come to mind immediately)
>>who are still around are just incompetent programmers?
>>The ST market has it's share of good programmers too, and a lot do shareware
>>and freeware as well as commercial applications.
>>And of course, we both know the Mac and DOS markets are so huge they have
>>many many more people writing apps who are just as competent, regardless of
>>how incapable you or anyone else may feel the computers themselves are.
>
>Again *in comparision*.
>

Isn't what *.advocacy is about? *comparison* :)

>>>In my opinion, yeah. Why? because that 68EC020 is accessing memory
>>>faster than your Falcon is, the "backwards" chipset is accessing the chip
>>>ram and making use of page-mode to get 64-bytes per access, and I'll
>>>easily forgo a disk drive for a good HD and controller, and drop in a
>>>cheap clock while I'm at it.
>>

Why couldn't Commodore add the "good HD and controller and cheap clock"?
Guess Amiga owners don't do incremental HD backups to their 880k floppies
(although they can do a floppy disk access in the background! Weeeeeee!)

>>Yes, you will have fast access to memory, but because AmigaDOS lacks VM,
>>having a fast hard disk is non-essential. So you use IDE. But you and I
>>both know Atari put SCSI-2 *and* IDE on the Falcon. Why can't Commodore
>>offer their users that much flexibility? Perhaps they decided to make
>>a tradeoff you (and others) find acceptable... improve memory speed at the
>>cost of I/O in other parts of the system. Hence, the use of "only" IDE,
>>the lack of built-in networking ports, the lack of optional joystick ports,
>>and the lack of a standard DSP.
>

>WTF!? What the hell are "optional" joystick ports? As you know the

Optional joystick ports... i.e., the ones you can use when two more friends drop by if the game supports it.

The ones you can also make double as I/O ports for other devices. Surely you have seen various types of devices designed for such purposes, ranging from dinky sound samplers to input devices like touch tablets, etc...

Another set of ports I'd like to add to the Falcon's list are the stereo IN and OUT. Sure, the Ami has stereo out. But in? Yes, that means we

can sample out the box with the Falcon. Just add s/w, no h/w required. :)

>Amiga has two of them, capable of both analogue and digital I/O. Who
>the hell cares about joystick ports?
>

Well, you obviously don't. :)

>Furthermore, what does "improving the memory speed" have to do with
>adding netowrking ports and a DSP? Sure, the Falcon has these things
>over an Amiga, but it sure ain't becuase the A1200 has a 32bit data path
>throughout.

But it may be because the engineers at C= decided that to best serve their intended market, they didn't want to add those items' cost to the machine, but did add the cost of wiring the CPU up for 32-bit access. A tradeoff some people will appreciate and others will barf at. It's subjective. (A point a lot of people can't fully understand, I guess)

>
>And, oh yes, as pointed out here many times, some PC OS's have VM... and
>it works fine on an IDE drive.
>

Yes, they do. But won't they work faster on a higher speed and higher capacity drive?

I mean, hell, we do wanna do things fast, right?

>>That's a lot to sacrifice. If you think for your needs that letting a 68020
>>fetch 32 bits at a time is worth it, and you agree with C=, then go for it.
>>Buy one. Make yourself happy.
>
>Oh, its worth it (altho I dont think thats what the A1200's tradeoff
>is).
>

What you think is irrelevant... the A1200 design team's goals probably were not the same as the Falcon's design team's. So things like DSPs, networking ports, etc.. were not added on to the standard machine.

>>But as any good engineer would tell you, there are tradeoffs made. Atari chose
>>to make their 68030 go 16-bits at a time to memory, and let their custom chips

>>have full 32-bit access to that same memory. And they also had provisions
>>in place from the release of the TT for "CPU-only FASTRAM". So this
>>"crippling limitation" is in fact only a transitory problem until the
>>user upgrades.
>
>Remember this statement. BTW, its still a "crippling limitation" until
>you can get the upgrade board to plug into the "32bit slot" (can anyone
>confirm that this exists?) on the Falcon.

Check the articles regarding CeBit '93 available via FTP at
atari.archive.umich.edu in the atari/Magazines section.

There are two such boards, one from GESoft which adds a 33mhz 68030,
up to 128MB of FastRAM, and VmeBus slot.

>
>>Kinda like the way the lack of abundant I/O features and speed on the Amiga
>>1200 can be "fixed" with an upgrade.
>
>Er, why speed? You're gonna tell me that the 68030 on the Falcon
>accessing its memory 16-bits at a time isn't a speed problem?
>

Never said that. But you sure aren't gonna be able to make an IDE drive
outperform a high-performance SCSI (2) drive. And you sure can't do this
when the machine drops the floppies to half speed to do a 1.44MB disk. And
since the 1200 lacks networking ports, that's irrelevant. And there is no
DSP, so you can knock out yet another big factor in application performance.

>>>THAT'S why. It's not crippled. It may have some things that are
>>>missing, and it may have some things that fall short, but NONE of it
>>>makes it less of a machine.
>>>
>>It's a machine. That's about all you can say for it. :) But nothing makes
>>it the greatest thing since the Atari 8bit or C64, does it?
>
>Come on, my A1000 is better than a C64. THis is pointless.
>

So's my Mega ST. But the Atari 8bit and C64 enjoyed greater market penetration
and end user recognition.

>>>Yes. And? NONE of that makes TOS anything worthwhile. TOS is a beast.
>>>MiNT/MultiTOS doesn't change that a great deal, it just turns it into a
>>>Unix-looking beast.
>>
>>And adds full pre-emptive multitasking with MEMORY PROTECTION.
>>And it treats all devices as UNIX would, and even processes are handled
>>in a UNIX-like manner.
>
>And the GUI and DOS? TOS. I hope you guys fixed your graphics problems
>with a "speedup" upgrade.. heh. You would have been better off with

>OS/9 and a completely new GUI.
>

Maybe. We have that option. Do you? :)

>>>: And let's remember that on the Amiga, until recently, you couldn't even drag
>>>: a window so it was paritally off the screen. :)
>>>
>>>You still can't. The only time you could was a long, long time ago, when
>> ^^^^^^^^^^^^^^^
>>
>>And this is a technically advanced, object-oriented, refined multitasking
>>system that WON'T LET YOU MOVE A WINDOW WHEREVER YOU WANT IT.
>>This is hilarious!
>
>Oh, and I suppose I could say the same thing about the UNIX-like
>technically advanced MultiTOS locking up during disk drive accesses, but
>that would have nothing to do with the API now would it?
>

I'm running MiNT now. It never locks up during a HD access. Only floppy
disk.

I would think not being able to move a window is just as glaring an error,
wouldn't you?

:)

>>High powered graphics computer, this Amiga...won't let you move a window so
>>that it is partially offscreen in the standard OS?
>
>Its not a matter of "let", its a matter of support. It possible to
>implement (if you can do overlapping windows, you can surely do that),

Yeah, right. Well, if it is so easy to implement, why has Commodore not
included it in any of the OS revisions? After all, if they can have
shared libraries, RTG, and all these deep, meaningful features, and they
can change resolution on a single scanline thanks to Copperlists and such,
why can't a window be moved to the edge of the screen and be clipped?

Hmmmmmmmmm?

>but noone found it necessary to implement. In fact, I've seen iconify
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

TOS does it. MS Windows does it. Macintosh does it. Every window
manager I've used under UNIX (twm, mwm, olwm) can do it. But Amiga? No. :)

>utilities and their ilk, but not one utility that added this function.
>Hum, you'd think it wasn't so very important wouldn't you?

Well, hey, I guess it isn't. :)

But then, I guess you've never opened up a lot of windows, eh?

:)

>
>>Now, I was trying to be nice and assume that by now, this had changed on the
>>Amiga. But, you mean to tell me that an ability every machine with a GUI
>>worthyofthatname has, is not available on the vaunted AGA equipped machines?
>
>Are you telling us that the ability to clip windows offscreen tells you
>something about the API of a GUI? heh... time to write that one down.
>

Well, it's kind of like leaving out the bread-'n-butter of a GUI.
You know.. the ability to MOVE (gasp!) a window!

>>>BOOPSI, object orientation. Taglist functions. Clean, hierarchical
>>>design. The use of shared libraries as the base functionality of the
>> ^^^^^^^^^^^^^^^^^^^^^^
>>
>>Shared libraries on a machine that could have had SCSI-2 but now has just
>>IDE. The speed bottleneck appears miraculously. :)
>>>operating system, loaded on-demand, allows for easy extension and high
>>From a fast, efficient, IDE disk. hehehe
>>(i'd love to see a floppy user try this on the high capacity 880k disks!)
>
>Its been done for 7 years, and its still done. Its not slow on even
>floppies, really. If you knew WTH you were talking about, you'd know
>this.

Well, let me give you an example.

A friend of mine boots up on his A500 from floppy to use the modem. He
has no hard drive.

It takes 2 minutes for him to load up and get Baud Bandit up and running.

When I ran a floppy only system, I can get all my AUTO folder programs
running and get to my telecomm app in less than 45 seconds flat.

Now what you're saying is that the next generation of Amiga (the AGA
machines) run adequately off floppy.

I'm sarcastically gonna say... "suuuuuuuuuuuuuuure!"

:)

>
>>>efficiency. Lightning-quick message passing system based on passing
>>>pointers rather than the unixy-method of passing blocks of memory.
>>^^^^^^^^^
>>Because you lack memory protection. :)
>
>No, actually its much the reverse.

Since when did every Amiga have memory protection? Did we all miss the
sudden appearance of 68851s in all 68020 Amigas? :)

>
>>>Callback hooks in OS functions. And one of the fastest context switches
>> ^^^^^^^^^^^^^^
>>
>>Ever seen a CPX for the Atari Control Panel? Hell, back in 1991, I had a
>>CPX "clone" (before Atari had theirs!) running which did the same thing.
>>Guess how CPXes get work done? Something very similar to callbacks under
>>Motif.
>
>Yeah, and in 1986 we had multitasking. (BTW 2.0 (in which callbacks
>were officially implemented) came out in 1991.
>

Wow! About the same time! Gee whiz, Batman, I'd never have figured that out!
My point is that there is no big deal to callbacks..they can be implemented
on any system with ease.

Hell, if I can do it in assembler with no effort, anyone can. :)

>>>Local cable companies have been using 1.3, which is KNOWN to be extremely
>>
>>Now why would local cable compaines be stuck with 1.3? Didn't they follow
>>the upgrade path and buy that new Amiga 1200 or 4000?
>
>No, 'cause they prolly didn't want to spend money uprading to *2.0*
>which has been out since 1990-1991. The A1200/4000/3.0 is not the only
>upgrade to the system..geesh.
>
>>>: So, the Falcon's architecture is "Working against" the user? I think a
>>>: SCSI-2 port is built for the future, unlike the IDE. Of course, the Falcon
>>>
>>>Yes. But the existence of IDE doesn't prevent you from adding one. Of
>>
>>For how much cost? and where do you put it? in the one slot?
>
>Yes, the one slot. Remember that we also have an A4000, unlike Atari
>which only seemed to release the lowend/hack system.
>

Touche'. But Atari is doing what they are doing for their own sick reasons,
whatever those may be (apparently financial). They are going to risk their
corporation on the success of a videogame system (Jaguar) and a computer
(the Falcon). Commodore is taking their own approach.

However, to a serious workstation user, the Amiga line probably compares
pretty poorly to, say, a SGI, wouldn't it? :) A typical SGI owner may
think "Gee, when is C= going to stop making game machines?".... :)

>>>course, on the Amiga, you can add something and NOT close out the
>>>system's potential, we've GOT a real expansion bus.
>>
>>One of them. :) And once you occupy it, what then?
>

>No, more than that. You see, if you want expansion, you can get an
>A4000. As you said, its all about trade-offs.
>

The A4000 which costs a lot more, you should add. :)

>>>: 1MB/s DSP direct port. Can you say s/w modem? :) Two 15 pin joystick ports
>>>Waste of a DSP, IMHO.
>>Sure, you go ahead and pay $300 or more for your modem. :)
>
>Yup!.. I can have that cool neato DSP modem and play 16 bit sound out
>the ports... OOPS! I forgot..your DSP doesn't multitask... its either
>one or the other... sorry. :-)

Oops, it can do the DSP modem and we'll just pump out 4 channels of 16-bit
DMA sound without it. :) Just can't add real time flanging and chorusing,
and do neato effects on it.

NeXT! :)

>
>
>--
>"THAT is a DRY turtle. That turtle is NOT moist!"

Considering the tone of this post, I can see why the turtle was dry. :)

## 701. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 14:23:39 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <20kahbINN1m1@tom.rz.uni-passau.de>
Source record: 22634
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20hvicINNgum@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <20h8a1INNc6v@tom.rz.uni-passau.de>, Thorsten Guenther
(guenther@vati.fmi.uni-passau.de) wrote:
>: In article <20foa2INN7pu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>: >The software support for the Amiga is several times better than that of
>: >the Falcon, [...]
>
>: Sure it is.
>
>It is, simply put. Ever hear of Comeau C++? Its a multi-platform C++
>made for many types of workstations. AND the Amiga.
>
>Ever hear of SAS? SAS makes some of the most widely-known products in
>the industry, in general. They also do our, and others', most popular C
>compiler, SAS/C.

Ever heard of GNU C/C++, the most popular C compilers among both Atari AND
Amiga users, not to mention all the other system where you are provided
with this great compiler?

Ever heard of Pure C, written by the programmers that made Turbo C 2.0
and compatible with it?

>Electronic Arts, perhaps, of the popular DeluxePaint fame. We won't even
>get into that.

Ever heard of PixArt, TruePaint? DeluxePaint isn't THAT popular
any longer, as far as I know. Ever heard of Retouche Professional,
Chagall? Sure these aren't as good as Photoshop, but better than
DeluxePaint they are.

>You may or may not know Blue Ribbon Soundworks... Bars & Pipes
>Professional?

Cubase Audio?

>Ever hear of NewTek? Nah.

Of course not, what does it do? Ever heard of Calamus? Signum?

What you do is just stupid, you don't know anything about the Atari
software market, hence you try to convince Atari users there is more
software for the Amiga. I'd agree there are much more games, but when
talking of application, the Amiga falls back somewhat...and compared
to the PC or Apple market, your statement is completely ridicolous.

>Those are just a few names that you might recognize--not because they're
>popular Amiga developers, but because they're known across the industry
>for the products they make.

I am sure you have interviewed 'the industry' or have at least read some
interviews in a trustable magazine.

>Then of course, theres prevalent Amiga developers like GVP, Black Belt,
>Centaur, SunRize, ReadySoft, Digital Creations, ASDG, and a GREAT deal
>more. There is a disparate difference between the state of the Amiga's
>software development and that of the Falcon/Atari.

I still do not know if I should laugh or cry. You are listing 7(!)
companies, as if it was a proof that there are more developers for
the Amiga. I could as easily list 10 companies, but who cares?

>So, yes, "better software support". And hardware as well--we've got more
>than just a few hardware demons, including the legendary GVP (well,
>they're legendary on the Amiga because they've been around for eons).

The 'number of hardware demons' does not count, products do.
And there ARE more products for the Amiga, if you read the ads, but
most hardware extensions are Z2/3 cards, how do you put them into
the A1200?

>Typing mistake. I had meant to say somewhere between Windows and OS/2,
>between horrible and great, not between Windows and TOS, between horrible
>and WORSE.

You are considering TOS worse than Windows, eh? Ever worked with one
of those? Nope, surely not. Once again: you have no idea what these
OSes behave like when you are using them. You are judging from screen
shots, following the line 'more colours - better OS', yes OS/2 is
good, OS 3.0 is good, and MultiTOS is good - even if the speed
problems have not been fixed yet.

>: Sure? Prove it! Write an 800*600@72 Hz screen mode file.
>
>Yes, there is a bandwidth limitation, I did mention that. However, as
>long as you don't go over that bandwidth, you could do 72hz. There are
>640x480 modes that have 72hz, as well as 640x400, and more. The
>bandwidth available is the one big limitation with that chipset, but if
>you work within it, 72hz isn't a problem.

Seems you are not trying to write this screen mode file, eh? Sorry for
that, I am sure any A1200/4000 user was looking forward to it.

>: 'In place of something better' refers to SCSI here, what is the price for
>: an SCSI interface for the A1200?
>
>Why not ask those who bought them? Many use the old IDE because they
>don't need anything more. On the other side of the fence, how many
>Falcon owners went out and bought SCSI-II drives?

Stop! Even standard SCSI drives are better than IDE drives, don't you
even know THAT? And using old IDE in his A4000 resulted in data loss
three times for Karsten (klump@eva.fmi.uni-passau.de), he'll tell you
HIS opinion on this great C= improvement soon, I presume.

>You can. Buy the Amiga high density drive. It just doesn't come with
>the A1200, that's all. There's nothing special about the A4000/A3000
>that allows them to use HD drives.

It doesn't simply NOT COME with the A1200, it WON'T FIT into it!!!!!
For those who still don't know it: The Amiga high density drive is
1 1/2 inches high, the slot in the A1200 is 1 inch high!!!!!!!!!!!!!

>: The Falcon has all the software support the ST/TT line has, because every
>: GEM program runs on the Falcon in any resolution.
>
>AND? You still think this is even close to the available Amiga support?

Yes, and once again, prove me wrong!

>I'm perfectly aware what a VME bus is. That's why I said you'd better
>pick a good multifunction card.

And sure you are able to put three single function cards into the A1200's
slots, or what?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---------------------------------------------------------------------------
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

# 702. Re: ATARI! HA!(SCSI2 and IDE(enough confusing comments))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 14:30:06 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <20kateINN1s2@tom.rz.uni-passau.de>
Source record: 22635
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20i5mb$6c1@haegar2.uni-paderborn.de> laire@haegar2.uni-paderborn.de (Ralph Schmidt) writes:
>I'm still wondering what you mean with SCSI2. Do you think SCSI2
>is magnitudes better than SCSI1 or that it's god's gift ?
>SCSI2 is only faster if you have a real FASTSCSI HD and your
>SCSI2 controller supports 10MB/s Fastsync transfers.

Well, none of us would have minded if Atari put SCSI1 into the
Falcon, but I'm sure we all would be pissed if the IDE connector
was the only possibility to hook a hard disk inside.

>BTW i don't understand how somebody can critize the IDE interface
>in the A1200. Let's summarize. What were the design goals for the
>A1200 ? An Amiga that can be sold in big quantities. Such Amiga
>must offer as much as possible and must be cheap at the same time.
>
> o 14Mhz 020EC was a good decision because the chip is cheaper
> than a 030EC,needs less place and doesn't need an asynchron
> interface(more logic) because of the 14MHZ.
>
> o It's a fact that IDE is cheaper because you don't need scsi-controller
> on board that wastes motherboard place. Furthermore the smaller IDE
> drives are cheaper than the same SCSI drives.
> If you have Fastram in your A1200 you should be able to reach 800-900kb/s
> like the A4000 with his 120MB Secrate HD.
> You should take a look at the target group of the A1200. Do you think
> everybody needs the possibilities of SCSI ?. Do you think there are
> so many A1200 users that need more than 1 HD or using streamers ?
> Would this group big enough to make the 100$(approx.) price increase
> reasonable ? How many customers would CBM loose by a machine that
> costs 100$ more ?
> Think about that and if you still need more you have to pay for it..

Yes, the A1200 is a good computer (esp. for games), but it is in NO WAY
comparable to the Falcon, that's the problem. The Falcon suffers from
16bit RAM access from the processor, but it comes with lots of features
and interfaces no Amiga provides you with. And that's what those kiddies
are unable to accept.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

## 703. Coming up with the A4000 (was Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 14:39:22 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <20kbeqINN21p@tom.rz.uni-passau.de>
Source record: 22636
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun26.224825.29603@ultb.isc.rit.edu> eas3714@ultb.isc.rit.edu (E.A. Story) writes:
>Yes, the one slot. Remember that we also have an A4000, unlike Atari
>which only seemed to release the lowend/hack system.
>
>>>course, on the Amiga, you can add something and NOT close out the
>>>system's potential, we've GOT a real expansion bus.
>>
>>One of them. :) And once you occupy it, what then?
>
>No, more than that. You see, if you want expansion, you can get an
>A4000. As you said, its all about trade-offs.

Strange, whenever someone states 'the A1200 is better than the Falcon'
and the discussion goes into details, someone comes up with the A4000.

Could anyone please tell me why this happens?

I know the A4000/040 is great, esp. if you add a graphic card and an
SCSI host adaptor to it. It IS better than the Falcon, but it also
costs more money. So, I do not have the money to buy a '040, what should
I do? Buy a 4000/EC030? a 1200? Nope, I think the Falcon is the better
choice here, due to the built-in DSP etc. .

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

# 704. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 16:33:29 UTC
From: dmb@case.ai.mit.edu
Message-ID: <20ki4pINNa9c@life.ai.mit.edu>
Source record: 22487
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20hvicINNgum@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <20h8a1INNc6v@tom.rz.uni-passau.de>, Thorsten Guenther
(guenther@vati.fmi.uni-passau.de) wrote:
>: In article <20foa2INN7pu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>: >The software support for the Amiga is several times better than that of
>: >the Falcon, [...]
>
>: Sure it is.
>
>It is, simply put. Ever hear of Comeau C++? Its a multi-platform C++
>made for many types of workstations. AND the Amiga.

Not the best example -- Comeau C++ also runs on the ST series. Gary
Comeau has posted about it in comp.sys.atari.st several times.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

## 705. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 18:23:17 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20koilINNqmo@uwm.edu>
Source record: 22489
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20i18s$oob@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: And I guess prominent ST developers (the CodeHeads come to mind immediately)
: who are still around are just incompetent programmers?

: The ST market has it's share of good programmers too, and a lot do shareware
: and freeware as well as commercial applications.

I'm sure it does--but 1) the ST isn't a Falcon, and it won't get you your
extras, and put together 2) the Amiga's market and development community
is larger.

The state of the Amiga's third party hardware and software support is
simply better.

: And of course, we both know the Mac and DOS markets are so huge they have
: many many more people writing apps who are just as competent, regardless of
: how incapable you or anyone else may feel the computers themselves are.

Yes, and? I wasn't about to argue that the Amiga's software support is
better than the Mac's, that isn't true. However, it is better than the
ST/Falcon's. And that's a reason.

: Yes, you will have fast access to memory, but because AmigaDOS lacks VM,

Buy it. Gigamem. Pretty cheap. No, it's not in the OS, but thanks to
the design of our OS, its not essential; having it in the OS would be
better, but having it as an extension still means having it.

: having a fast hard disk is non-essential. So you use IDE. But you and I

You could. Or, you could just go out and buy it.

: both know Atari put SCSI-2 *and* IDE on the Falcon. Why can't Commodore
: offer their users that much flexibility? Perhaps they decided to make

Because it was aimed at a different market. The market occupied by all
of those A500s out there now.

: a tradeoff you (and others) find acceptable... improve memory speed at the
: cost of I/O in other parts of the system. Hence, the use of "only" IDE,

The I/O can be extended to provide faster I/O systems. You can't do that
to your base architecture. Extension of something good is always better
than extension of something bad. Now, I'm not saying the Falcon suffers
from that, it doesn't--in anything other than their choice of expansion
capability. The base of the architecture doesn't affect anything you
drop into the CPU slot, just as it didn't on any of the old 16-bit

Amiga systems. But its always better to have the base architecture good,
because you can't "fix" it later.

: the lack of built-in networking ports, the lack of optional joystick ports,
: and the lack of a standard DSP.

The existence of two analog/digital ports is, generally speaking,
plenty. Network ports would be nice, yes. Perhaps we'll see that in new
systems in the future.

: That's a lot to sacrifice. If you think for your needs that letting a 68020

Again, you either choose a poorly designed base architecture with good
I/O, or you choose a system with a well-designed base architecture, and
place the I/O upon it yourself. The former is akin to using a PC with
ISA cards; no matter how good your processor and card may be, the bus
will always be your bottleneck, at some point. While the situation is
not nearly as grave, it does have an impact.

: But as any good engineer would tell you, there are tradeoffs made. Atari chose

Yes.

: to make their 68030 go 16-bits at a time to memory, and let their custom chips
: have full 32-bit access to that same memory. And they also had provisions

They could have done both; they could have done much more.

: in place from the release of the TT for "CPU-only FASTRAM". So this
: "crippling limitation" is in fact only a transitory problem until the
: user upgrades.

Except you'll ALWAYS have to access that ram, like chip ram on the
Amiga--it becomes your bottleneck. And as you go to more advanced
processors, the impact of that will get more profound, not less. How do
you think a 68040 would do, considering they removed bus-sizing logic?

: Kinda like the way the lack of abundant I/O features and speed on the Amiga
: 1200 can be "fixed" with an upgrade.

But the point at which our chip ram becomes as much a burden as your own
is further away.

: And adds full pre-emptive multitasking with MEMORY PROTECTION.

So do some of the most ugly unix-like system. While good features, it
doesn't correct the faults.

: And this is a technically advanced, object-oriented, refined multitasking
: system that WON'T LET YOU MOVE A WINDOW WHEREVER YOU WANT IT.
: This is hilarious!

I often wonder what sense there is in moving a window partially
offscreen. Its not in the least bit intuitive, taking it from a physical
kind of reasoning. You don't rest your folders with a single corner on

yoru desk. You've got a certain amount of physical space, and a certain amount of things you can do with it. Moving windows offscreen doesn't make a whole lot of sense--I don't like it on any system I've ever used, and this isn't a time where I care to have it.

Besides, MultiTOS is a technically advanced, refined OS that WON'T LET YOU USE MORE THAN ONE SCREEN??? Even X has this with Rooms, Windows has a primitive one too.

The existence of Public Screens greatly reduces the need for such things.

: Now, I was trying to be nice and assume that by now, this had changed on the
: Amiga. But, you mean to tell me that an ability every machine with a GUI
: worthy of that name has, is not available on the vaunted AGA equipped machines?

Like I said, I don't think its needed. When I get cluttered, I start grouping things. I've got all of my TeX stuff on my TeXBench screen, my C/Programming stuff and a shell open on my CodeBench screen. As a result, I've got Terminus on my workbench with a clock and a beta of PrintManager. Not very cluttered. Why? Because I group my applications based upon function, which is a logical thing to do. Everything in its place, a place for everything.

: Shared libraries on a machine that could have had SCSI-2 but now has just
: IDE. The speed bottleneck appears miraculously. :)

Ya, sure.

: Because you lack memory protection. :)

Because its a hell of a lot faster.

: Guess how CPXes get work done? Something very similar to callbacks under
: Motif.

Ahh, you mentioned the magic word, Motif...

: Now why would local cable compaines be stuck with 1.3? Didn't they follow
: the upgrade path and buy that new Amiga 1200 or 4000?

No. Prevue guide isn't updated often, and it wasn't rewritten and tested until recently. They simply didn't bother, because they simply didn't see much of a need. When the time came that they wanted a more advanced system, they rewrote it to its current setup; which is much nicer.

: Yes, and the Jaguar console system is the solution to the Sega CD and
: SuperNES. RSN should be translated as "Really? Show it Now." in regards
: to both companies. :)

Depending on who you're talking to, some have seen it. Yes, agreed, though.

: For how much cost? and where do you put it? in the one slot?

A SCSI system could go either onto a multifunciton card for the trapdoor,
a card on its own in the trapdoor, or... as a PCMCIA card.

: One of them. :) And once you occupy it, what then?

On the 1200? You've got two: You either use the trapdoor for your
stuff, or you stick something into the PCMCIA.

: (if you've got the money, upgrade your A1200 to be like a Falcon)

But because of the architectural flaws, you could never upgrade the
Falcon to be like an Amiga.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 706. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 18:51:17 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20kq75INNqmo@uwm.edu>
Source record: 22490
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20kahbINN1m1@tom.rz.uni-passau.de>, Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
: What you do is just stupid, you don't know anything about the Atari
: software market, hence you try to convince Atari users there is more

Considering I owned one, I sure would hope I do. Considering I still have friends who use them, considering I went looking at a Falcon not so long ago, I disagree. I've got a pretty good idea of the size of the Falcon's software support, and I simply disagree.

: talking of application, the Amiga falls back somewhat...and compared
: to the PC or Apple market, your statement is completely ridicolous.

Where did I mention them? The comparison is directly between the Amiga and the Falcon's software support. And the Amiga's, as not more than a few could tell you, is a great deal better. We've actually got many packages that are going multi-platform, and we've got a lot of multi-platform stuff moving to the Amiga.

: I am sure you have interviewed 'the industry' or have at least read some
: interviews in a trustable magazine.

I work at the school library, pal; I read more magazines than I can shake a stick at. Believe me, I've tried. At least 4 Atari magazines, 2 Amiga magazines ( I really don't much like Amiga magazines ), and several trade rags in both the computer and EE industry.

: I still do not know if I should laugh or cry. You are listing 7(!)
: companies, as if it was a proof that there are more developers for
: the Amiga. I could as easily list 10 companies, but who cares?

No, just an example of the multi-platform companies that are developing for the Amiga. That's not even a GOOD cross-section of the whole of the development community.

: The 'number of hardware demons' does not count, products do.

Yes.

: And there ARE more products for the Amiga, if you read the ads, but
: most hardware extensions are Z2/3 cards, how do you put them into
: the A1200?

Most hardware extensions are Z2, yes. And you'll inevitably see two things: 1) Expansion chassis that add the necessary logic to implement a Zorro 2/3 bus through the bottom expansion ports, and 2) a flurry of re-releases of hardware available in both A500/A600 trapdoor and Z2 stuff

on PCMCIA and A1200-trapdoor formats.

: of those? Nope, surely not. Once again: you have no idea what these
: OSes behave like when you are using them. You are judging from screen

Ya. Nice try. I've got a good bit of information on programming Windows
_AND_ OS/2. I've gone through developers stuff on the Falcon. I think
I've got a pretty good say.

: shots, following the line 'more colours - better OS', yes OS/2 is
: good, OS 3.0 is good, and MultiTOS is good - even if the speed
: problems have not been fixed yet.

MultiTOS isn't just a speed problem. MultiTOS is a lot more. And OS/2
_IS_ good, in both capability and API, and your lack of credit shows just
how little you know. If I ever, ever, EVER left the Amiga, it would be
for OS/2 or NeXTStep, or it would be for a freely-redistributable OS like
Sprite.

: Seems you are not trying to write this screen mode file, eh? Sorry for
: that, I am sure any A1200/4000 user was looking forward to it.

I won't need to.

: Stop! Even standard SCSI drives are better than IDE drives, don't you
: even know THAT? And using old IDE in his A4000 resulted in data loss

Well, depending on how you do it. If you're using polled I/O, you might
as well use IDE. But yes, a good DMA SCSI is worlds better than IDE.

: It doesn't simply NOT COME with the A1200, it WON'T FIT into it!!!!!

What does that mean? Yes, it doesn't fit. And? If I was to buy a 1200,
I _CERTAINLY_ wouldn't keep it in that case, I'd get an expansion
system. You know, kind of like your VME-system.

: Yes, and once again, prove me wrong!

I don't need to. Go out and pick up A/C's guide to the Amiga, I'm pretty
sure that should cover most bases.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 707. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 18:59:43 UTC
From: cmedley@wam.umd.edu
Message-ID: <20kqmv$rpo@cville-srv.wam.umd.edu>
Source record: 22491
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20koilINNqmo@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>In article <20i18s$oob@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>: And I guess prominent ST developers (the CodeHeads come to mind immediately)
>: who are still around are just incompetent programmers?
>
>: The ST market has it's share of good programmers too, and a lot do shareware
>: and freeware as well as commercial applications.
>
>I'm sure it does--but 1) the ST isn't a Falcon, and it won't get you your
>extras, and put together 2) the Amiga's market and development community
>is larger.
>

I agree with 1) and 2), at least in America. There is far more Amiga support
here than there is ST support. And using older ST s/w will only benefit from
the graphics modes and improved speed of the Falcon, but not the DSP or
some of the other "newer" features.

>: And of course, we both know the Mac and DOS markets are so huge they have
>: many many more people writing apps who are just as competent, regardless of
>: how incapable you or anyone else may feel the computers themselves are.
>
>Yes, and? I wasn't about to argue that the Amiga's software support is
>better than the Mac's, that isn't true. However, it is better than the
>ST/Falcon's. And that's a reason.
>

And one thing to remember is that Amiga and ST/Falcon sales are also dependant
upon how well these machines can compete against the clones and the Mac.

>: Yes, you will have fast access to memory, but because AmigaDOS lacks VM,
>
>Buy it. Gigamem. Pretty cheap. No, it's not in the OS, but thanks to
>the design of our OS, its not essential; having it in the OS would be
>better, but having it as an extension still means having it.
>

Sure. But how much does Gigamem cost? Is it fast? Just because the product
exists doesn't mean it is good, usable, or stable.

>: having a fast hard disk is non-essential. So you use IDE. But you and I
>
>You could. Or, you could just go out and buy it.

I remember when someone in comp.sys.amiga.advocacy flamed me for saying that
if I wanted 32 bit CPU access to RAM, I'd just go buy a 3rd party board
and they said... "Sure, throw money at the problem... we have it standard...
nyaaah nyaaah". heheeheheh

So, in that same vein, how much will that cost? :)

>
>: both know Atari put SCSI-2 *and* IDE on the Falcon. Why can't Commodore
>: offer their users that much flexibility? Perhaps they decided to make
>
>
>Because it was aimed at a different market. The market occupied by all
>of those A500s out there now.

Well then, considering the differences in the intended markets, does it not
seem reasonable that the two companies aimed their designs for users with
particular needs? And hence, the tradeoffs made were (probably) considered
beforehand?

>
>: a tradeoff you (and others) find acceptable... improve memory speed at the
>: cost of I/O in other parts of the system. Hence, the use of "only" IDE,
>
>The I/O can be extended to provide faster I/O systems. You can't do that
>to your base architecture. Extension of something good is always better
>than extension of something bad. Now, I'm not saying the Falcon suffers
>from that, it doesn't--in anything other than their choice of expansion
>capability. The base of the architecture doesn't affect anything you
>drop into the CPU slot, just as it didn't on any of the old 16-bit
>Amiga systems. But its always better to have the base architecture good,
>because you can't "fix" it later.

From what I've heard (not sure if this is true or not) the choice of an
A24/D16 slot on the Falcon was because it would make the conversion of
Mega buss and STe/TT Vme cards easier.

However, like you said, the standard I/O on the Falcon is just fine. And
extremely flexible.

>
>: the lack of built-in networking ports, the lack of optional joystick ports,
>: and the lack of a standard DSP.
>
>The existence of two analog/digital ports is, generally speaking,
>plenty. Network ports would be nice, yes. Perhaps we'll see that in new
>systems in the future.

It's been in every Mega STe, TT, and Falcon as standard gear. :)

>
>: That's a lot to sacrifice. If you think for your needs that letting a 68020
>
>Again, you either choose a poorly designed base architecture with good

>I/O, or you choose a system with a well-designed base architecture, and
>place the I/O upon it yourself. The former is akin to using a PC with
>ISA cards; no matter how good your processor and card may be, the bus
>will always be your bottleneck, at some point. While the situation is
>not nearly as grave, it does have an impact.
>

You seem to forget that (according to the flamers) the only flaw in the Falcon
is the CPU's 16-bit access to the 14MB of RAM accessible to its chipset.

This chipset, which comprises the DSP, mouse/joystick/keyboard I/O, networking,
etc... can do 32-bit access to RAM.

>: But as any good engineer would tell you, there are tradeoffs made. Atari chose
>
>Yes.
>
>: to make their 68030 go 16-bits at a time to memory, and let their custom chips
>: have full 32-bit access to that same memory. And they also had provisions
>
>They could have done both; they could have done much more.
>

I agree. But considering the intended market, the price of the base model,
and the on-board capabilities, it is definitely satifactory.

The "perfect" Falcon might have included a 68040, better case design with
detachable keyboard, several expansion slots, and onboard provisions for
FastRAM w/o relying on 3rd party products.

I surely would not have minded seeing multiple DSPs (96001s?) :)

>: in place from the release of the TT for "CPU-only FASTRAM". So this
>: "crippling limitation" is in fact only a transitory problem until the
>: user upgrades.
>
>Except you'll ALWAYS have to access that ram, like chip ram on the
>Amiga--it becomes your bottleneck. And as you go to more advanced
>processors, the impact of that will get more profound, not less. How do
>you think a 68040 would do, considering they removed bus-sizing logic?
>

Just out of curiosity, then, how does the 68040 Amiga run any better if it
has the same, identical, problem?

Also, what is your source for the claim that the removed the bus-sizing
logic?

(or perhaps I have overlooked something obvious?)

>: Kinda like the way the lack of abundant I/O features and speed on the Amiga
>: 1200 can be "fixed" with an upgrade.
>
>But the point at which our chip ram becomes as much a burden as your own

>is further away.
>

And what is this supposed to mean? Granted, your CPU can access chip RAM
32 bits at a time, and this is an advantage. But also, consider that the
Falcon can have up to 14MB of "chip RAM". That means greater space for
things like digitized sound to be cached as it is pumped in from the SCSI-2
and cached in RAM before being fed to the 4-channel DMA sound system.

>: And adds full pre-emptive multitasking with MEMORY PROTECTION.
>
>So do some of the most ugly unix-like system. While good features, it
>doesn't correct the faults.

Nope. But it removes the problems associated with rampant programs corrupting
the space occupied by others. One thing I should clarify is that MultiTOS
(and MiNT) don't offer memory protection on 68000 machines, either, but it
is there on 68030 machines.

>
>: And this is a technically advanced, object-oriented, refined multitasking
>: system that WON'T LET YOU MOVE A WINDOW WHEREVER YOU WANT IT.
>: This is hilarious!
>
>I often wonder what sense there is in moving a window partially
>offscreen. Its not in the least bit intuitive, taking it from a physical
>kind of reasoning. You don't rest your folders with a single corner on
>yoru desk. You've got a certain amount of physical space, and a certain
>amount of things you can do with it. Moving windows offscreen doesn't
>make a whole lot of sense--I don't like it on any system I've ever used,
>and this isn't a time where I care to have it.

Ok, well, that's YOUR opinion. Sometimes, I like to just move a window off
to the edge rather than close it so I can have quicker and easier access to
it. It can also help you "unclutter" your desktop... so you can work with
more applications at one time without having to have them all in your field
of vision or having to constantly resize them.

>
>Besides, MultiTOS is a technically advanced, refined OS that WON'T LET
>YOU USE MORE THAN ONE SCREEN??? Even X has this with Rooms, Windows has
>a primitive one too.

What's to stop a program under MultiTOS from writing to a private "screen"
and using that when the user wishes to interact with that application?

>
>The existence of Public Screens greatly reduces the need for such things.
>
>: Now, I was trying to be nice and assume that by now, this had changed on the
>: Amiga. But, you mean to tell me that an ability every machine with a GUI
>: worthy of that name has, is not available on the vaunted AGA equipped machines?
>

>Like I said, I don't think its needed. When I get cluttered, I start
>grouping things. I've got all of my TeX stuff on my TeXBench screen, my
>C/Programming stuff and a shell open on my CodeBench screen. As a
>result, I've got Terminus on my workbench with a clock and a beta of
>PrintManager. Not very cluttered. Why? Because I group my applications
>based upon function, which is a logical thing to do. Everything in its
>place, a place for everything.

Great philosophy. But don't you wonder why it can't do something every other
platform can do?

(shows how in touch with the industry they are, i guess, eh?)

>
>: Shared libraries on a machine that could have had SCSI-2 but now has just
>: IDE. The speed bottleneck appears miraculously. :)
>
>Ya, sure.
>

We agree! :)

>: Because you lack memory protection. :)
>
>Because its a hell of a lot faster.
>

Isn't it always faster to do something without checking to see if it is
correct? :)

>: Guess how CPXes get work done? Something very similar to callbacks under
>: Motif.
>
>Ahh, you mentioned the magic word, Motif...
>

Yep. :)

>: Now why would local cable compaines be stuck with 1.3? Didn't they follow
>: the upgrade path and buy that new Amiga 1200 or 4000?
>
>No. Prevue guide isn't updated often, and it wasn't rewritten and tested
>until recently. They simply didn't bother, because they simply didn't
>see much of a need. When the time came that they wanted a more advanced
>system, they rewrote it to its current setup; which is much nicer.
>
>: Yes, and the Jaguar console system is the solution to the Sega CD and
>: SuperNES. RSN should be translated as "Really? Show it Now." in regards
>: to both companies. :)
>
>Depending on who you're talking to, some have seen it. Yes, agreed,
>though.
>

>: For how much cost? and where do you put it? in the one slot?
>
>A SCSI system could go either onto a multifunciton card for the trapdoor,
>a card on its own in the trapdoor, or... as a PCMCIA card.

Why add a card when you can have it standard, eh?

>
>: One of them. :) And once you occupy it, what then?
>
>On the 1200? You've got two: You either use the trapdoor for your
>stuff, or you stick something into the PCMCIA.

PCMCIA is 16-bit isn't it?

>
>: (if you've got the money, upgrade your A1200 to be like a Falcon)
>
>But because of the architectural flaws, you could never upgrade the
>Falcon to be like an Amiga.
>

Who'd want to curse their system with being like an Amiga?

(the bad thing is, I may one day own one... heheehheehe)

# 708. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 19:10:15 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun27.131015.14254@iscsvax.uni.edu>
Source record: 22488

In article <1993Jun25.224823.7107@beaver.cs.washington.edu>, bgilbert@cs.washington.edu (Ben Gilbert) writes:
> In article <5014@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>>In article <206etmINN1tal@rs2.hrz.th-darmstadt.de> schorr@rbg.informatik.th-darmstadt.de (roland schorr) writes:
>>
>>That sounds like an educational discount price to me... at least you would
>>have to add the keyboard to that.
>>
>>> Well, Users with an ATARI normally use the Music/Midi advantages,
>>
>>Right, but a midi i/o box for macs with one in, four outs, and a thru is $50,
>>hence irrelevant.
>>
>
> The main point here is that the Atari has standard MIDI ports, while on
> anything else you have to look for an add-on MIDI port elsewhere. That's
> not to say that either one performs better than the other or is even
> necessarily less expensive, but having standard equipment is a big step
> in having software to use that equipment.
>
>>> or the
>>> graphical ones (DTP, etc.).
>>
>>This makes no sense. A Falcon has zero DTP advantages over a Mac. Show me
>>Quark Express, Pagemaker, and Framemaker on a Falcon. Reality check - let's
>>talk facts, not engage in mindless Atari cheerleading. People want to make
>>up their own minds, so they need facts.
>
> Ever heard of Calamus? I'm no DTP expert but Calamus SL is certainly a
> high-end, professional application just as much as Pagemaker on the Mac.
> The major difference is that so far, Calamus only runs on the Atari
> platform while Pagemaker runs on Mac and MS-DOS. As far as quality and
> performance goes, Calamus is right up there with the others.
>
>>> Second, the graphix: The falcon easily can make up to 1280*960, even more for
>>> less than $100, have you ever tried that on a MAC? The lowest prive for a card
>>> like that on a MAC including the monitor is >$4000, if you want to work with
>>> it!
>>
>>This is total utter bulls**t. I can't let this comment pass unchallenged.
>>You obviously have no idea what you're talking about. As the resolution
>>goes up, the number of colours and the vertical scan rate GOES DOWN. The
>>Mac vertical scan rate at 832x624 and 1024x768 and 1152x960 (for higher-end

>>Macs) is 75 HZ!!! Non-interlaced! At >=256 colours. Show me that on a Falcon.
>>It's called bandwidth, and the Falcon doesn't have it. All these hardware hacks
>>that get higher res DROP THE SCAN RATE way down and eventually resort to going
>>interlaced. Macs are NEVER interlaced. You're comparing apples and oranges,
>>but then you don't understand video anyway.
>
> Here we go again... Why does everyone keep comparing high-end computers
> (like a 486-50 or a Quadra) to the Falcon? Sure the Mac can have 1152x960
> at 75 Hz, but just how many LCIIs or Performas out there have that
> capability? It's not built in and to get that kind of graphics out of a
> low-end Mac you still need to buy extra equipment. If you want to compare
> something, try a TT with a graphics card or something, but lets not keep
> whining because the Falcon can't beat the pants off a machine running at
> 4 times the clock speed.
>
>>
>>> I think, that anyone who needs a fast, good computer should buy a Falcon, the
>>> Desktop-case from DDD, BlowUP030 and maybe the 36Mhz030/50MhzDSP-card, then
>>
>>Ha ha so how much does that cost? You just contradicted your own argument.
>>That would then be much more expensive than a Centris.
>>
>>The Falcon is a nice machine, but my point is the Macs are now very
>>attractive - powerful, cheap, and tons of software. Let people have the
>>facts and then make up their own mind. The Falcon at its price point is
>>expensive and slow, and the DSP is not a general solution, but a specialized
>>co-processor with lots of limitations.
>
> Ok, let's see just what kind of Mac I get for the price of a Falcon. I
> just saw a SILO ad in the paper today (a general appliance/electronics/
> everything store), where they were advertising a Mac Performa 405 with
> a 16 MHz 68030 (at least I assume that's what it uses, the ad didn't
> say), an 80MB hard drive, and 4 MB of RAM (plus some included software).
> Sound familiar to anyone? The system was selling for $1299. The only
> difference between that and the Falcon is that it comes with a monitor
> while the Falcon requires you to buy a $200 VGA monitor. Admittedly,
> that makes the Falcon less of a deal but it seems to me the Falcon
> price is not that far off from the Mac systems. Now, if you want to
> talk MS-DOS that's another story, because you can probably get a
> 486SX of some sort for about $1299 as well.
>
How about a Centris 610 for less than $1300....

----Peter

>>
>>--
>>Klein bottle for rent -- inquire within.
>>
>>ken@isgtec.com [ ...!uunet.ca!isgtec!ken ] Ken Newman
>

> Regards,
>
> --
> Ben Gilbert e-mail : bgilbert@cs.washington.edu
> Department of Computer Science
> University of Washington

## 709. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 19:41:19 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Jun27.194119.5842@ultb.isc.rit.edu>
Source record: 22493
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article eas3714@ultb.isc.rit.edu (E.A. Story) writes:
>>
>>Again *in comparision*.
>>
>Isn't what *.advocacy is about? *comparison* :)

True,true.. :-) Ranting and raving as well... :-)

>>WTF!? What the hell are "optional" joystick ports? As you know the
>Optional joystick ports... i.e., the ones you can use when two more friends
>drop by if the game supports it.
>
>The ones you can also make double as I/O ports for other devices. Surely you
>have seen various types of devices designed for such purposes, ranging from
>dinky sound samplers to input devices like touch tablets, etc...

Hehe.. on the Amiga, thats called a "parallel" port. Ok, granted, its kinda
neat to have specialized ports for that on the Falcon. But I'm
wondering what makes this much more important than a 32-bit data path to
custom chip memory?

>Another set of ports I'd like to add to the Falcon's list are the stereo
>IN and OUT. Sure, the Ami has stereo out. But in? Yes, that means we
>can sample out the box with the Falcon. Just add s/w, no h/w required. :)

Neat.. I guess I don't find this as useful as some people, tho. :-) TO
each his own.

>But it may be because the engineers at C= decided that to best serve their
>intended market, they didn't want to add those items' cost to the machine,
>but did add the cost of wiring the CPU up for 32-bit access. A tradeoff
>some people will appreciate and others will barf at. It's subjective.
>(A point a lot of people can't fully understand, I guess)

Yeah, subjective, esp. since neither you nor I have ANY idea what C='s
engineers were thinking. Pointless to speculate on it.

>>And, oh yes, as pointed out here many times, some PC OS's have VM... and
>>it works fine on an IDE drive.
>
>Yes, they do. But won't they work faster on a higher speed and higher capacity
>drive?
>I mean, hell, we do wanna do things fast, right?

I wouldn't be buying a falcon if I could buy a fast SCSI2 drive. 'nuff
said. :=)

>What you think is irrelevant... the A1200 design team's goals probably were
>not the same as the Falcon's design team's. So things like DSPs, networking
>ports, etc.. were not added on to the standard machine.

"Probably"? This is irrelavent too.

>>Remember this statement. BTW, its still a "crippling limitation" until
>>you can get the upgrade board to plug into the "32bit slot" (can anyone
>>confirm that this exists?) on the Falcon.
>
>Check the articles regarding CeBit '93 available via FTP at
>atari.archive.umich.edu in the atari/Magazines section.
>
>There are two such boards, one from GESoft which adds a 33mhz 68030,
>up to 128MB of FastRAM, and VmeBus slot.

Ok, I take that as a confirmation. :-)

>>Er, why speed? You're gonna tell me that the 68030 on the Falcon
>>accessing its memory 16-bits at a time isn't a speed problem?
>>
>Never said that. But you sure aren't gonna be able to make an IDE drive
>outperform a high-performance SCSI (2) drive. And you sure can't do this
>when the machine drops the floppies to half speed to do a 1.44MB disk. And
>since the 1200 lacks networking ports, that's irrelevant. And there is no
>DSP, so you can knock out yet another big factor in application performance.

Depends on the application, and floppy speed has nothing to do with HD
speed. But I'll agree that the Falcon has a tons more custom dodad's on
it. :-)

>>>And adds full pre-emptive multitasking with MEMORY PROTECTION.
>>>And it treats all devices as UNIX would, and even processes are handled
>>>in a UNIX-like manner.
>>
>>And the GUI and DOS? TOS. I hope you guys fixed your graphics problems
>>with a "speedup" upgrade.. heh. You would have been better off with
>>OS/9 and a completely new GUI.
>>
>Maybe. We have that option. Do you? :)

We certainly do.. dare I say, MORE options in this regard than you do.
:-)

>>>And this is a technically advanced, object-oriented, refined multitasking
>>>system that WON'T LET YOU MOVE A WINDOW WHEREVER YOU WANT IT.
>>>This is hilarious!
>>
>>Oh, and I suppose I could say the same thing about the UNIX-like
>>technically advanced MultiTOS locking up during disk drive accesses, but
>>that would have nothing to do with the API now would it?

>>
>I'm running MiNT now. It never locks up during a HD access. Only floppy
>disk.

Thats what I was talking about. ie. Its just as relavent to normal
operation (not at all).

>>Its not a matter of "let", its a matter of support. It possible to
>>implement (if you can do overlapping windows, you can surely do that),
>
>Yeah, right. Well, if it is so easy to implement, why has Commodore not
>included it in any of the OS revisions? After all, if they can have
>shared libraries, RTG, and all these deep, meaningful features, and they
>can change resolution on a single scanline thanks to Copperlists and such,
>why can't a window be moved to the edge of the screen and be clipped?
>Hmmmmmmmmm?

Perhaps they found the other stuff more important than dragging stuff
partially offscreen? Perhaps it has something to do with the fact that
the Amiga can have more than one GUI screen? Perhaps it has to do with
teh fact that C= can sometimes be a little brain dead? :-)

>TOS does it. MS Windows does it. Macintosh does it. Every window
>manager I've used under UNIX (twm, mwm, olwm) can do it. But Amiga? No. :)

None of these uses screens (that I'm aware of), I guess that isn't
useful then? NOT!! This is a non-argument.

>>utilities and their ilk, but not one utility that added this function.
>>Hum, you'd think it wasn't so very important wouldn't you?
>Well, hey, I guess it isn't. :)
>But then, I guess you've never opened up a lot of windows, eh?

Oh I have, it's just unlike some people, I actually iconfiy or
minaturize windows that I'm not using instead of having fifteen hundred
full size windows open at once. I'd like to know why there is such a
radical difference between dragging a window partially offscreen (so
that you can't see its contents ANYWAY) and iconifying it?

Fact is, its really personal preference, and this argument is pointless
anyway. But this is csa.advocacy, right? :-)

>>Are you telling us that the ability to clip windows offscreen tells you
>>something about the API of a GUI? heh... time to write that one down.
>
>Well, it's kind of like leaving out the bread-'n-butter of a GUI.
>You know.. the ability to MOVE (gasp!) a window!

Er, no.. it's kinda like deceiving yourself. Of course AmigaDOS can
*move* a window. geesh. :-)

>>Its been done for 7 years, and its still done. Its not slow on even
>>floppies, really. If you knew WTH you were talking about, you'd know
>>this.

>
>Well, let me give you an example.
>A friend of mine boots up on his A500 from floppy to use the modem. He
>has no hard drive.
>It takes 2 minutes for him to load up and get Baud Bandit up and running.

He's doing something wrong, its that simple. It took me about 40 secs
to load up VLT on a floppy only system. Again, subjective as hell. ANd
anyway I wasn't really refering to this.

>Now what you're saying is that the next generation of Amiga (the AGA
>machines) run adequately off floppy.

Never said that. What I meant to say is that shared libs do not really
incurr that much of a penalty on a floppy system. They do, for sure,
just not as much as you seem to imply. You were saying that an IDE
system would seem inferior to SCSI2 because of the loading time of
shared libs?? Thats just totally offbase.

>I'm sarcastically gonna say... "suuuuuuuuuuuuuuuure!"

hehe.. exactly.

>>>>efficiency. Lightning-quick message passing system based on passing
>>>>pointers rather than the unixy-method of passing blocks of memory.
>>>^^^^^^^^^
>>>Because you lack memory protection. :)
>>No, actually its much the reverse.
>Since when did every Amiga have memory protection? Did we all miss the
>sudden appearance of 68851s in all 68020 Amigas? :)

I didn't say that, I said "reverse". ie. Amigas don't have memory
protection because exec uses short cuts to make things operate faster.
Exec doesn't take short cuts because memory protection wasn't there. Ya
know, the ole' tradeoff? :-)

>Wow! About the same time! Gee whiz, Batman, I'd never have figured that out!
>My point is that there is no big deal to callbacks..they can be implemented
>on any system with ease.
>Hell, if I can do it in assembler with no effort, anyone can. :)

Point taken. :-)

>>>For how much cost? and where do you put it? in the one slot?
>>
>>Yes, the one slot. Remember that we also have an A4000, unlike Atari
>>which only seemed to release the lowend/hack system.
>
>Touche'. But Atari is doing what they are doing for their own sick reasons,
>whatever those may be (apparently financial). They are going to risk their
>corporation on the success of a videogame system (Jaguar) and a computer
>(the Falcon). Commodore is taking their own approach.

True. :-)

>However, to a serious workstation user, the Amiga line probably compares
>pretty poorly to, say, a SGI, wouldn't it? :) A typical SGI owner may
>think "Gee, when is C= going to stop making game machines?".... :)

Who's comparing Amiga's to SGI's?

>>No, more than that. You see, if you want expansion, you can get an
>>A4000. As you said, its all about trade-offs.
>>
>
>The A4000 which costs a lot more, you should add. :)

Yup, about the same as a Falcon with a '40 board added, or with real
32-bit mem and a sizable HD added. :-)

>Considering the tone of this post, I can see why the turtle was dry. :)

heh.
--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

# 710. Re: ATARI! HA!(SCSI2 and IDE(enough confusing comments))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 19:47:02 UTC
From: laire@haegar2.uni-paderborn.de
Message-ID: <20ktfm$8o1@haegar2.uni-paderborn.de>
Source record: 22492
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:

>In article <20i5mb$6c1@haegar2.uni-paderborn.de> laire@haegar2.uni-paderborn.de (Ralph Schmidt) writes:
>>I'm still wondering what you mean with SCSI2. Do you think SCSI2
>>is magnitudes better than SCSI1 or that it's god's gift ?
>>SCSI2 is only faster if you have a real FASTSCSI HD and your
>>SCSI2 controller supports 10MB/s Fastsync transfers.

>Well, none of us would have minded if Atari put SCSI1 into the
>Falcon, but I'm sure we all would be pissed if the IDE connector
>was the only possibility to hook a hard disk inside.

I'm still waiting for the name of the SCSI-Controller and the
specs of the DMA engine.....i'm sure you know the crippled old
ST SCSI-Port(countless articles in the CT about how to cludge
that SCSI-Port). I would prefer a fast cheap IDE to a slow
possible crippled SCSI-Port.(And yes i use a Zorro3 SCS-Fast controller
in my A4000 because *I* need it. Several friends don't need a SCSI
because they only have 1 disk.)

(schnipp...my own boring comments)

>Yes, the A1200 is a good computer (esp. for games), but it is in NO WAY
>comparable to the Falcon, that's the problem. The Falcon suffers from
>16bit RAM access from the processor, but it comes with lots of features
>and interfaces no Amiga provides you with. And that's what those kiddies
>are unable to accept.

I don't think somebody compares the A1200 to the Falcon and that
everybody is aware of the additional Networkport and DSP.
The truth is that almost nobody here cares for the machine.....
Personally i can't see any sense in buying a Falcon if you're not
into midi stuff and doesn't care for a company that is already
buried alive. Sorry for this little polemic but if you look how
long it took Atari to release the Falcon, how hard it is to
find dealers that sell Ataris and the closing of several Atari
subcompanies in europe(swiss,scandinavia and probably more)
it's obvious that this company has not enough money. I'm still
wondering why the Tramiel family still run this company and not
sell the rest.
(Yes i know..CBM is also in trouble but at least they sell machines.
Can you tell that about Atari ? Don't think so.)

Regards
--
Ralph Schmidt laire@uni-paderborn.de
University of Paderborn (Germany)

## 711. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 20:15:13 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20kv4hINNr5n@uwm.edu>
Source record: 22494
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20kqmv$rpo@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: And one thing to remember is that Amiga and ST/Falcon sales are also dependant
: upon how well these machines can compete against the clones and the Mac.

Which really says nothing about a discussion which asks the question of
which of the two has the greater amount of software support, the answer
to which I believe is the Amiga.

: Sure. But how much does Gigamem cost? Is it fast? Just because the product
: exists doesn't mean it is good, usable, or stable.

Good, usable, and stable it is. Cheap, I think you can pick it up for
about a hundred bucks.

: So, in that same vein, how much will that cost? :)

Well, there's a 1200 SCSI/RAM/FPU board here for 499 with 4 megs of fast,
a 33MHz FPU, and SCSI-I. (Just a quick peek in an ad.)

: Well then, considering the differences in the intended markets, does it not
: seem reasonable that the two companies aimed their designs for users with
: particular needs? And hence, the tradeoffs made were (probably) considered
: beforehand?

Does that mean we should just overlook them? I hope not, because I don't
believe so. I gave Apple no slack for the crippling of their systems,
and regardless of popularity, or lack thereof, I give none to Atari.

: From what I've heard (not sure if this is true or not) the choice of an
: A24/D16 slot on the Falcon was because it would make the conversion of
: Mega buss and STe/TT Vme cards easier.

I'm sure it will. Again, a tradeoff, but one that crippled their system
because of their insistence on backwards-compatibility, which I'm not
altogether sure they should have kept. I'm also not altogether sure they
had much of a choice, but...

: However, like you said, the standard I/O on the Falcon is just fine. And
: extremely flexible.

Until you start upgrading. And then you'll feel the pinch of that
architecture.

: It's been in every Mega STe, TT, and Falcon as standard gear. :)

Network support isn't built into our OS yet, so it wouldn't mean
anything. Yet. Envoy is due real soon now, though.

: You seem to forget that (according to the flamers) the only flaw in the Falcon
: is the CPU's 16-bit access to the 14MB of RAM accessible to its chipset.

Umm, that's not the only flaw. That was part of my point.

: I agree. But considering the intended market, the price of the base model,
: and the on-board capabilities, it is definitely satifactory.

No amount of cost should allow a manufacturer to cripple an architecture
at a whim. The Falcon looks like they designed the system with a 68000
in mind, and dropped in a 68030 after the fact.

: Just out of curiosity, then, how does the 68040 Amiga run any better if it
: has the same, identical, problem?

It doesn't. New Amiga systems are fully 32-bit, so you don't need the
bus sizing logic. Old amiga systems had the logic externally--and
suffered because of it.

Also, because of the way the 68040 fetches, having a 16-bit path will
drop things TREMENDOUSLY. Because the 68040 fetches more than you ask it
to, automatically.

: Also, what is your source for the claim that the removed the bus-sizing
: logic?

Common knowledge about the 68040.

: (or perhaps I have overlooked something obvious?)

The lack of it on-chip doesn't mean you can't do it.

: And what is this supposed to mean? Granted, your CPU can access chip RAM
: 32 bits at a time, and this is an advantage. But also, consider that the

BIG advantage, especially when you go 68040, +.

: Falcon can have up to 14MB of "chip RAM". That means greater space for
: things like digitized sound to be cached as it is pumped in from the SCSI-2
: and cached in RAM before being fed to the 4-channel DMA sound system.

All of which is accessed by the 030 slowly, and by an 040 at a big
penalty due to the way it pulls in full cache lines of data.

: Nope. But it removes the problems associated with rampant programs corrupting
: the space occupied by others. One thing I should clarify is that MultiTOS
: (and MiNT) don't offer memory protection on 68000 machines, either, but it
: is there on 68030 machines.

Of course.

: Ok, well, that's YOUR opinion. Sometimes, I like to just move a window off
: to the edge rather than close it so I can have quicker and easier access to

Oh, I don't like to close them either. I either iconify them, or shrink
them down to nothing more than a menu bar, which is just as fast. Just
an example of how there are other ways to do what gives you the same

effect.

: it. It can also help you "unclutter" your desktop... so you can work with
: more applications at one time without having to have them all in your field
: of vision or having to constantly resize them.

Grouping applications by task yields efficiency. I run all of my TeX
stuff on a screen of its own--when I work with TeX, all of my
applications are there for me, waiting; there's nothing else there to get
in my way. Grouping applications makes sense.

: What's to stop a program under MultiTOS from writing to a private "screen"
: and using that when the user wishes to interact with that application?

Is there OS support for it? Can you? No. Sure, you could add it.

But then again, I could add support for dragging windows offscreen, and
it wouldn't be impossible. Just some OS extension, something that's
quite easy to do.

: Great philosophy. But don't you wonder why it can't do something every other
: platform can do?

Nothing's stopping it, if I wanted it to. I don't have a need for it,
I've got other ways of having the same effect without moving the
applications I want and need offscreen. Grouping applications,
iconifying to either icons or title bars, depth arrangement. All of
those things can be a better replacement.

: (shows how in touch with the industry they are, i guess, eh?)

Shows how many GUI lemmings there are out there, I guess. We may see it,
who knows--the Amiga GUI is looking more and more like Motif as time
passes.

: Why add a card when you can have it standard, eh?

Because some people need nothing more than an IDE drive.

: PCMCIA is 16-bit isn't it?

Yup. Which is okay, considering what SCSI-I is... but it's not great.
For many cases, its fine.

: (the bad thing is, I may one day own one... heheehheehe)

Maybe then you'll change your tune, who knows.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 712. Re: ATARI! HA!(SCSI2 and IDE(enough confusing comments))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 21:00:16 UTC
From: cmedley@wam.umd.edu
Message-ID: <20l1p0$3e6@cville-srv.wam.umd.edu>
Source record: 22495
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20ktfm$8o1@haegar2.uni-paderborn.de> laire@haegar2.uni-paderborn.de (Ralph Schmidt) writes:
>it's obvious that this company has not enough money. I'm still
>wondering why the Tramiel family still run this company and not
>sell the rest.
>(Yes i know..CBM is also in trouble but at least they sell machines.
> Can you tell that about Atari ? Don't think so.)

If everyone bought their computer this way, Commodore AND Atari wouldn't even exist. We'd all have Macs or clones.

## 713. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-27 22:30:19 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jun27.223019.593@sol.ctr.columbia.edu>
Source record: 22496
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20hvicINNgum@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
} In article <20h8a1INNc6v@tom.rz.uni-passau.de>, Thorsten Guenther
(guenther@vati.fmi.uni-passau.de) wrote:
} : In article <20foa2INN7pu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
} : >The software support for the Amiga is several times better than that of
} : >the Falcon, [...]
}
} : Sure it is.
}
} It is, simply put. Ever hear of Comeau C++? Its a multi-platform C++
} made for many types of workstations. AND the Amiga.

Comeau C++ is also available (or will be in a small number of weeks
time) on the ST range. This is from (is it Greg) Comeau himself on
c.s.a.st. Not to mention g++ (which I expect is also available on the
amiga) which is probably more cross-range than anything else.

} Ever hear of SAS? SAS makes some of the most widely-known products in
} the industry, in general. They also do our, and others', most popular C
} compiler, SAS/C.

I'd say the most popular C compiler is gcc on the ST (for those with
a hard drive), though Lattice C and PureC have strong followings.

} Electronic Arts, perhaps, of the popular DeluxePaint fame. We won't even
} get into that.

I don't feel qualified to comment on this - I'd use a silicon graphics
machine for graphics, and nothing less.

} You may or may not know Blue Ribbon Soundworks... Bars & Pipes
} Professional?

Again, I'm not really into sound stuff on the ST.

} Ever hear of NewTek? Nah.

Nope. What do they do ?

} Those are just a few names that you might recognize--not because they're
} popular Amiga developers, but because they're known across the industry
} for the products they make.
}
} Then of course, theres prevalent Amiga developers like GVP, Black Belt,
} Centaur, SunRize, ReadySoft, Digital Creations, ASDG, and a GREAT deal
} more. There is a disparate difference between the state of the Amiga's

} software development and that of the Falcon/Atari.

Agreed. I think there're more C= developers around as well, but then thats a function of the machines popularity, which is variable. There is the traditional chicken/egg situation for anything new, but I don't expect that to be a problem for anything new for either C= or Atari; so long as they provide a (limited?) version of any program which works on older machines they'll be ok. As the new machines mature they can drop the limited versions.

} So, yes, "better software support". And hardware as well--we've got more
} than just a few hardware demons, including the legendary GVP (well,
} they're legendary on the Amiga because they've been around for eons).

Since hardware is being argued bitterly in several other threads, I'll leave this out...

As far as operating systems go, MultiTos is technically pretty good:

o It's multi-user, multi-tasking, multi-threading.
o It offers memory protection for all programs.
o It offers loadable filesystems at boot time. Simply put a *.xfs file in the /mint directory and you have a new fs type on which all the operating system calls work. I run with minix.xfs (a unix-alike fs, with symlinks, long names in dIfFeReNt case etc.), and ydisk.xfs - a compressing ramdisk.
o The kernel level stuff has a huge number of non-atari people working on updating libraries (and hence the kernel itself). By huge I mean hundreds. The Mint mailing list allows anyone to make contributions, criticisms etc. To give an idea of the traffic, message 190 in my MiNT mail folder (when shared libs were first mentioned) was March 31 '93. I'm now up to 338.
o It will (in the very near future) offer shared libs. The C= version was rejected as unsuitable as the binding to the library is via fixed function pointer tables and no automagical data creation exists. This isn't my opinion, it's from Alex Kiernan, of Lattice C fame. I originally put forward the be-compatible-with-the-amiga idea. The reason we're not following the Linux format is because that would restrict shared libs to 030+ machines.
o Work is also underway to develop non-blocking SCSI/ACSI/IDE devices with a generic disk interface above and the filesystems above that. This is because a lot of the real performance-problems with MiNT/MultiTOS is io-related. The perceived performance of Multi-TOS is worse than it could be because the desktop runs in supervisor mode. This is being changed, at which point the system ought to give itself a hell of a boost. MiNT/MultiTOS doesn't interrupt supervisor -level processes.

The API will improve in time, I don't think it's fair to criticise a new interface for having tools which aren't as good as an older interface. Working in the PureC environment is apparently already very nice (hypertext help + all the resource stuff).

This started out as being a short "we've got that as well". Ah well.

Simon.

--

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 714. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 00:34:17 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jun28.003417.29784@seas.gwu.edu>
Source record: 22497
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>I don't feel qualified to comment on this - I'd use a silicon graphics
>machine for graphics, and nothing less.

I've been lightly following this thread, but this is the most outrageous
comment to appear thus far. Perhaps the smiley was left off, as in
"I'd drive an F40 and nothing less. :-)"

-- Gerald

## 715. Amigas, Ataris, and... Cars! was Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 01:00:43 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jun28.010043.458@seas.gwu.edu>
Source record: 22498
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

With all this talk about Falcon vs A1200, I'm wondering how much the systems cost. Even though Commodore is slow as molassas to release DSP boards, an A1200 with 68030 (full 32-bit) and SCSI-2 must be about $1000. Of course, the Falcon's got the MIDI and sampling features, too; presumably, a DSP for the A1200 would add this stuff.

Anyway, I'd take a nice Toyota Supra Turbo over either one. :-) I've been following the car market more since I got my new wheels. I have to start planning for my next purchase... in about five years. I like the style of the Dodge Stealth RT/Turbo, but the '95 model loses that style. The Dodge Viper GTS makes up for the loss, so maybe I'll get that instead. :-) Am I the only one who thinks for Ford Probe needs a rear spoiler to give it some flare? Even the '95 Mustangs are getting that amorphous look.

I just may pick up a new computer while I decide important stuff. I need to see some better pricing and goals from Commodore. Come on--a 68EC020 machine with IDE and no drive should sell for no more than $300. The A4000 shouldn't have IDE at all. From Atari I'd like to see some indication that they are moving into the mainstream of home computers, again. Mostly likely I'd end up buying a Pentium system, but this decision will probably take another year.

-- Gerald

## 716. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 04:48:12 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.741242892@DMI.USherb.CA>
Source record: 22499
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

-> From a fast, efficient, IDE disk. hehehe

Stop write anything ! >;-(

Write us disk performances of a scsi-2 equipped ATARI FALCON !!!!

I've do a test on my A1200 IDE/MAXTOR/120Megs hd :

DiskPerf2. Testing Travail:

Create Files: 45 files/sec. Directory Scan: 188 entries/sec.
Delete Files: 147 files/sec. Seek/Read Test: 255 seek/sec.

Read/Write Speed Test: (bytes/sec.)

Buffer: 512 Read: 109,500 Write: 21,396
Buffer: 4k Read: 391,844 Write: 145,473
Buffer: 8k Read: 395,390 Write: 281,875
Buffer: 32k Read: 463,971 Write: 422,812
Buffer: 64k Read: 495,546 Write: 455,902
Buffer: 256k Read: 512,000 Write: 474,898

You said that IDE on A1200 was insufficient to take advantages of shared
library, in regards of speed. Can you explain what kind (numbers please)
of performances are needed, minimally ?

Bye!!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA

# 717. Re: ATARI! HA!(SCSI2 and IDE(enough confusing comments))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 04:53:58 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.741243238@DMI.USherb.CA>
Source record: 22500
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

-> If you have Fastram in your A1200 you should be able to reach
-> 800-900kb/s like the A4000 with his 120MB Secrate HD.

OH! My GVP SCSI on my old A500 was offering ~900k max. performances.!
;-]

I write a message before, and write this specs :

DiskPerf2. Testing Travail:

Create Files: 45 files/sec. Directory Scan: 188 entries/sec.
Delete Files: 147 files/sec. Seek/Read Test: 255 seek/sec.

Read/Write Speed Test: (bytes/sec.)

Buffer: 512 Read: 109,500 Write: 21,396
Buffer: 4k Read: 391,844 Write: 145,473
Buffer: 8k Read: 395,390 Write: 281,875
Buffer: 32k Read: 463,971 Write: 422,812
Buffer: 64k Read: 495,546 Write: 455,902
Buffer: 256k Read: 512,000 Write: 474,898

I forgot to specify that my A1200 DO NOT HAVE FAST MEMORY.

About what perfs you think that i will do WITH fast memory ?

Bye!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA

# 718. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 05:13:10 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.741244390@DMI.USherb.CA>
Source record: 22501
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

-> I'm running MiNT now. It never locks up during a HD access. Only floppy
-> disk.

What a joke !!!! ;-]

-> And since the 1200 lacks networking ports, that's irrelevant.

When it's very needed for a home user computer ???

So it's a little false anyway, since i buy a little parallel cable
(parnet-cable) that allow me to do real networking with another Amiga
user. And i DO IT !

It's allow to use ALL devices from the other Amiga (for the two Amigas).
If you want, i can use the speak device of the other Amiga and send
a vocal message ...

... the same system exists for serial connection (DNET), and you can
do networking with another Amiga by modem if you want.
(but speed isn't the point in that last case !!! ;-] )

Bye!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA

# 719. Re: ATARI! HA!(SCSI2 and IDE(enough confusing comments))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 06:45:25 UTC
From: laire@haegar2.uni-paderborn.de
Message-ID: <20m425$94s@haegar2.uni-paderborn.de>
Source record: 22502
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:

> -> If you have Fastram in your A1200 you should be able to reach
> -> 800-900kb/s like the A4000 with his 120MB Secrate HD.

>OH! My GVP SCSI on my old A500 was offering ~900k max. performances.!
>;-]

It depends on the HD. I'm sure your A500 HD was a LPS52/105 and
should be able to get almost the same performance with the AT/IDE.
BTW...i remember that Skip Sauls tried a faster Secrate and got
about 1400kb/s.

>About what perfs you think that i will do WITH fast memory ?

Mhhh...with that HD probably 900kb/s. You should really get
Fastram because it will speed up your A1200 approx. 2x

Regards..
--
Ralph Schmidt laire@uni-paderborn.de
University of Paderborn (Germany)

## 720. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 06:55:33 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <20m4l5lNN2c9@tom.rz.uni-passau.de>
Source record: 22503
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <huots00.741244390@DMI.USherb.CA> huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:
> -> I'm running MiNT now. It never locks up during a HD access. Only floppy
> -> disk.
>
>What a joke !!!! ;-]

The Amiga Workbench locks while copying files, so what?

> -> And since the 1200 lacks networking ports, that's irrelevant.
>
>When it's very needed for a home user computer ???
>
>So it's a little false anyway, since i buy a little parallel cable
>(parnet-cable) that allow me to do real networking with another Amiga
>user. And i DO IT !
>
>It's allow to use ALL devices from the other Amiga (for the two Amigas).
>If you want, i can use the speak device of the other Amiga and send
>a vocal message ...
>
>... the same system exists for serial connection (DNET), and you can
>do networking with another Amiga by modem if you want.
>(but speed isn't the point in that last case !!! ;-] )

And you don't think this exists for Ataris, right? Ever heard of MIDIcom
or PAM's Hiker, two LAN programs via MIDI? What if you want to hook a third
Amiga into your 'network'?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

## 721. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 08:37:56 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <20mal4$qk2@info2.rus.uni-stuttgart.de>
Source record: 22504
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20hvicINNgum@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>It is, simply put. Ever hear of Comeau C++? Its a multi-platform C++
>made for many types of workstations. AND the Amiga.

Use GNU-C++ instead. It's free and is implemented on nearly every platform
including Atari.

>Ever hear of SAS? SAS makes some of the most widely-known products in
>the industry, in general. They also do our, and others', most popular C
>compiler, SAS/C.

And what about Pure C or Lattice C? You mentioned that there is more and
better software for the Amiga but i can't see it. What about Pure Pascal or
GFA-Basic (not that bad Amiga conversion...)?

>Electronic Arts, perhaps, of the popular DeluxePaint fame. We won't even
>get into that.

Try PixArt, Papillion or True Paint. Is there also a good vector graphics
programm on the Amiga like XAct, Outline Art or DA's Vektor? Do they have
semi-professional photostyling software? Do they have a professional DTP
software (like Calamus SL or Didot Professional)? Are there even some worthy
wordprocessors on the Amiga?

>You may or may not know Blue Ribbon Soundworks... Bars & Pipes
>Professional?

Finally there is one sequenzer for the Amiga you can work with. Wow!
Better try Cubase, Notator, Live or Star Track (and many more sequenzers
available on the Atari platform).

>: Unproved statement again.
>
>Eh? Weren't you on the planet when I was discussing the architectural
>miscarriages in the Falcon?

Well, discussed... but not proofed.

Ciao Heiko
(Give me more of your smileys :)

## 722. Complete Bullshit (was Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 09:29:02 UTC
From: squigg@gssec.bt.co.uk
Message-ID: <SQUIGG.93Jun28102903@vicious.gssec.bt.co.uk>
Source record: 22505
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20h8a1INNc6v@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:

I was NOT referring to hard disks, sorry, I was just talking about the impossibility to hook a disk drive into the A1200 that is able to handle more than 880K disk space. Don't say 'this exists for the A4000', we are talking about the A1200 here!!!! (BTW: even the high density handling of the A4000 is crap.)

Utter Bullshit, I'm afraid, as Power Computing released a High Density floppy drive for the A500/600/1200 more than a month ago in the United Kingdom.

So :-P !!

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc

--
Stephen Quigg
BT Glasgow Engineering Centre Scotland
"You can always tell it's Friday ,man...look at all those people"

## 723. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 10:02:20 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jun28.100220.10922@sol.ctr.columbia.edu>
Source record: 22506
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun28.003417.29784@seas.gwu.edu>, gerald@seas.gwu.edu (Gerald G. Washington) writes:
} sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
} >I don't feel qualified to comment on this - I'd use a silicon graphics
} >machine for graphics, and nothing less.
}
} I've been lightly following this thread, but this is the most outrageous
} comment to appear thus far. Perhaps the smiley was left off, as in
} "I'd drive an F40 and nothing less. :-)"
}
} -- Gerald

Whoops, you're right... It was intended as a joke. It was after midnight.

Simon.
--
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 724. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 12:15:02 UTC
From: don@chopin.udel.edu
Message-ID: <C9BzD2.yt@news.udel.edu>
Source record: 22507
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I promised myself I'd stay out of this thread, but hey, I'm bored :)

zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>In <20hvicINNgum@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>It is, simply put. Ever hear of Comeau C++? Its a multi-platform C++
>>made for many types of workstations. AND the Amiga.
>
>Use GNU-C++ instead. It's free and is implemented on nearly every platform
>including Atari.

And Amiga.

>>Ever hear of SAS? SAS makes some of the most widely-known products in
>>the industry, in general. They also do our, and others', most popular C
>>compiler, SAS/C.
>
>And what about Pure C or Lattice C? You mentioned that there is more and
>better software for the Amiga but i can't see it. What about Pure Pascal or
>GFA-Basic (not that bad Amiga conversion...)?

SAS/C _is_ Lattice C. There's also DICE (shareware & soon to be
commercial), PDC (an old freely distributable compiler), and Aztec C
(although the latter two are apparently no longer updated). There's also
the GNU stuff and a C++ compiler that's coming out from some German company
whose name I can't remember.
Other languages I can think of right off hand are HiSoft Pascal, one or
two Modula-2 compilers, AMOS, AmigaE, and others.

>>Electronic Arts, perhaps, of the popular DeluxePaint fame. We won't even
>>get into that.
>
>Try PixArt, Papillion or True Paint.

I believe there is/was a program called True Paint for one of the early
Amiga 24-bit boards. DPaint is so good that most other paint programs for
the standard chip set have fallen by the wayside. For owners of more
specialized hardware there are things like TVPaint, DCTVPaint, etc.
Of course, Brilliance is coming RSN, and should really give DPaint
a challenge.

> Is there also a good vector graphics
>programm on the Amiga like XAct, Outline Art or DA's Vektor? Do they have

Pro Draw, Pro Vector, Art Expressions. None of them are Corel Draw,
but they've finally reached the point of being not half bad :)

>semi-professional photostyling software?

As in image processing? ADPro, ImageMaster, ImageFX.

> Do they have a professional DTP
>software (like Calamus SL or Didot Professional)? Are there even some worthy

PageStream 2.2x (with capabilities like HotLinks, which aren't planned
for the Atari), ProPage, Saxon Publisher.
PageStream 3.0, due out this summer for the Amiga (no word yet on the
Atari version) is a major rewrite that will supposedly "add more features than
the last version had to begin with" (as is more than doubling the feature list).
While this sounds like advertising hype, I saw an early version of PgS 3.0
demoed at a trade show and it was _very_ impressive.

>wordprocessors on the Amiga?

Depends on how you define 'worthy'. There's no Ami Pro, MS Word, or
WordPerfect 6 caliber WP, but ProWrite and Final Copy are decent.

>>You may or may not know Blue Ribbon Soundworks... Bars & Pipes
>>Professional?
>
>Finally there is one sequenzer for the Amiga you can work with. Wow!
>Better try Cubase, Notator, Live or Star Track (and many more sequenzers
>available on the Atari platform).

Don't know much about music software, but I'll agree that the ST has
a definite advantage in the MIDI area. I do know that EA is close to
releasing Deluxe Music Construction Set II, which is supposed to be a very
reasonable program :)

How about some other areas? Do the Falcon/ST have any good 3D graphics
software like Real3D 2, Aladdin4D, LightWave (with Toaster dongle :), and
probably 20+ other programs & utilities related to 3D rendering?
What about morphing software? Not exactly a huge market, but fun to play
around with and available in at least 5 different packages for the Ami.
Any good comm software? We've got Term, JR-Comm, VLT, and soon Terminus,
all very good PD or shareware. Do you have cool PD/shareware utilities like
ToolManager, ReOrg, DiskSalv (thanks, Dave!), etc.,... all of very professional
quality but freely redistributable or low-cost shareware? Do you have an
equivalent to the nearly 900-disk Fred Fish collection of freely distributable
software (which despite its size makes up a fairly small portion of the Amiga
PD software market)?

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

## 725. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 12:53:01 UTC
From: Gary@rusmv1.rus.uni-stuttgart.de
Message-ID: <Gary.19.741271981@rusmv1.rus.uni-stuttgart.de>
Source record: 22508
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>From: zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann)
>Subject: Re: ATARI! HA!
>Date: 28 Jun 1993 08:37:56 GMT

(... much software comparison stuff deleted ...)

Hhmm, this long-lasting, brutal discussion between the Amiga and the
Atari users ... I thought this was finished two or three years ago.

The main point in this discussion:
(I must mention first that I'm decidated to the Amiga.)

There is actually very good application stuff on Atari.
The problem of the US guys is the fact that more than 99% of Atari
software is being made in Europe, or to be more precise: Nearly all of it in
Germany.
For example, if a pro-Amiga advocator from US writes there was no good Atari
stuff (and that B&P 2.0 was the best sequencer ever), well, how can he know
if he had never seen an Atari or the software running on it.
I personally got a lot of friends which use(d) an Atari and they have some
very excellent software (especially midi-stuff -> "Steinberg").

For an overwiew, take this:
In the times after 1986, when the competition between Amiga, Mac,
PC and Atari started, the following happened:

America: - PC became industrial standard, nearly all used standard
applications come from here. Today also leading game machine.
- Mac is 'the better choice' with many conversions, strong in
DTP, Midi and other high-standard applications. More games
available as in Germany.
- Amiga was a pure game machine first, but is nowadays outpriced
by the PC and many game companies stop developping.
Strong niche market in Desktop Video and Studios.
- Atari - well, I think there was always not much more of Atari in
America than the headquarter.

Germany: - PC became industrial standard, too. More than 95% of the
commercial applications come from America in German versions.
Very strong in the game market.
- Mac has not such a strong position like in America. The machines
are (were ?) just too expansive for home users.
Good postion in DTP and other publishing. Very few games.
- Amiga became the official new machine replacing the C64.
More than 1,5 Mio Amigas sold in Germany. Many external hardware

developments, especially graphic boards, come from here.
Applications both from here (from all over Europe) and America,
very strong position in Desktop Video and Studios, animation,
graphics, Multimedia.
Competing with the PC in the game market.
As many US companies stopped developping for Amiga, nearly all
conversions from PC games come from England.
- Atari: Due to the low price, the midi-ports and the flicker-free
display, many small German software companies which are nearly
not known to non-Atari users developed many very good applica-
tions in the categories midi, vectordrawing, databases, word-
processing and DTP. Today, the lack of new powerful Ataris (no
040 !) and the raid of Windows pushes the Atari out of business.
The game war was lost in '91 against the Amiga.
The Falcon could do very good Amiga/PC conversions, but there
not enough machines in the market to make it profitable.
Holds a small share in DTP and is still leading in midi.

My personnel conclusion:
^^^^^^^^^^^^^^^^^^^^^^^^
As an convinced Amiga user, I would be glad if I had Amiga conversions of
some great Atari applications (Signum! 3, ...).
But one thing is more important:
The Amiga will survive (I deeply hope), while no one can stop the Atari from
dying. Many of those small software companies dissolve or change the system,
mostly to Windows (ggrrrr.). Very few expand to Amiga (Maxon).
I would like to see more of this small companies to convert their products to
Amiga seeking for new markets. But they should do better than GFA with it's
Basic (brrr, horrible).

So my recommendation for Atari users (hehehe):
Wait for the Atari-module for Emplant being finished, then get an A4000.

My recommendation to US pro-Amiga advoctors:
Don't blame a machine and it's software which you dont't know.
Don't make statements like 'Oh, look our wonderful applications !'.
This may be true in the graphics sector, but in many areas like midi,
wordprocessing, databases, vectordrawing and many more is still a lot of
work to be done. I hope that PGS 3.0 will be as good as announced.

Waiting for RTG, CD-Rom, Networking, AAA, .....

Gary
A4000/40
(Uni Stuttgart)

Always remember - there's nothing better more - than the AMIGA

## 726. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 17:30:34 UTC
From: gjkst@pitt.edu
Message-ID: <15333@blue.cis.pitt.edu>
Source record: 22509
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
: In article <huots00.741244390@DMI.USherb.CA> huots00@DMI.USherb.CA (SYLVAIN HUOT)
writes:
: > -> I'm running MiNT now. It never locks up during a HD access. Only floppy
: > -> disk.
: >
: >What a joke !!!! ;-]

: The Amiga Workbench locks while copying files, so what?

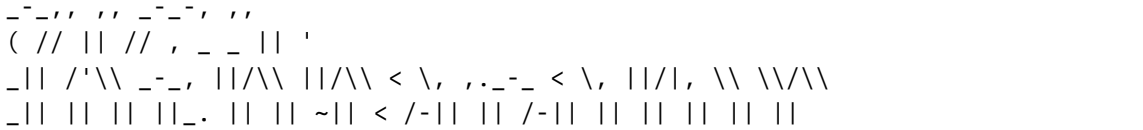
Maybe for some older version of WB, but I've never once locked up copying files
on anything after 1.3.

: > -> And since the 1200 lacks networking ports, that's irrelevant.
: >
: >When it's very needed for a home user computer ???
: >
: >So it's a little false anyway, since i buy a little parallel cable
: >(parnet-cable) that allow me to do real networking with another Amiga
: >user. And i DO IT !
: >
: >It's allow to use ALL devices from the other Amiga (for the two Amigas).
: >If you want, i can use the speak device of the other Amiga and send
: >a vocal message ...
: >
: >... the same system exists for serial connection (DNET), and you can
: >do networking with another Amiga by modem if you want.
: >(but speed isn't the point in that last case !!! ;-] )

: And you don't think this exists for Ataris, right? Ever heard of MIDIcom
: or PAM's Hiker, two LAN programs via MIDI? What if you want to hook a third
: Amiga into your 'network'?

Then you buy an ethernet board for the PCMCIA slot. They do exist, thanks to
that lovely laptop PC market. Let's face it - most people buying A1200's
aren't going to want to hook up their computer's for anything more than a
little bit of serial port game playing. Why tack on extra networking hardware
when the market doesn't really exist for it?

: Weregoose



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## 727. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-28 17:51:02 UTC
From: gjkst@pitt.edu
Message-ID: <15337@blue.cis.pitt.edu>
Source record: 22510
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Heiko Hartmann (zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: In article <20hvicINNgum@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: >It is, simply put. Ever hear of Comeau C++? Its a multi-platform C++
: >made for many types of workstations. AND the Amiga.

: Use GNU-C++ instead. It's free and is implemented on nearly every platform
: including Atari.

: >Ever hear of SAS? SAS makes some of the most widely-known products in
: >the industry, in general. They also do our, and others', most popular C
: >compiler, SAS/C.

: And what about Pure C or Lattice C? You mentioned that there is more and
: better software for the Amiga but i can't see it. What about Pure Pascal or
: GFA-Basic (not that bad Amiga conversion...)?

: >Electronic Arts, perhaps, of the popular DeluxePaint fame. We won't even
: >get into that.

: Try PixArt, Papillion or True Paint. Is there also a good vector graphics
: programm on the Amiga like XAct, Outline Art or DA's Vektor? Do they have
: semi-professional photostyling software? Do they have a professional DTP
: software (like Calamus SL or Didot Professional)? Are there even some worthy
: wordprocessors on the Amiga?

: >You may or may not know Blue Ribbon Soundworks... Bars & Pipes
: >Professional?

: Finally there is one sequenzer for the Amiga you can work with. Wow!
: Better try Cubase, Notator, Live or Star Track (and many more sequenzers
: available on the Atari platform).

Okay, so we agree that Atari has a bunch of names developing for it that we
Amiga ites have never heard of, and vice versa. I imagine that tossing these
names around has nothing at all to do with software availability for the two
machines, or for software quality for that matter.

Perhaps a different tack would be in order.

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```

# 728. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 02:35:38 UTC
From: kfisher3@mach1.wlu.ca
Message-ID: <C9D37F.o8@mach1.wlu.ca>
Source record: 22511
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'Flip' Medley (cmedley@wam.umd.edu) wrote:
: >>And this is a technically advanced, object-oriented, refined multitasking
: >>system that WON'T LET YOU MOVE A WINDOW WHEREVER YOU WANT IT.
: >>This is hilarious!
: >
: >Oh, and I suppose I could say the same thing about the UNIX-like
: >technically advanced MultiTOS locking up during disk drive accesses, but
: >that would have nothing to do with the API now would it?
: >
:
: I'm running MiNT now. It never locks up during a HD access. Only floppy
: disk.
:
: I would think not being able to move a window is just as glaring an error,
: wouldn't you?
:
: :)

What the hell is the problem with 'not being able to move a window off screen?' I hardly think this is an issue with any Amiga running the OS 2.04 or greater. For crying out loud, just increase the damn virtual screen size, its the same bloody thing. I can see a use for moving windows around a nice big virtual screen, but how the hell can you say it's a glaring _ERROR_ that the Ami can't? PLEASE EXPLAIN this logic, I fail to see.

"OOPS!! DAMN! Better sell my 4000T! I can't even move a window off screen! What junk!" -- Sheesh
Ok, maybe this is an exaggerated response, but you get the picture (I hope...)

--
Kevin Fisher ><> | WLU - - Home of the
kfisher3@mach1.wlu.ca | Internationally Bright Young Thingies

## 729. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 02:48:42 UTC
From: kfisher3@mach1.wlu.ca
Message-ID: <C9D3t7.2n7@mach1.wlu.ca>
Source record: 22512
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
: In article <huots00.741244390@DMI.USherb.CA> huots00@DMI.USherb.CA (SYLVAIN HUOT)
writes:
: > -> I'm running MiNT now. It never locks up during a HD access. Only floppy
: > -> disk.
: >
: >What a joke !!!! ;-]
:
: The Amiga Workbench locks while copying files, so what?
:

What the hell are you talking about? WHEN? Gee, I don't seem to remember
the workbench freezing as I copied ANYTHING. Have you even tried an amiga?
This thread is getting ridiculous.

--
Kevin Fisher ><> | WLU - - Home of the
kfisher3@mach1.wlu.ca | Internationally Bright Young Thingies

## 730. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 05:14:54 UTC
From: djm2@ra.msstate.edu
Message-ID: <20oj4e$aov@Tut.MsState.Edu>
Source record: 22513
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20m4l5INN2c9@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
> In article <huots00.741244390@DMI.USherb.CA> huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:
> > -> I'm running MiNT now. It never locks up during a HD access. Only floppy
> > -> disk.
> >
> >What a joke !!!! ;-]
>
> The Amiga Workbench locks while copying files, so what?
>
Huh? I can't recall my 500 EVER locking up while copying files. Of course I've only had OS 1.3 and up. Surely you're not using AmigaOS 1.0 for your unfounded statement, are you?
Besides, why in the WORLD would you defend an OS, by saying "it never locks up during an HD access, only floppy disk" ?! That's _totally_ unacceptable, and if I had any OS with that bug, I'd toss it immediately.

>
> Weregoose
>
> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
> ------------------------------------------------------------------------------
> - Here comes the modern rat, here comes the terror squad, -
> - ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -
>
>
>
>

--
Danimal on IRC
djm2@ra.msstate.edu

## 731. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 05:25:15 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Jun29.052515.163969@zeus.calpoly.edu>
Source record: 22514

I havent been following this group, (much), but a few maybe new things:

At the recent stockholders meeting (Last friday), they showed the Jaguar and Falcon. The Jaguar is a 64 bit RISC based game machine. VERY nice. The first few titles they showed sucked. Tempest was of course cool, but not a very exciting visually game. A game called CyberMorph was excellent. It had real time polygon shaded surfaces that looked fairly good. The resolution is better than 640x400 (I dont have a real number, sorry) in 24 bit color. 16 bit sound (on board DSP, a chip also specially made by atari). The RISC chip took 3 years to develop. The system will be available November in SF and NY. Then December in London and Paris. Early 1994 for the rest. Cost: only about $200. Very cool system. I have faith that atari will fuck it up somehow (poor marketing), but the quality is better than anything out (including 3d0 which is about $700). The $200 is without CD. The CD is optional, and costs about $200.

Atari pretty much indicated it is essentially giving up on the PC market. (I.e. falcon is a music machine because of its DSP and MIDI. They feel it is a good computer, but don't plan to ever try to sell it in any significant number).

Well thats is.....

I have some written info on Jaguar, Falcon, and Lynx. Write to me at MDRAEGER@SCU.EDU if you want more info.

- mike

## 732. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 05:37:22 UTC
From: djm2@ra.msstate.edu
Message-ID: <20okei$aov@Tut.MsState.Edu>
Source record: 22515
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20mal4$qk2@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>
> And what about Pure C or Lattice C? You mentioned that there is more and
> better software for the Amiga but i can't see it. What about Pure Pascal or
> GFA-Basic (not that bad Amiga conversion...)?
>

What about AMOS Basic, then? Why would Francois Lionet dump Atari for the more powerful and easier to program Amiga? Why is AMOS so much better than STOS?

> >Electronic Arts, perhaps, of the popular DeluxePaint fame. We won't even
> >get into that.
>
> Try PixArt, Papillion or True Paint. Is there also a good vector graphics
> programm on the Amiga like XAct, Outline Art or DA's Vektor? Do they have
> semi-professional photostyling software? Do they have a professional DTP
> software (like Calamus SL or Didot Professional)? Are there even some worthy
> wordprocessors on the Amiga?

Surely you jest. Final Copy II is an awesome word processor, with structured drawing abilities, all for around $60. Then there's Pro Page and Pagestream, the granddaddies of Amiga DTP. Ever look at the old _.info_ magazine? It was completely done on the Amiga with these packages, and it was a much better quality than most others.

>
> >You may or may not know Blue Ribbon Soundworks... Bars & Pipes
> >Professional?
>
> Finally there is one sequenzer for the Amiga you can work with. Wow!
> Better try Cubase, Notator, Live or Star Track (and many more sequenzers
> available on the Atari platform).

Why not just one? We are using it at school to dub in the soundtrack to our Wavefront animations. We were told that there will soon be an SGI version, so, how does that sound for progress? Imagine that, Amiga apps ported to an SGI. :)

> >Eh? Weren't you on the planet when I was discussing the architectural
> >miscarriages in the Falcon?
>
> Well, discussed... but not proofed.

Jeezus! How much proof do you guys need?! Do I need to run SysInfo and AIBB on my 030 500 with 4 megs 32 bit RAM/3 megs 16 bit RAM, then disable the 32 bit RAM, and show y'all the results? It is quite simply, _unacceptable_. And it is foolish to argue which machine is faster, when one has ALL 32 bit access, and the other will ALWAYS have 16 bit access, no matter how much 32 bit RAM you add. I'd much rather have a 1200 than my half-breed 32 bit machine, which I dearly love.

It doesn't matter what kind of access your custom chips have, 16 or 32 bit. The computer won't run without the CPU, and if a full 32 bit CPU is forced to access thru a 16 bit bus, IT'S PERFORMANCE WILL SUFFER *SUBSTANTIALLY*! Understood?

According to SysInfo 3.15:

My 030 500 runs 8.07 times faster than it does with the 030 turned off, when it's using only 32 bit memory.
My 030 500 runs 1.47 times faster than it does with the 030 turned off, when it's forced to use memory thru the 16 bit bus.

That's not using ONLY 16 bit memory, but a combination of 16 and 32 bit memory. How in the world can you justify introducing a new modern system with performance possiblities like that?
>
> Ciao Heiko
> (Give me more of your smileys :)
>

--
Danimal on IRC
djm2@ra.msstate.edu

## 733. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 05:59:46 UTC
From: djm2@ra.msstate.edu
Message-ID: <20oloi$aov@Tut.MsState.Edu>
Source record: 22516
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9D37F.o8@mach1.wlu.ca> kfisher3@mach1.wlu.ca (kevin fisher U) writes:
> 'Flip' Medley (cmedley@wam.umd.edu) wrote:
> : >>And this is a technically advanced, object-oriented, refined multitasking
> : >>system that WON'T LET YOU MOVE A WINDOW WHEREVER YOU WANT IT.
> : >>This is hilarious!
> : >
> : >Oh, and I suppose I could say the same thing about the UNIX-like
> : >technically advanced MultiTOS locking up during disk drive accesses, but
> : >that would have nothing to do with the API now would it?
> : >
> :
> : I'm running MiNT now. It never locks up during a HD access. Only floppy
> : disk.
> :
> : I would think not being able to move a window is just as glaring an error,
> : wouldn't you?
> :
> : :)
>
> What the hell is the problem with 'not being able to move a window off
> screen?' I hardly think this is an issue with any Amiga running the OS 2.04
> or greater. For crying out loud, just increase the damn virtual screen
> size, its the same bloody thing. I can see a use for moving windows around
> a nice big virtual screen, but how the hell can you say it's a glaring
> _ERROR_ that the Ami can't? PLEASE EXPLAIN this logic, I fail to see.

I fully agree. Not only with 2.x can you use a huge (16kx16k) virtual,
smoothly scrolling workbench, but you can also "zip" up any window, by simply
clicking on that little gadget in the top right. So, any program that doesn't
have an "iconify" option, can be reduced to the smallest possible size, and
instantly zapped back up to size. Besides, using the PD commodity YAK, I can
instantly push a window to the back or pop it in front. Windows are rarely
a problem for me. (Also, it works the same way with screens.)

It's really pathetic to see Flip using this as a cornerstone to his argument
that Amigas suck compared to Ataris.

>
> --
> Kevin Fisher ><> | WLU - - Home of the
> kfisher3@mach1.wlu.ca | Internationally Bright Young Thingies

--
Danimal on IRC

djm2@ra.msstate.edu

# 734. Re: ATARI! HA!(SCSI2 and IDE(enough confusing comments))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 06:24:27 UTC
From: djm2@ra.msstate.edu
Message-ID: <20on6r$aov@Tut.MsState.Edu>
Source record: 22517
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20kateINN1s2@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
> In article <20i5mb$6c1@haegar2.uni-paderborn.de> laire@haegar2.uni-paderborn.de (Ralph Schmidt) writes:
> >I'm still wondering what you mean with SCSI2. Do you think SCSI2
> >is magnitudes better than SCSI1 or that it's god's gift ?
> >SCSI2 is only faster if you have a real FASTSCSI HD and your
> >SCSI2 controller supports 10MB/s Fastsync transfers.
>
> Well, none of us would have minded if Atari put SCSI1 into the
> Falcon, but I'm sure we all would be pissed if the IDE connector
> was the only possibility to hook a hard disk inside.

Let me ask you this. Who do you think the a1200 is aimed for? Folks who need huge, hi speed drives, networks, midi ports, etc. or people who aren't rich who want a good, all around computer, with fantastic graphics and OS, is easy to program, unsurpassed user support and loyalty, etc.

The wealthy Amigans buy a3000's or a4000's. We others buy what we can afford with all the performance we need. When the time comes, we can upgrade, and very inexpensively. Who can argue that the Amiga is probably the most expandable and powerful home computer to date? Even the 500, which was created as minimally-expandable, has tons of hardware to make it equal to the bigger guns of Amigaland.

It makes no sense to pack all kinds of hardware into a machine, raising the base price, when not everyone will have a use for it. Unless of course, there is no other model to choose from. C= has always released new machines in multiple configurations, which are 99% completely compatible. There is always a streamlined, affordable model, as well as a souped up dream machine, with the price tag to boot.
The Falcon however seems to be positioned at the novice<-->professional user. So what you have is users of limited ability, interest, use, etc. having to pay the same price as the midi-composers, networkers, etc.

And of course, as I and many others have said before, if you're gonna call your 030 computer a professional machine, why the hell would you give the CPU any 16 bit access at all? In 1993, with new machines being 32 bit only as a standard, that's absurd.

>
[.. several good points by Laire that seemed to have passed over your head ..]

>
> Yes, the A1200 is a good computer (esp. for games), but it is in NO WAY

> comparable to the Falcon, that's the problem. The Falcon suffers from
> 16bit RAM access from the processor, but it comes with lots of features
> and interfaces no Amiga provides you with. And that's what those kiddies
> are unable to accept.

*Sigh* More Amiga is a games machine BS. "Suffers from 16 bit access" is
putting it a bit mildly, dont'cha think? I really wonder how the Falcon
would fare, it it was made in two versions. One without a lot of the
unnecessary interfaces and with the ridiculous bottleneck, and one that's
pretty much what the Falcon is, but with a 32 bit only bus. This thread would
be much more interesting, wouldn't it?

>
> Weregoose
>
> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
> ---------------------------------------------------------------------------
> - Here comes the modern rat, here comes the terror squad, -
> - ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -
>

--
Danimal on IRC
djm2@ra.msstate.edu

## 735. Re: ATARI! HA!(SCSI2 and IDE(enough confusing comments))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 07:43:00 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <20orq4INNgag@tom.rz.uni-passau.de>
Source record: 22518
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20on6r$aov@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>*Sigh* More Amiga is a games machine BS.

Where did I say that? I said 'A1200 is a games machine', this means stock
A1200s. And this IS true. Amiga users here say that the minimum of 3 megs
is needed to do something useful with the Amiga, not to mention a hard disk
(or do stock A1200 always have hard disks in the US?).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---------------------------------------------------------------------------
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

## 736. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 07:56:57 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <20osk9INNgmq@tom.rz.uni-passau.de>
Source record: 22519
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9BzD2.yt@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
> Other languages I can think of right off hand are HiSoft Pascal, one or
>two Modula-2 compilers, AMOS, AmigaE, and others.

AMOS is one thing that doesn't exist for the ST line in that great quality.
FalcOS may compete with it, but we are not discussing RSN products here,
are we?

>> Do they have a professional DTP
>>software (like Calamus SL or Didot Professional)? Are there even some worthy
>
> PageStream 2.2x (with capabilities like HotLinks, which aren't planned
>for the Atari), ProPage, Saxon Publisher.
> PageStream 3.0, due out this summer for the Amiga (no word yet on the
>Atari version) is a major rewrite that will supposedly "add more features than
>the last version had to begin with" (as is more than doubling the feature list).
>While this sounds like advertising hype, I saw an early version of PgS 3.0
>demoed at a trade show and it was _very_ impressive.

Uh-oh, don't compare Pagestream with Calamus, and don't compare either of the
two with Quark XPress. At least here in Germany Calamus is accepted as being
the best for low-cost professional DTP, see cooperations with Linotype-Hell,
Agfa etc.

> Depends on how you define 'worthy'. There's no Ami Pro, MS Word, or
>WordPerfect 6 caliber WP, but ProWrite and Final Copy are decent.

Sure, but none of them competes with Signum!3, even if Atari users hate
Signum's non-GEM GUI.

> How about some other areas? Do the Falcon/ST have any good 3D graphics
>software like Real3D 2, Aladdin4D, LightWave (with Toaster dongle :), and
>probably 20+ other programs & utilities related to 3D rendering?
> What about morphing software? Not exactly a huge market, but fun to play
>around with and available in at least 5 different packages for the Ami.

This is the strong market for Amigas, as well as DTP and MIDI are strong
markets for the Atari.

> Any good comm software? We've got Term, JR-Comm, VLT, and soon Terminus,
>all very good PD or shareware. Do you have cool PD/shareware utilities like
>ToolManager, ReOrg, DiskSalv (thanks, Dave!), etc.,... all of very professional
>quality but freely redistributable or low-cost shareware? Do you have an
>equivalent to the nearly 900-disk Fred Fish collection of freely distributable
>software (which despite its size makes up a fairly small portion of the Amiga
>PD software market)?

Only one comm package - Connect, but this one beats all others for the Atari.
It's shareware (60,- DM (~35 US$)) and even supports the voice mode of a
well-known Modem that is illegal in Germany (but who cares what the Telekom
wants them not to plug in?) the ZyXel U1496(E)(+).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---------------------------------------------------------------------------
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

# 737. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 07:59:17 UTC
From: klump@kirk.fmi.uni-passau.de
Message-ID: <20osolINNgqs@tom.rz.uni-passau.de>
Source record: 22520
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9D3t7.2n7@mach1.wlu.ca> kfisher3@mach1.wlu.ca (kevin fisher U) writes:
>Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
>: In article <huots00.741244390@DMI.USherb.CA> huots00@DMI.USherb.CA (SYLVAIN HUOT)
writes:
>: > -> I'm running MiNT now. It never locks up during a HD access. Only floppy
>: > -> disk.
>: >
>: >What a joke !!!! ;-]
>:
>: The Amiga Workbench locks while copying files, so what?
>:
>
>What the hell are you talking about? WHEN? Gee, I don't seem to remember
>the workbench freezing as I copied ANYTHING. Have you even tried an amiga?
>This thread is getting ridiculous.
>
>
>--
>Kevin Fisher ><> | WLU - - Home of the
>kfisher3@mach1.wlu.ca | Internationally Bright Young Thingies

So you can open drawers, start programms while your amiga is copying Files?
Gosh my A4000 can't. Tell me the trick,please.
The only thing you can do is using already started programms: the wb is
locked !!!

Karsten

Karsten Klump
klump@vati.fmi.uni-passau.de

## 738. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 08:20:41 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <20ou0p$fda@info2.rus.uni-stuttgart.de>
Source record: 22521
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9BzD2.yt@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>>>Ever hear of SAS? SAS makes some of the most widely-known products in
>>>the industry, in general. They also do our, and others', most popular C
>>>compiler, SAS/C.
>>
>>And what about Pure C or Lattice C? You mentioned that there is more and
>>better software for the Amiga but i can't see it. What about Pure Pascal or
>>GFA-Basic (not that bad Amiga conversion...)?
>
> SAS/C _is_ Lattice C. There's also DICE (shareware & soon to be
>commercial), PDC (an old freely distributable compiler), and Aztec C
>(although the latter two are apparently no longer updated). There's also
>the GNU stuff and a C++ compiler that's coming out from some German company
>whose name I can't remember.
> Other languages I can think of right off hand are HiSoft Pascal, one or
>two Modula-2 compilers, AMOS, AmigaE, and others.

Not very much. For Atari there are Pure C, Lattice C, GNU C, Laser C (no longer
supported), Alcyon C (old Atari-C), Sozobon C (PD), Mark-Williams C (PD) and
more...
There is only one C++ available for the Atari platform right now (GNU C++),
perhaps you can try to beat Atari here :)
Pure Pascal, Maxon Pascal and ST Pascal+ can easily compete with Turbo Pascal.
Haenisch Modula II, SPC-Modula II, Megamax Modula II, TDI Modula II,
LPR Modula II (PD, a port von Wirth's Modula) and more...
GFA-Basic 4.0 (soon), Omikron Basic, Hisoft Basic, True Basic (no longer
supported) and others...
Other: STOS (soon FalcOS), Prospero Fortran, Forth (3 compilers), Salix Prolog,
Toy Prolog (PD), XLisp (PD), Simula ST, APL, Pearl (PD) and many more i can't
remind yet.

That's quite enough, hm?

> I believe there is/was a program called True Paint for one of the early
>Amiga 24-bit boards. DPaint is so good that most other paint programs for
>the standard chip set have fallen by the wayside. For owners of more
>specialized hardware there are things like TVPaint, DCTVPaint, etc.
> Of course, Brilliance is coming RSN, and should really give DPaint
>a challenge.

On the graphics side, the Amiga has little advantages. That's because the
good old ST was a little weak with graphics and only a few old graphic
programms exist. But the Falcon will do better.

>> Do they have a professional DTP
>>software (like Calamus SL or Didot Professional)? Are there even some worthy
>
> PageStream 2.2x (with capabilities like HotLinks, which aren't planned
>for the Atari), ProPage, Saxon Publisher.
> PageStream 3.0, due out this summer for the Amiga (no word yet on the
>Atari version) is a major rewrite that will supposedly "add more features than
>the last version had to begin with" (as is more than doubling the feature list).

I have meant _professional_ Publishers. Atari users can get PageStream (older
version, but that makes no great difference), Timeworks Publisher and
Publishing Partner Master as well. But these packages are semi-professional.

>>wordprocessors on the Amiga?
>
> Depends on how you define 'worthy'. There's no Ami Pro, MS Word, or
>WordPerfect 6 caliber WP, but ProWrite and Final Copy are decent.

I think here is the greatest lack of software on the Amiga. Nothing which
can compete with Tempus-Word or Signum!3.

> How about some other areas? Do the Falcon/ST have any good 3D graphics
>software like Real3D 2, Aladdin4D, LightWave (with Toaster dongle :), and
>probably 20+ other programs & utilities related to 3D rendering?
> What about morphing software? Not exactly a huge market, but fun to play
>around with and available in at least 5 different packages for the Ami.

Here you are right. Amiga animation and rendering software is miles ahead
of the Atari pendants. On the Atari you can get the old Cyber-Series, new
Phase 4 package and some others like DA's Vektor, Raystarter, Inshape...

> Any good comm software? We've got Term, JR-Comm, VLT, and soon Terminus,
>all very good PD or shareware. Do you have cool PD/shareware utilities like
>ToolManager, ReOrg, DiskSalv (thanks, Dave!), etc.,... all of very professional
>quality but freely redistributable or low-cost shareware? Do you have an
>equivalent to the nearly 900-disk Fred Fish collection of freely distributable
>software (which despite its size makes up a fairly small portion of the Amiga
>PD software market)?

Yes, yes, yes. The PD-Market is a great advantage of both platforms, the
Amiga and the Atari (Intel-Machines seem to be harder to program :). There are
two terminal programs (Shareware) still not beaten by commercial ones:
Rufus and Connect. There are lots of PD/Shareware-Utilities.

Result: Both platforms are equal. The Amiga has advantages with graphic-
software and games, the Atari with wordprocessing and Midisoftware.
Don't forget: You can also play games on the Atari or do wordprocessing with
your Amiga with little restrictions.

Ciao Heiko.

## 739. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 08:47:12 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <20ovig$u0e@info2.rus.uni-stuttgart.de>
Source record: 22522
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20okei$aov@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
> What about AMOS Basic, then? Why would Francois Lionet dump Atari for the
>more powerful and easier to program Amiga? Why is AMOS so much better than
>STOS?

Because AMOS was updatet and STOS wasn't. Lionet has announced FalcOS, a
games-Basic for the Falcon, wait and see.
By the way: AMOS or STOS are inferior languages. Better try GFA-Basic or C.

> Surely you jest. Final Copy II is an awesome word processor, with structured
>drawing abilities, all for around $60. Then there's Pro Page and Pagestream,
>the granddaddies of Amiga DTP. Ever look at the old _.info_ magazine? It
>was completely done on the Amiga with these packages, and it was a much better
>quality than most others.

There are dozens of DTP and wordprocessing programms available for the Atari
(in germany) that will beat your programms. Believe me. I have seen all of
them. In this market segment you will have no chance with your Amiga, sorry.

>It doesn't matter what kind of access your custom chips have, 16 or 32 bit.
>The computer won't run without the CPU, and if a full 32 bit CPU is forced
>to access thru a 16 bit bus, IT'S PERFORMANCE WILL SUFFER *SUBSTANTIALLY*!
>Understood?

Hm. It will suffer, that's right. But substantially? No, it will not. Not
with a cache. And that has to be proofed first! How is the percentage of
memory fetches out of the cache? How many memory fetches are longwords?
And don't forget that a 68030 with 16 MHz is faster than a 68020 with 14MHz.
So which system is faster? Nobody will be able to answer this question
including you.

Ciao Heiko

## 740. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 11:04:06 UTC
From: sys1@exnet.co.uk
Message-ID: <C9Dqqv.C05@exnet.co.uk>
Source record: 22525
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20h8a1INNc6v@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>In article <20foa2INN7pu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article <20et37INN40q@tom.rz.uni-passau.de>, Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
>>: In article <20d6vrINNna2@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>

>>: host adaptor, only a cheap IDE controller that has been criticized by
>>: A1200/A4000 users several times, but obviously you don't read other
>
>>I criticize it myself, I don't need others to. And yes, it is a cheap
>>IDE controller. So don't use it; it doesn't cripple the design unless
>>you try to use it in place of something better, and you don't have to.
>
>'In place of something better' refers to SCSI here, what is the price for
>an SCSI interface for the A1200?
>

I have been looking through Amiga shopper and Amiga format and I can not see
a scsi board for the A1200.

>>And yes, as I said, I'm aware of the extra expense. But the freedom from
>>the architectural crippling that took place in the Falcon is more than
>>enough of a counterbalance.
>
>

Just a value judgement. Facts a few and far between from greg.

>>: groups than *.advocacy. And - there is NO HD disk drive for the A1200
>>: and I doubt there will be one.
>>
>>Eh? 1) A1200's use an IDE adapter, HD's exist; but that's PROBABLY not
>>what you meant. You were likely referring to SCSI, and then you're still
>>wrong, because they DO exist. They don't come from C=, but there are
>>others.
>
not for the A1200

Xavier

## 741. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 11:30:56 UTC
From: cmedley@wam.umd.edu
Message-ID: <20p95g$okf@cville-srv.wam.umd.edu>
Source record: 22523
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20okei$aov@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>
> Why not just one? We are using it at school to dub in the soundtrack to
>our Wavefront animations. We were told that there will soon be an SGI
>version, so, how does that sound for progress? Imagine that, Amiga apps
>ported to an SGI. :)
>

You might wanna think over the importance of that when you hear that the
Atari platform's premier animation s/w (Phase-4) was ALSO ported to the SGI.

It's funny that we're all bragging that they are porting our s/w to other
platforms because that's usually a sign that the company is either:

a) looking for more money (nothing wrong with that)
b) doing a) because the current market is tiny and insignificant (something
wrong with that, for those who own the machine... :) )

## 742. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 11:33:58 UTC
From: cmedley@wam.umd.edu
Message-ID: <20p9b6$okp@cville-srv.wam.umd.edu>
Source record: 22524
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20oloi$aov@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>
>It's really pathetic to see Flip using this as a cornerstone to his argument
>that Amigas suck compared to Ataris.
>

Well I guess you missed my point then. :)

If you look at the "concerns" (have you noticed flames are always called
"concerns" when people try to flame on the sly?) raised about the Falcon,
we've seen some incredible nit-picky things like not being able to multitask
when doing a floppy access.

I was simply demonstrating how if you nitpick over what the Amiga can't do,
or doesn't have standard, it looks just as stupid.

And it was hardly the cornerstone of my argument. :) You missed about
10 information packed postings. Get thee back to thine newsreader. :)

## 743. Cost of A1200 & Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 13:23:25 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jun29.132325.619@seas.gwu.edu>
Source record: 22532
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>Let me ask you this. Who do you think the a1200 is aimed for? [...]

I've often wondered. Let's see...

>It makes no sense to pack all kinds of hardware into a machine, raising the
>base price, when not everyone will have a use for it. Unless of course,
>there is no other model to choose from. C= has always released new machines
>in multiple configurations, which are 99% completely compatible. There is
>always a streamlined, affordable model, as well as a souped up dream machine,
>with the price tag to boot.

I always hear the excuse that Commodore made compromises in the A1200's
design to cut the price. So where is this price cut? Isn't the retail
price of the machine $699? This is for a 14MHz EC020, no harddrive, IDE,
NO CLOCK, low-density floppy drive, etc. I still think the A1200 is a
great machine, especially for expansion, but where is the savings? Next
thing you know, they'll leave off the serial port (not everyone has a
modem) and the parallel port (not everyone has a printer) and the RGB
port (use a TV) and the second gameport and the keypad... Whoops! I'm
giving them too many ideas.

> And of course, as I and many others have said before, if you're gonna call
>your 030 computer a professional machine, why the hell would you give the
>CPU any 16 bit access at all? In 1993, with new machines being 32 bit only
>as a standard, that's absurd.

Absolutely true. How much do Falcons cost, anyway?

-- Gerald

# 744. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 13:27:15 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jun29.132715.720@seas.gwu.edu>
Source record: 22533
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

klump@kirk.fmi.uni-passau.de (Karsten Klump) writes:
>kfisher3@mach1.wlu.ca (kevin fisher U) writes:
>>
>>What the hell are you talking about? WHEN? Gee, I don't seem to remember
>>the workbench freezing as I copied ANYTHING. Have you even tried an amiga?
>>This thread is getting ridiculous.
>
>So you can open drawers, start programms while your amiga is copying Files?
>Gosh my A4000 can't. Tell me the trick,please.
>The only thing you can do is using already started programms: the wb is
>locked !!!

Hint: Don't use Workbench to copy lots of files. There are file utilities
and the shell.

-- Gerald

## 745. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 14:22:19 UTC
From: comeau@csanta.attmail.com
Message-ID: <C9Dzx7.5BD@well.sf.ca.us>
Source record: 22526
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20hvicINNgum@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <20h8a1INNc6v@tom.rz.uni-passau.de>, Thorsten Guenther
(guenther@vati.fmi.uni-passau.de) wrote:
>: In article <20foa2INN7pu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>: >The software support for the Amiga is several times better than that of
>: >the Falcon, [...]
>
>: Sure it is.
>
>It is, simply put. Ever hear of Comeau C++? Its a multi-platform C++
>made for many types of workstations. AND the Amiga.
>
>Ever hear of SAS? SAS makes some of the most widely-known products in
>the industry, in general. They also do our, and others', most popular C
>compiler, SAS/C.
>
>Electronic Arts, perhaps, of the popular DeluxePaint fame. We won't even
>get into that.
>
>You may or may not know Blue Ribbon Soundworks... Bars & Pipes
>Professional?
>
>Ever hear of NewTek? Nah.
>
>Those are just a few names that you might recognize--not because they're
>popular Amiga developers, but because they're known across the industry
>for the products they make.
>
>Then of course, theres prevalent Amiga developers like GVP, Black Belt,
>Centaur, SunRize, ReadySoft, Digital Creations, ASDG, and a GREAT deal
>more. There is a disparate difference between the state of the Amiga's
>software development and that of the Falcon/Atari.

Although I think that is correct, the Atari is no skeleton though.
For instance, Lattice C took its own path from a few versions back
and is quite successful on the Atari. Comeau C++ 3.0 With Templates
is about to be released for the Atari. And so on. I think it is
undisputable that the Amiga is better off than the Atari from the perspective,
but also I think any conclusions made from that fact w/o a context is
unclear.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418

Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

## 746. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 14:32:01 UTC
From: comeau@csanta.attmail.com
Message-ID: <C9E0DE.5Lr@well.sf.ca.us>
Source record: 22527
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20ki4pINNa9c@life.ai.mit.edu> dmb@ai.mit.edu writes:
>In article <20hvicINNgum@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article <20h8a1INNc6v@tom.rz.uni-passau.de>, Thorsten Guenther
(guenther@vati.fmi.uni-passau.de) wrote:
>>: In article <20foa2INN7pu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>: >The software support for the Amiga is several times better than that of
>>: >the Falcon, [...]
>>
>>: Sure it is.
>>
>>It is, simply put. Ever hear of Comeau C++? Its a multi-platform C++
>>made for many types of workstations. AND the Amiga.
>
>Not the best example -- Comeau C++ also runs on the ST series. Gary
>Comeau has posted about it in comp.sys.atari.st several times.

I am not Gary, Craig, Gregg, George, or Ray (I've been called all of these,
and more... and worse ;-})..... I am Greg. Yes, the is correct. Well,
almost as Comeau C++ has not been officially released yet for the Atari.
One does has to also realize that Comeau C++ existed for some time before
we did the initial port for the Amiga. OTOH, it has been over two years
since that release. The Atari market is obviously smaller and hence our
finally getting around to it. This is not meant as a derogatory, just a
statement of fact. Actually, that we have ported to it is some
recognition of the Atari.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

# 747. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 14:39:41 UTC
From: comeau@csanta.attmail.com
Message-ID: <C9E0q6.5tv@well.sf.ca.us>
Source record: 22528
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20mal4$qk2@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>In article <20hvicINNgum@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>It is, simply put. Ever hear of Comeau C++? Its a multi-platform C++
>>made for many types of workstations. AND the Amiga.
>
>Use GNU-C++ instead. It's free and is implemented on nearly every platform
>including Atari.

Not exactly free. Certainly that is not the decision used
by many to obtain their compilers. Comeau C++ is uncontestably
the most diversely ported commercial C++ anywhere. If g++ is
considered non-commercial (I'm not convinced it is), then it is uncontestably
the most diversely ported non-commercial C++ anywhere. We have
some 40 some-odd ports. I suspect g++ has more but honestly do not know.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

# 748. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 14:43:25 UTC
From: comeau@csanta.attmail.com
Message-ID: <C9E0wE.5yE@well.sf.ca.us>
Source record: 22529
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <15337@blue.cis.pitt.edu> gjkst@pitt.edu (Josh Karabin) writes:
>Okay, so we agree that Atari has a bunch of names developing for it that we
>Amiga ites have never heard of, and vice versa. I imagine that tossing these
>names around has nothing at all to do with software availability for the two
>machines, or for software quality for that matter.
>
>Perhaps a different tack would be in order.

I agree with you wnoleheartedly. As mentioned a few messages back,
I don't know what can be concluded from what has been presented thus far.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

## 749. Re: Atari Jaguar news(???)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 16:10:23 UTC
From: Rich Chong <U41602@uicvm.uic.edu>
Message-ID: <93180.111024U41602@uicvm.uic.edu>
Source record: 22531

>In article <C91wGF.5IJ@cs.psu.edu> legrand@chem.psu.edu (Scott Legrand) writes:
>> [flame flame flame flame]
>>
>>ObAdv: It is a well-known fact that Atari computers are made with child labor
>
>Yes; Leornard signs every motherboard himself.
>
>Dave Baggett

Actually, IBM just had a press release today that they will be manufacturing the Atari Jaguar for them ($500M contract) in their spiffy 1200acre facility in Charlotte, NC. IBM will be responsible for component sourcing, Q/A, packaging, and distribution. rich chong

## 750. Re: Apple's R&D crancks out the LC520.....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 16:11:49 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <C9E4zu.232@cbnews.cb.att.com>
Source record: 22534

In article <1993Jun29.103827.14331@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>In article <63610@aurs01.UUCP>, klassa@aurs01.UUCP (John M. Klassa) writes:
>> sinclap2954@iscsvax.uni.edu writes:
>>
>>>Well Apple's R&D just crancked out a new model today.. The Mac LC 520 is a
>>>integrated 14 inch color classic with built in dual speed cdrom, 5 megs and 80
>>>meg HD, 1 meg video ram, and stero speackers. This model uses an 25 mhz. 030
>>>at 32 bit bus. The mother board can be easily removed for easy upgrade.. Cost
>>>$1509..... Will only be available to education institutions and students. So
>>>much for Atari's failed attempt to get the Falcon into the education market...
>>>The LC 520 is available now!!!!!!!!
>>>
>>>
>>>
>>>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa
>>
>> Peter:
>>
>> What will it take to get through to you? This newsgroup is for the
>> discussion of the Atari ST/STE/TT and Falcon lines of computers. As
>> you may note from the words "Atari ST/STE/TT and Falcon," discussion
>> of Apple computers is COMPLETELY OUT OF PLACE HERE. There's a special
>> newsgroup for the discussion of Apple computers and their impact on
>> the Atari community... That place is comp.sys.atari.advocacy.
>>
>> If your site doesn't get comp.sys.atari.advocacy, then I guess you're
>> SOL. Stop abusing the privilege.
>>
>Excuse me we live in a democracy. I will post anywere I like. Skip my posts
>if you not like it. Its not difficult at all.
>
>I am just informing people who may want to change their minds about the Atari
>platform that their are other choices to choose..
^^^^^

Hmm, ignorant AND stupid... A true Macintosh user!

>
>
>
>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa
>
>
>
>> --

```
>> John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
>> Raleigh, North Carolina // United States of America \ /\ & \/ \
>> email: klassa@aur.alcatel.com \/ \/ \
```

```
--
+----------------------------------+-----------------------------------------+
|Tom Pschar - AT&T CAOSS Dev. Team | land (n.) - see snatch. |
| Atari Jaguar: Soon...very soon. |
+-------------------------------------------------------------------------+
```

## 751. Re: Apple's R&D crancks out the LC520.....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 16:38:27 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun29.103827.14331@iscsvax.uni.edu>
Source record: 22530

In article <63610@aurs01.UUCP>, klassa@aurs01.UUCP (John M. Klassa) writes:
> sinclap2954@iscsvax.uni.edu writes:
>
>>Well Apple's R&D just crancked out a new model today.. The Mac LC 520 is a
>>integrated 14 inch color classic with built in dual speed cdrom, 5 megs and 80
>>meg HD, 1 meg video ram, and stero speackers. This model uses an 25 mhz. 030
>>at 32 bit bus. The mother board can be easily removed for easy upgrade.. Cost
>>$1509..... Will only be available to education institutions and students. So
>>much for Atari's failed attempt to get the Falcon into the education market...
>>The LC 520 is available now!!!!!!!!
>>
>>
>>
>>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa
>
> Peter:
>
> What will it take to get through to you? This newsgroup is for the
> discussion of the Atari ST/STE/TT and Falcon lines of computers. As
> you may note from the words "Atari ST/STE/TT and Falcon," discussion
> of Apple computers is COMPLETELY OUT OF PLACE HERE. There's a special
> newsgroup for the discussion of Apple computers and their impact on
> the Atari community... That place is comp.sys.atari.advocacy.
>
> If your site doesn't get comp.sys.atari.advocacy, then I guess you're
> SOL. Stop abusing the privilege.
>
Excuse me we live in a democracy. I will post anywere I like. Skip my posts
if you not like it. Its not difficult at all.

I am just informing people who may want to change their minds about the Atari
platform that their are other choices to choose..

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

> --
> John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
> Raleigh, North Carolina // United States of America \ /\ & \/ \
> email: klassa@aur.alcatel.com \/ \/ \

# 752. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 18:01:19 UTC
From: laire@haegar2.uni-paderborn.de
Message-ID: <20q01f$9tv@haegar2.uni-paderborn.de>
Source record: 22535
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sys1@exnet.co.uk (Xavier Gallagher) writes:

>In article <20h8a1INNc6v@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>>In article <20foa2INN7pu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>>In article <20et37INN40q@tom.rz.uni-passau.de>, Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
>>>: In article <20d6vrINNna2@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>

(schnipp)

>I have been looking through Amiga shopper and Amiga format and I can not see
>a scsi board for the A1200.

CSA 12 Gauge,GVP and others are selling 030,SCSI,RAM,(Networking) boards
and we'll release also a board the next months that has a SCSI2(FAST)
DMA controller on board.

Regards.
--
Ralph Schmidt laire@uni-paderborn.de
University of Paderborn (Germany)

## 753. Pagemaker

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 18:18:53 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <7P5w6B2w165w@iowegia.dsm.ia.us>
Source record: 22553

As for the Pagemaker versions on the IBM and MAC platforms, there
is not much to brag about! I used the latest versions in a
business environment and they were OK at best, but NOT excellent.
They lack much of everything needed for true desktop publishing.
I used the old version of Calamus and it was more powerful than
the latest on the MAC. It was less then $100 dollars also!
Don`t cut it down until you have used them both. Calamus SL is a
MUCH better bang for the buck!
Lannie

## 754. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 18:31:45 UTC
From: c92caren@IDA.LiU.SE
Message-ID: <C92CAREN.93Jun29203141@astmatix.IDA.LiU.SE>
Source record: 22554
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9D3t7.2n7@mach1.wlu.ca> kfisher3@mach1.wlu.ca (kevin fisher U) writes:
> Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
[blah blah blah]
> : The Amiga Workbench locks while copying files, so what?
> :

> What the hell are you talking about? WHEN? Gee, I don't seem to remember
> the workbench freezing as I copied ANYTHING. Have you even tried an amiga?
> This thread is getting ridiculous.

Well... I'm sorry to say this... but actually he's right... The
WB *DO* lock up when doing stuff... On pre 3.0 it locks when you
`info' a file, and pre 2.0 it even locks up while launching an
application (only while loading thou, but anyway...). All WB's
up to 3.0 show you that cute little `hands-off-i'm-busy' pointer
while copying/... files. But it does *NOT* lock up the whole
system, it's just that the WorkBench is a single task, and one
task can only do one thing at the time... (I wish that C= would
make the WB multithreaded some day...).

But sure, the comparison "WB locks" <=> "Falcon locks" is
ridiculous... WB is just a front-end application! If you typed
``Copy DH1:Junk/#? RAM:'' in a shell, that shell would lock up
as well... The other tasks running would still run smoothly ;)
--
==========================================================================////=========
Calle Englund ////
CompSci Student @ University of Linkoping, Sweden ////
Email: c92caren@und.ida.liu.se ////\
=============================================================\\\\=////\ \==========
Real-life(tm) coming to a dealer near you RSN. \\\X///--\ \MIGA NIL
=============================================================\XXX/====\ \========

## 755. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 19:12:47 UTC
From: djm2@ra.msstate.edu
Message-ID: <20q47f$onf@Tut.MsState.Edu>
Source record: 22536
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20p9b6$okp@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>
> Well I guess you missed my point then. :)
>
> If you look at the "concerns" (have you noticed flames are always called
> "concerns" when people try to flame on the sly?) raised about the Falcon,
> we've seen some incredible nit-picky things like not being able to multitask
> when doing a floppy access.
>
> I was simply demonstrating how if you nitpick over what the Amiga can't do,
> or doesn't have standard, it looks just as stupid.
>
I enjoy little humorous 'demonstrations' like what you said you did too.
Going on and on for more than one post is a little beyond that.

> And it was hardly the cornerstone of my argument. :)
It has been for the past few posts.. :)

You missed about
> 10 information packed postings. Get thee back to thine newsreader. :)
No, I've been keeping up. It's been a lot of fun. I just think you're
wrong.. :)
>
>

--
Danimal on IRC
djm2@ra.msstate.edu

# 756. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 19:25:35 UTC
From: djm2@ra.msstate.edu
Message-ID: <20q4vf$qik@Tut.MsState.Edu>
Source record: 22537
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20ovig$u0e@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>
> Hm. It will suffer, that's right. But substantially? No, it will not. Not
> with a cache. And that has to be proofed first! How is the percentage of
> memory fetches out of the cache? How many memory fetches are longwords?
> And don't forget that a 68030 with 16 MHz is faster than a 68020 with 14MHz.
> So which system is faster? Nobody will be able to answer this question
> including you.
>

Heiko,
The example I gave you was NOT done on an 020. It was done on my 25 mhz. 68030. Last time I checked, both of my caches were on. The way I see it, except for mine being faster than yours, I just "proofed" to you the the bottleneck in CPU speed. However, I realize that since your CPU is slower, the bottleneck won't be as obvious as it is with mine.
But consider this, GVP, CSA, and Microbotics already have inexpensive and powerful accelerator cards available, with up to 50 mhz 030's on them. The CSA 12-Guage also comes with a SCSI interface, 4 megs, and an 882, along with the 50 mhz. 030. Whose machine is better equipped to deal with that kind of speed? With the Falcon ALWAYS having 16 bit access, the answer is simple.

ONLY Amiga Makes It Possible...

> Ciao Heiko
>

--
Danimal on IRC
djm2@ra.msstate.edu

# 757. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 19:29:01 UTC
From: djm2@ra.msstate.edu
Message-ID: <20q55t$qik@Tut.MsState.Edu>
Source record: 22538
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9Dqqv.C05@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:
> >>
> >>Eh? 1) A1200's use an IDE adapter, HD's exist; but that's PROBABLY not
> >>what you meant. You were likely referring to SCSI, and then you're still
> >>wrong, because they DO exist. They don't come from C=, but there are
> >>others.
> > >
> not for the A1200
>
Call CSA, they have a really nice SCSI interface, called the 12-Guage. As
an extra bonus, it comes with a 50 mhz. 030, 50 mhz. 882, and 4 megs of
32 bit RAM.

You could also check with Microbotics and GVP, since their SCSI interfaces
that they made for the 1200 seem to work quite well, too.

> Xavier

--
Danimal on IRC
djm2@ra.msstate.edu

## 758. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 20:52:23 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20qa27INNn2h@uwm.edu>
Source record: 22539
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20m4l5INN2c9@tom.rz.uni-passau.de>, Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
: In article <huots00.741244390@DMI.USherb.CA> huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:
: > -> I'm running MiNT now. It never locks up during a HD access. Only floppy
: > -> disk.

: The Amiga Workbench locks while copying files, so what?

Tutoring session: What's the difference between MiNT and the Workbench?

MiNT is the OS; Workbench is an application. AmigaDOS does not "lock up" when things are accessed. Two applications can be accessing a single disk drive at the same time; it preempts at the lowest levels of the system. Just a bit of knowledge, so that you know next time: AmigaDOS does not lock up in such situations. In fact, two or more read requests can be placed upon a filesystem-device, and they will be fulfilled as close to simultaneously as possible.

Just a little example of how little you actually know of what you're speaking of.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 759. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 21:01:45 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20qajpINNn2h@uwm.edu>
Source record: 22540
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20mal4$qk2@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: In article <20hvicINNgum@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: >It is, simply put. Ever hear of Comeau C++? Its a multi-platform C++
: >made for many types of workstations. AND the Amiga.

: Use GNU-C++ instead. It's free and is implemented on nearly every platform
: including Atari.

I have since reminded and remembered that Comeau makes applications for
the Atari as well.

Point aside, my example was not to list "bigger and better programs", as
some seem to have taken it--my point was to show that we have a great
deal more cross-platform support both coming from other platforms, as
well as going TO other platforms. Its not an example of the applications
themselves, but of the companies and the software support available ON
the Amiga in comparison to the Atari/Falcon realm.

: Try PixArt, Papillion or True Paint. Is there also a good vector graphics
: programm on the Amiga like XAct, Outline Art or DA's Vektor? Do they have
: semi-professional photostyling software? Do they have a professional DTP
: software (like Calamus SL or Didot Professional)? Are there even some worthy
: wordprocessors on the Amiga?

Yes, yes, and yes.

: Finally there is one sequenzer for the Amiga you can work with. Wow!

More than one. B&P Pro is just the one I like.

: Well, discussed... but not proofed.

There isn't a whole lot to debate, when it comes to the way they've
crippled their machine.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 760. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 21:08:30 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20qb0eINNn2h@uwm.edu>
Source record: 22541
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9BzD2.yt@news.udel.edu>, Donald R Lloyd (don@chopin.udel.edu) wrote:
: SAS/C _is_ Lattice C. There's also DICE (shareware & soon to be

Umm, SAS _WAS_ Lattice C. I'd venture to say its quite a different
product, now, and the support is several hundred times better than it
ever was.

: Of course, Brilliance is coming RSN, and should really give DPaint
: a challenge.

Some have said that it may give Quantel PaintBoxes a challenge.

: What about morphing software? Not exactly a huge market, but fun to play
: around with and available in at least 5 different packages for the Ami.

Many of which created by companies who are deciding to go multi-platform,
which will only result in a better product and support.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 761. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 21:13:53 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20qbahINNn2h@uwm.edu>
Source record: 22545
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20osolINNgqs@tom.rz.uni-passau.de>, Karsten Klump
(klump@kirk.fmi.uni-passau.de) wrote:
: So you can open drawers, start programms while your amiga is copying Files?
: Gosh my A4000 can't. Tell me the trick,please.
: The only thing you can do is using already started programms: the wb is
: locked !!!

Read the original comparison again: He was claiming that MiNT never
locked up on a HD, only on floppies.

Then tell me how you got the idea that the Workbench application was part
of the OS. MiNT is their _OS_. Totally different things. One is a flaw
in the design of an application, and has no bearing on the OS. The other
is a flaw in the OS itself.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 762. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 21:18:47 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20qbjnINNn2h@uwm.edu>
Source record: 22542
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9Dqqv.C05@exnet.co.uk>, Xavier Gallagher (sys1@exnet.co.uk) wrote:
: Just a value judgement. Facts a few and far between from greg.

I have gone over, and over, and over what I consider flaws in the basic design of the Falcon. Their misguided use of a 68000 interface to the outside world in their processor slot, the mindless slaughtering of a 68030's performance by placing it on a 16-bit bus, the use of a rather ancient DSP, the OS itself... I'll not go over them again for at LEAST another week, I've got no wish to write an FAQ of what I consider design flaws.

And yes, they exist on the Amiga 1200, but not at the fundamental level of the Falcon. I/O, you say? You can REPLACE I/O, so while it is a flaw, it isn't fundamental. You know the philosophy: If it rests upon something else, then it isn't fundamental. If your foundation is cracked, the building above it may be pretty, but it will eventually crumble.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 763. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 21:20:20 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20qbmkINNn2h@uwm.edu>
Source record: 22543
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20p9b6$okp@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Well I guess you missed my point then. :)

: If you look at the "concerns" (have you noticed flames are always called
: "concerns" when people try to flame on the sly?) raised about the Falcon,
: we've seen some incredible nit-picky things like not being able to multitask
: when doing a floppy access.

I'm, to this day, surprised that it IS that way; but that isn't one of my
big problems with the OS.

: And it was hardly the cornerstone of my argument. :) You missed about
: 10 information packed postings. Get thee back to thine newsreader. :)

Nor mine.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 764. Re: Apple's R&D crancks out the LC520.....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 22:07:34 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun29.160734.14341@iscsvax.uni.edu>
Source record: 22544

```
In article <C9E4zu.232@cbnews.cb.att.com>, tpp@cbnews.cb.att.com (Grue) writes:
> In article <1993Jun29.103827.14331@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>>In article <63610@aurs01.UUCP>, klassa@aurs01.UUCP (John M. Klassa) writes:
>>> sinclap2954@iscsvax.uni.edu writes:
>>>
>>>>Well Apple's R&D just crancked out a new model today.. The Mac LC 520 is a
>>>>integrated 14 inch color classic with built in dual speed cdrom, 5 megs and 80
>>>>meg HD, 1 meg video ram, and stero speackers. This model uses an 25 mhz. 030
>>>>at 32 bit bus. The mother board can be easily removed for easy upgrade.. Cost
>>>>$1509..... Will only be available to education institutions and students. So
>>>>much for Atari's failed attempt to get the Falcon into the education market...
>>>>The LC 520 is available now!!!!!!!!
>>>>
>>>>
>>>>
>>>>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa
>>>
>>> Peter:
>>>
>>> What will it take to get through to you? This newsgroup is for the
>>> discussion of the Atari ST/STE/TT and Falcon lines of computers. As
>>> you may note from the words "Atari ST/STE/TT and Falcon," discussion
>>> of Apple computers is COMPLETELY OUT OF PLACE HERE. There's a special
>>> newsgroup for the discussion of Apple computers and their impact on
>>> the Atari community... That place is comp.sys.atari.advocacy.
>>>
>>> If your site doesn't get comp.sys.atari.advocacy, then I guess you're
>>> SOL. Stop abusing the privilege.
>>>
>>Excuse me we live in a democracy. I will post anywere I like. Skip my posts
>>if you not like it. Its not difficult at all.
>>
>>I am just informing people who may want to change their minds about the Atari
>>platform that their are other choices to choose..
> ^^^^^
>
> Hmm, ignorant AND stupid... A true Macintosh user!
>

Hmm, ignorant AND stupid... A true Atari asshole user!

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

"A Mac user in the lab and Amiga owner at night" 3DO will stomp the Jaguar
```

>>
>>
>>
>>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa
>>
>>
>>
>>> --
>>> John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
>>> Raleigh, North Carolina // United States of America \ /\ & \/ \
>>> email: klassa@aur.alcatel.com \/ \/ \
>
>
> --
> +----------------------------------+-----------------------------------------+
> |Tom Pschar - AT&T CAOSS Dev. Team | land (n.) - see snatch. |
> | Atari Jaguar: Soon...very soon. |
> +-----------------------------------------------------------------------------+

## 765. Re: Apple's R&D crancks out the LC520.....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 22:36:20 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Jun29.223620.24194@prime.mdata.fi>
Source record: 22548

In article <1993Jun29.103827.14331@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
[stuff deleted]
>
>I am just informing people who may want to change their minds about the Atari
>platform that their are other choices to choose..

Do you really feel that it is necessary to inform Atari users of other alternatives, I mean I think we all know there are Macs and PC's and a heck of a lot of other computers too. The people who buy Atari computers apparently like them, why interfere? Do you think they are stupid enough to buy the Atari without considering other alternatives? Moreover, are you raving about the other groups too, informing everyone of other alternatives (i.e. Macintosh)? If not, why did you choose to appear here in the atari hierarchy? My guess is that _you_ personally dislike Atari-computers, but that has nothing to do with what the rest of us think about them. As you might remember I emailed you on this subject earlier, but I didn't get a reply.

>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

--
---
| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |
---

## 766. Re: Apple's R&D crancks out the LC520.....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 23:06:40 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun29.230640.35900@rchland.ibm.com>
Source record: 22546

```
In article <1993Jun29.160734.14341@iscsvax.uni.edu>, sinclap2954@iscsvax.uni.edu writes:
|> In article <C9E4zu.232@cbnews.cb.att.com>, tpp@cbnews.cb.att.com (Grue) writes:
|> > In article <1993Jun29.103827.14331@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu
writes:
|> >>In article <63610@aurs01.UUCP>, klassa@aurs01.UUCP (John M. Klassa) writes:
|> >>> sinclap2954@iscsvax.uni.edu writes:
|> >>>

[stuff deleted]

|> >>>>
|> >>>>
|> >>>>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa
|> >>>
|> >>> Peter:
|> >>>
|> >>> What will it take to get through to you? This newsgroup is for the
|> >>> discussion of the Atari ST/STE/TT and Falcon lines of computers. As
|> >>> you may note from the words "Atari ST/STE/TT and Falcon," discussion
|> >>> of Apple computers is COMPLETELY OUT OF PLACE HERE. There's a special
|> >>> newsgroup for the discussion of Apple computers and their impact on
|> >>> the Atari community... That place is comp.sys.atari.advocacy.
|> >>>
|> >>> If your site doesn't get comp.sys.atari.advocacy, then I guess you're
|> >>> SOL. Stop abusing the privilege.
|> >>>
|> >>Excuse me we live in a democracy. I will post anywere I like. Skip my posts
|> >>if you not like it. Its not difficult at all.

So my theory was right, you behave just like Marc Barret (almost).

|> >>I am just informing people who may want to change their minds about the Atari
|> >>platform that their are other choices to choose..
|> > ^^^^^
|> >
|> > Hmm, ignorant AND stupid... A true Macintosh user!

I guess they already know Peter, and that Mac is only for educational institutions.

|>
|> Hmm, ignorant AND stupid... A true Atari asshole user!

No comment.

|>
|>
|>
```

|> Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa
^^^^
/ There must be a relation somewhere...

|>
|> "A Mac user in the lab and Amiga owner at night" 3DO will stomp the Jaguar

3DO will stomp the Jaguar... hmmmm.... perhaps. I would say that Atari has made
a First, big correct step for the very first time in a lllooooooooooooooooooooooong
time... 3DO's $700 vs Jaguar's possible $200 surely makes a big difference.

And then, my main concern was if the Jaguar was vaporware or not, it seems now
pretty real... I'm waiting for the real specs.

|>
|>
|>
|>
|> >>
|> >>
|> >>
|> >>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa
|> >>
|> >>
|> >>
|> >>> --
|> >>> John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
|> >>> Raleigh, North Carolina // United States of America \ /\ & \/ \
|> >>> email: klassa@aur.alcatel.com \/ \/ \
|> >
|> >
|> > --
|> > +----------------------------------+-----------------------------------------+
|> > |Tom Pschar - AT&T CAOSS Dev. Team | land (n.) - see snatch. |
|> > | Atari Jaguar: Soon...very soon. |
|> > +-----------------------------------------------------------------------------+

--
---------------------------------------
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 767. Re: ATARI! HA!(SCSI2 and IDE(enough confusing comments))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-29 23:40:21 UTC
From: y92maten@odalix.ida.liu.se
Message-ID: <1993Jun29.234021.20885@ida.liu.se>
Source record: 22555
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

laire@haegar2.uni-paderborn.de (Ralph Schmidt) writes:

> o It's a fact that IDE is cheaper because you don't need scsi-controller
> on board that wastes motherboard place. Furthermore the smaller IDE
> drives are cheaper than the same SCSI drives.
> If you have Fastram in your A1200 you should be able to reach 800-900kb/s
> like the A4000 with his 120MB Secrate HD.

I bought my 1200 four weeks ago (only 2Mb chip), and using a little
craftsmanship;) which included removal of the HF-shield which covers the
motherboard, I mounted a Seagate245/3.5". With this drive
I have reached 820Kb/s (diskspeed 256kb buffer) with only chipmem, so
I don't have much to complain about ;)

---
Im too young for a .sig
---
--
// Mattias Engstrom
// y92maten@lysator.liu.se

# 768. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 01:04:26 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9EtnE.9Au@netcom.com>
Source record: 22547

In article <1993Jun29.052515.163969@zeus.calpoly.edu> mcookson@flute.calpoly.edu (Mark Cookson) writes:
> I havent been following this group, (much), but a few maybe new things:
>

[old news about Jaguar deleted :-)]

> Atari pretty much indicated it is essentially giving up on the PC
>market. (I.e. falcon is a music machine because of its DSP and MIDI.
>They feel it is a good computer, but don't plan to ever try to sell it
>in any significant number).

Well, that certainly is interesting. I think I'll post this on GEnie. They'll love to read that.

Tell us, though: what indications were there that they were giving up on the PC market? I haven't seen any indications of this at all, especially with old computers (Mega STE, TT) being put back into production and strict enforcement of the dealer agreement. You don't spend all your resources developing state of the art hardware like the Falcon, only to drop it months later. I think you misinterpreted.

> I have some written info on Jaguar, Falcon, and Lynx. Write to me at
>MDRAEGER@SCU.EDU if you want more info.

Just post it. Everyone here is interested.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

## 769. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 01:43:33 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <C9EvGM.E74@genesis.nred.ma.us>
Source record: 22448
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

The Atari Falcon is crippled...but the 1200 is a bit too. I read
the review of the Falcon in Atari Explorer and it did sound, (I can't
belive I'm saying this..Mr. DIE HARD Amiga fan) surprisingly, like a pretty
nice machine. 16 bit digital audio as a standard feature can't be bad at
all... my main problem is the 16 access to RAM which is a total blunder
on Atari's part. I'd still rather get a 1200 due to software support
and hardware support. Plus, the price of the FALCON is a bit high..but
I suppose 16 bit digital audio does things like that.. :)
--
--Keeper of the NEO GEO FAQ-BOB LOVES YOU-Only the A M I G A makes it possible!
Ralph A. Barbagallo III /Atari 2600,7800,Lynx,NES,GameBoy,SNES,Master System,
nugget@genesis.nred.ma.us/Genesis,Game Gear,NEO-GEO,Odyssey500,Vectrex,TurboCD,
Mindstorm WILL RETURN! /TurboGrafx-16,Commodore64,Amiga500,Atari800XL GO C=!

# 770. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 02:18:18 UTC
From: kfisher3@mach1.wlu.ca
Message-ID: <C9Ex2I.C9r@mach1.wlu.ca>
Source record: 22549
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Karsten Klump (klump@kirk.fmi.uni-passau.de) wrote:
: In article <C9D3t7.2n7@mach1.wlu.ca> kfisher3@mach1.wlu.ca (kevin fisher U) writes:
: >Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
: >: In article <huots00.741244390@DMI.USherb.CA> huots00@DMI.USherb.CA (SYLVAIN HUOT)
writes:
: >: > -> I'm running MiNT now. It never locks up during a HD access. Only floppy
: >: > -> disk.
: >: >
: >: >What a joke !!!! ;-]
: >:
: >: The Amiga Workbench locks while copying files, so what?
: >:
: >
: >What the hell are you talking about? WHEN? Gee, I don't seem to remember
: >the workbench freezing as I copied ANYTHING. Have you even tried an amiga?
: >This thread is getting ridiculous.
: >
: >
: >--
: >Kevin Fisher ><> | WLU - - Home of the
: >kfisher3@mach1.wlu.ca | Internationally Bright Young Thingies
:
: So you can open drawers, start programms while your amiga is copying Files?
: Gosh my A4000 can't. Tell me the trick,please.
: The only thing you can do is using already started programms: the wb is
: locked !!!
:

Trick?? What trick? After responding to the last post, just to check and
see that I wasn't living in another universe and missed this flaw in WB, I
checked it out--opened a shell window, copied a large subdirectory from one
place to another. At the same time, I started JR-comm running (using the
ToolsDaemon running in the background, of course), and then called up the
toolsdaemon screen. AT THAT POINT I decided that YOU are living in an
alternate reality (excuse me, the original poster too), where the WB locks
up when you try to copy things. All that on a measly 2000. Your 4000
locks? Take it back. It's defective then.

--
Kevin Fisher ><> | WLU - - Home of the
kfisher3@mach1.wlu.ca | Internationally Bright Young Thingies

# 771. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 02:21:41 UTC
From: kfisher3@mach1.wlu.ca
Message-ID: <C9Ex85.D0M@mach1.wlu.ca>
Source record: 22550
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Gerald G. Washington (gerald@seas.gwu.edu) wrote:
: klump@kirk.fmi.uni-passau.de (Karsten Klump) writes:
: >kfisher3@mach1.wlu.ca (kevin fisher U) writes:
: >>
: >>What the hell are you talking about? WHEN? Gee, I don't seem to remember
: >>the workbench freezing as I copied ANYTHING. Have you even tried an amiga?
: >>This thread is getting ridiculous.
: >
: >So you can open drawers, start programms while your amiga is copying Files?
: >Gosh my A4000 can't. Tell me the trick,please.
: >The only thing you can do is using already started programms: the wb is
: >locked !!!
:
: Hint: Don't use Workbench to copy lots of files. There are file utilities
: and the shell.

Ah, I thought that's what they were talking about in the first place!!! I sure as hell don't use the WB to copy files icon by icon - never have and never will. I still wouldn't call it a bug in the OS though. Sheesh, I've never noticed it, I wonder if anyone else has. One of the reasons I HAVE an amiga is so I don't have to be like a Mac weenie.

--
Kevin Fisher ><> | WLU - - Home of the
kfisher3@mach1.wlu.ca | Internationally Bright Young Thingies

# 772. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 02:35:19 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Jun30.023519.16328@ultb.isc.rit.edu>
Source record: 22551
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20q47f$onf@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>In article <20p9b6$okp@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley)
writes:
>>
>> If you look at the "concerns" (have you noticed flames are always called
>> "concerns" when people try to flame on the sly?) raised about the Falcon,
>> we've seen some incredible nit-picky things like not being able to multitask
>> when doing a floppy access.

Only when someone mentions something equally as picky (like clipping
windows offscreen? come on).

>> I was simply demonstrating how if you nitpick over what the Amiga can't do,
>> or doesn't have standard, it looks just as stupid.

Ha! My whole point with nit picking the falcon's floppy problems was to
point out your idiotic compaint about clipping windows offscreen. REAL
important, yep... :-)

--
"What's an Omega? Can that run Windows?" :-)
Ezra Story (Ezy) and eas3714@ultb.isc.rit.edu, his trusty address.

# 773. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 02:49:44 UTC
From: kfisher3@mach1.wlu.ca
Message-ID: <C9EyIx.HMG@mach1.wlu.ca>
Source record: 22552
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Ah, now I understand---we aren't in separate realities, we're seeing two different things. My apologies! I never have (and never will, probably) use the iconic copying method AKA Mac style, so I've never run into this hang (if it exists, haven't checked). I use a shell, no probs at all. I'm just a die-hard command liner, I guess...:>

But nonetheless, you CAN copy things anywhere and still freely multitask, no hang ups (under 2.04 or greater). Maybe users who like to copy by moving icons around might find it irritating if the WB locks (again, I haven't verified this for myself, and probably never will), but hey, there's always a command line...:>

--
Kevin Fisher ><> | WLU - - Home of the
kfisher3@mach1.wlu.ca | Internationally Bright Young Thingies

# 774. Re: ATARI! HA!(SCSI2 and IDE(enough confusing comments))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 05:57:40 UTC
From: laire@haegar2.uni-paderborn.de
Message-ID: <20ra0k$cf7@haegar2.uni-paderborn.de>
Source record: 22556
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

y92maten@odalix.ida.liu.se (Mattias Engstrom) writes:

>laire@haegar2.uni-paderborn.de (Ralph Schmidt) writes:

>> o It's a fact that IDE is cheaper because you don't need scsi-controller
>> on board that wastes motherboard place. Furthermore the smaller IDE
>> drives are cheaper than the same SCSI drives.
>> If you have Fastram in your A1200 you should be able to reach 800-900kb/s
>> like the A4000 with his 120MB Secrate HD.

>I bought my 1200 four weeks ago (only 2Mb chip), and using a little
>craftsmanship;) which included removal of the HF-shield which covers the
>motherboard, I mounted a Seagate245/3.5". With this drive
>I have reached 820Kb/s (diskspeed 256kb buffer) with only chipmem, so
>I don't have much to complain about ;)

Sounds ok.though if you get some FASTRam you'll get even faster:-B

Regards..
--
Ralph Schmidt laire@uni-paderborn.de
University of Paderborn (Germany)

## 775. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 06:49:14 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <20rd1aINNnf2@tom.rz.uni-passau.de>
Source record: 22557
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C92CAREN.93Jun29203141@astmatix.IDA.LiU.SE> c92caren@Und.IDA.LiU.SE writes:
> Well... I'm sorry to say this... but actually he's right... The
> WB *DO* lock up when doing stuff... On pre 3.0 it locks when you
> `info' a file, and pre 2.0 it even locks up while launching an
> application (only while loading thou, but anyway...). All WB's
> up to 3.0 show you that cute little `hands-off-i'm-busy' pointer
> while copying/... files. But it does *NOT* lock up the whole
> system, it's just that the WorkBench is a single task, and one
> task can only do one thing at the time... (I wish that C= would
> make the WB multithreaded some day...).
>
> But sure, the comparison "WB locks" <=> "Falcon locks" is
> ridiculous... WB is just a front-end application! If you typed
> ``Copy DH1:Junk/#? RAM:'' in a shell, that shell would lock up
> as well... The other tasks running would still run smoothly ;)

Funny, but you are the first one who admits that is IS true and it IS
a (minor) flaw of the WB. Sure, the WB is an application, but it is
used quite regularly, isn't it? So I don't get the point, why are those
other Amiga guys telling me things like 'I open a shell window' or
'I am using a 3rd party program','you don't have to act like a Mac weenie',
etc., when copying icons via the WB is the first method that comes to mind?

As of MiNT locking during disk access: this IS a flaw, but it's a minor
flaw also, because noone could make use out of MiNT/MutliTOS without
a HD anyways.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

# 776. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 06:59:40 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <20rdksINNnni@tom.rz.uni-passau.de>
Source record: 22558
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20okei$aov@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>Jeezus! How much proof do you guys need?! Do I need to run SysInfo and AIBB
>on my 030 500 with 4 megs 32 bit RAM/3 megs 16 bit RAM, then disable the 32
>bit RAM, and show y'all the results? It is quite simply, _unacceptable_.
>And it is foolish to argue which machine is faster, when one has ALL 32 bit
>access, and the other will ALWAYS have 16 bit access, no matter how much
>32 bit RAM you add. I'd much rather have a 1200 than my half-breed 32 bit
>machine, which I dearly love.
>
>It doesn't matter what kind of access your custom chips have, 16 or 32 bit.
>The computer won't run without the CPU, and if a full 32 bit CPU is forced
>to access thru a 16 bit bus, IT'S PERFORMANCE WILL SUFFER *SUBSTANTIALLY*!
>Understood?
>
>According to SysInfo 3.15:
>
>My 030 500 runs 8.07 times faster than it does with the 030 turned off, when
>it's using only 32 bit memory.
>My 030 500 runs 1.47 times faster than it does with the 030 turned off, when
>it's forced to use memory thru the 16 bit bus.

And that is the mistake in your article, you are judging from Amiga
experiences. Hell, the MegaSTE is 1.7 times faster than stock ST/STEs,
and the only add-on it has is a 16MHz/16KByte cache 68000.

>That's not using ONLY 16 bit memory, but a combination of 16 and 32 bit
>memory. How in the world can you justify introducing a new modern system
>with performance possiblities like that?

The Falcon is about four times, the A1200 about three times faster than
a 1040STE/Amiga500. This is an indirect comparison based on system specific
benchmarks.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

# 777. Re: ATARI! HA!(SCSI2 and IDE(enough confusing comments))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 07:02:54 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.741423774@DMI.USherb.CA>
Source record: 22559
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
-> Mhhh...with that HD probably 900kb/s. You should really get Fastram
-> because it will speed up your A1200 approx. 2x

yes! I agree ! But the price of the MBX 1200z in Canada is very too high.

Bye!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA
```

# 778. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 07:11:59 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.741424319@DMI.USherb.CA>
Source record: 22560
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

-> The Amiga Workbench locks while copying files, so what?

yes !!! But, NOT ALL COMPUTER !!!!! ;-)

I can continue to do other things ...

... and , i'm rarely using the Workbench for copying files.

-> And you don't think this exists for Ataris, right? Ever heard of MIDIcom
-> or PAM's Hiker, two LAN programs via MIDI?

Non, i did not suppose anything on that point !!!

I'm just replying on some writing that Amiga can't do networking at low
cost, that is essentially *FALSE* !

-> What if you want to hook a third Amiga into your 'network'?

I've never see anobody that do it, but it's write in doc of Parnet that
many users could be plug.

That system have cost me only the price of a cable !!!!!

An, i can go with my A1200 visiting my friends and copy files easily,
and use my hard disk directly from their Amigas.

It's very well do !!! I can accesses devices of the other computer
from Workbench.

But, you haven't reply me :

When networking is really necessary for a home computer ?

Bye!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA

## 779. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 07:55:00 UTC
From: jimmy@mickey.uhcc.Hawaii.Edu
Message-ID: <C9FCnp.1IE@news.Hawaii.Edu>
Source record: 22561
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9BzD2.yt@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>>In <20hvicINNgum@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
> SAS/C _is_ Lattice C. There's also DICE (shareware & soon to be
>commercial), PDC (an old freely distributable compiler), and Aztec C
>(although the latter two are apparently no longer updated). There's also
>the GNU stuff and a C++ compiler that's coming out from some German company
>whose name I can't remember.
> Other languages I can think of right off hand are HiSoft Pascal, one or
>two Modula-2 compilers, AMOS, AmigaE, and others.

Also TrueBasic, FBasic 5.0, of course these are only programs that can be
found in the U.S. I would suspect that Europe must have many others that
are not available to the U.S. Same probably goes for Atari.

>>>Electronic Arts, perhaps, of the popular DeluxePaint fame. We won't even
>>>get into that.
>>
>>Try PixArt, Papillion or True Paint.
>
> I believe there is/was a program called True Paint for one of the early
>Amiga 24-bit boards. DPaint is so good that most other paint programs for
>the standard chip set have fallen by the wayside. For owners of more
>specialized hardware there are things like TVPaint, DCTVPaint, etc.
> Of course, Brilliance is coming RSN, and should really give DPaint
>a challenge.

Brilliance is already advertised for $156 from some companies.
Anyone remember PhotonPaint, I think that's what it was called. OpalPaint
though you gotta get a 24bit board to get it. Or is that OpalVision?

>> Do they have a professional DTP
>>software (like Calamus SL or Didot Professional)? Are there even some worthy
>
> PageStream 2.2x (with capabilities like HotLinks, which aren't planned
>for the Atari), ProPage, Saxon Publisher.
> PageStream 3.0, due out this summer for the Amiga (no word yet on the
>Atari version) is a major rewrite that will supposedly "add more features than
>the last version had to begin with" (as is more than doubling the feature list).
>While this sounds like advertising hype, I saw an early version of PgS 3.0
>demoed at a trade show and it was _very_ impressive.
>
>>wordprocessors on the Amiga?
>

> Depends on how you define 'worthy'. There's no Ami Pro, MS Word, or
>WordPerfect 6 caliber WP, but ProWrite and Final Copy are decent.

There's also WordWorth II from Europe that some people said is good. Never
tried it as yet.

>>>You may or may not know Blue Ribbon Soundworks... Bars & Pipes
>>>Professional?
>>
>>Finally there is one sequenzer for the Amiga you can work with. Wow!
>>Better try Cubase, Notator, Live or Star Track (and many more sequenzers
>>available on the Atari platform).
>
> Don't know much about music software, but I'll agree that the ST has
>a definite advantage in the MIDI area. I do know that EA is close to
>releasing Deluxe Music Construction Set II, which is supposed to be a very
>reasonable program :)

The ST does have a definite advantage in the MIDI area but there is more
than one music program available for the Amiga but I don't think Greg
wanted to go hunting for the names of the other music programs in the mags.
There are eight programs in this one ad I'm looking at though don't know
anything about them.

The Amiga will have a definite advantage in the video are since that's its
niche as MIDI is the ST's niche. So these two areas are balanced out. 8-).

> How about some other areas? Do the Falcon/ST have any good 3D graphics
>software like Real3D 2, Aladdin4D, LightWave (with Toaster dongle :), and
>probably 20+ other programs & utilities related to 3D rendering?
> What about morphing software? Not exactly a huge market, but fun to play
>around with and available in at least 5 different packages for the Ami.
> Any good comm software? We've got Term, JR-Comm, VLT, and soon Terminus,
>all very good PD or shareware. Do you have cool PD/shareware utilities like
>ToolManager, ReOrg, DiskSalv (thanks, Dave!), etc.,... all of very professional
>quality but freely redistributable or low-cost shareware? Do you have an
>equivalent to the nearly 900-disk Fred Fish collection of freely distributable
>software (which despite its size makes up a fairly small portion of the Amiga
>PD software market)?

--
jimmy@uhunix.uhcc.hawaii.edu

"My A3000 runs Mac software better than Macs." -Marc Barrett

# 780. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 07:55:18 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.741426918@DMI.USherb.CA>
Source record: 22562
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

-> As of MiNT locking during disk access: this IS a flaw, but it's a minor
-> flaw also, because noone could make use out of MiNT/MutliTOS without a
-> HD anyways.

Very stupid thing !! It's *MAJOR* !!!!!

You're not necessary using your computer same as me, but a such bottleneck
will stop you do many things in multitask ...

... i'm frequently copying files in multitask, with printing, or
downloading.

If you copy files in multitask ... and download files , the downloading
stops until copying is ended ???

;-]

Another point here :

SOME AMIGA 1200 USERS HAVE POST HARD DISK PERFORMANCES.

**** NO ATARI FALCON USER HAVE ALREADY POST THEM ****

Is an ATARI Falcon user can post them ?
Is an ATARI Falcon user can even TEST HIS HD ? ;-}
Is an ATARI Falcon user can give us some details about their SCSI-2 interface?
(It seems that all people ask it, and nobody can write it)
Is an ATARI Falcon user can really tell us if they're using his computer
in Networking, and with many computers, and how much it was cost to do it?
What kind of performances uder networking, and, what kind of using ??
(Net is a drive, or special commands needeeds ...)

Bye!!!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA

# 781. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 09:02:18 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Jun30.090218.28035@mpifr-bonn.mpg.de>
Source record: 22565
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <C9D3t7.2n7@mach1.wlu.ca> kfisher3@mach1.wlu.ca (kevin fisher U) writes:
>What the hell are you talking about? WHEN? Gee, I don't seem to remember
>the workbench freezing as I copied ANYTHING. Have you even tried an amiga?
>This thread is getting ridiculous.

He is right. The _Workbench_ locks up while copying files, it shows that
neat cloud or clock pointer and you have to wait.

Of course, other programs are still functioning. So it is a different
_quality_ of 'lockup' than the Mac requesters (which lock the whole GUI
and not just finder).

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 782. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 09:09:09 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Jun30.090909.28145@mpifr-bonn.mpg.de>
Source record: 22566
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <20ou0p$fda@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>I think here is the greatest lack of software on the Amiga. Nothing which
>can compete with Tempus-Word or Signum!3.

Hehe :) I can't think of a single program that can compete with Signum!3.
Signum was the first program on the Atari that could print using neat
hires fonts but IMHO it is the ugliest text program in terms of usability.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 783. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 09:40:47 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <20rn2v$u1i@info2.rus.uni-stuttgart.de>
Source record: 22563
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20q4vf$qik@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>Heiko,
> The example I gave you was NOT done on an 020. It was done on my 25 mhz.
>68030. Last time I checked, both of my caches were on. The way I see it,
>except for mine being faster than yours, I just "proofed" to you the
>the bottleneck in CPU speed. However, I realize that since your CPU is
>slower, the bottleneck won't be as obvious as it is with mine.

First: The whole discussion was about the speed of the Falcon against the
speed of the Amiga 1200. I will not compare the Falcon to an 68030 with
25 MHz, because you also CAN expand the Falcon with an 68030 with 32 MHz and
32bit Fast RAM!

Some notes to your example:
1. The old 16bit bus in your Amiga 500 is running with only 7.1 MHz. The
32bit bus of you Fast RAM is running with 25 MHz. That makes a factor of
3.52... The whole Falcon board runs with 16 MHz.
2. On the 16bit bus in your Amiga 500 are also accesses from video, Blitter
and DMA. They can't access Fast RAM (that's one of the reasons that it IS
Fast RAM). These accesses are also slowing down the 16bit bus.
3. You are testing only the memory fetches. Every program is also doing
other things (calculating, bit-operations...) which will be faster on
a 16MHz-68030 than on an 14MHz-68020. So you have to correct the whole
perfomance of your system.

Overall, your example is really impressive... but shows nothing :(

>ONLY Amiga Makes It Possible...

...that nowadays computers are manufactured with 880 Kb diskdrives.

Ciao, Heiko.

# 784. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 09:42:29 UTC
From: veivi@cs.tut.fi
Message-ID: <1993Jun30.094229.17186@news.cs.tut.fi>
Source record: 22564
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20ovig$u0e@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>In article <20okei$aov@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>>It doesn't matter what kind of access your custom chips have, 16 or 32 bit.
>>The computer won't run without the CPU, and if a full 32 bit CPU is forced
>>to access thru a 16 bit bus, IT'S PERFORMANCE WILL SUFFER *SUBSTANTIALLY*!
>>Understood?
>
>Hm. It will suffer, that's right. But substantially? No, it will not. Not
>with a cache. And that has to be proofed first! How is the percentage of
>memory fetches out of the cache? How many memory fetches are longwords?
>And don't forget that a 68030 with 16 MHz is faster than a 68020 with 14MHz.
>So which system is faster? Nobody will be able to answer this question
>including you.

Running at equal clock frequencies the 68030 is faster due to two
architectural reasons: internal harvard architecture and faster
external bus. The former means that data and instruction caches
can be accessed in parallel, the latter refers to faster syncronous
2-clock bus cycle and burst fetches. NEITHER OF THESE ARE AVAILABLE
ON A 16-BIT SHARED MEMORY SYSTEM ("chip ram" or anything like that):
You can't cache data and you can't perform syncronous or burst
memory cycles (both imply 32-bit port size and to do burst transfer
you need deterministic access to the memory).

So you end up with the 68030 doing exactly the same memory
accesses as the 68020 but on a 16-bit bus. Need I remind you that
every instruction fetch cycle is a longword fetch (that was the
case even with the 68000).

Please stop making these "68030 is faster that 68020 because an ad
said so" statements and either believe what you're told or find
out about the details yourself (even the details of the old 68020
being quite interesting). In it's very own way the 68020 is still
a great chip, especially considering the amount of ugly 386's that
are still around.

>
>Ciao Heiko

-Veivi
(Opinions expressed above do not reflect those of my employer)

## 785. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 09:57:57 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <20ro35$126u@info2.rus.uni-stuttgart.de>
Source record: 22568
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <huots00.741426918@DMI.USherb.CA> huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:
>Another point here :
>
>SOME AMIGA 1200 USERS HAVE POST HARD DISK PERFORMANCES.
>
>**** NO ATARI FALCON USER HAVE ALREADY POST THEM ****
>
>Is an ATARI Falcon user can post them ?
>Is an ATARI Falcon user can even TEST HIS HD ? ;-}
>Is an ATARI Falcon user can give us some details about their SCSI-2 interface?
>(It seems that all people ask it, and nobody can write it)
>Is an ATARI Falcon user can really tell us if they're using his computer
>in Networking, and with many computers, and how much it was cost to do it?
> What kind of performances uder networking, and, what kind of using ??
> (Net is a drive, or special commands needeeds ...)

First of all: calm down. Try to argue.

The built-in HD drives have transmitting rates from 400 Kb/s to 800 Kb/s.
That's because of the different drives Atari uses. The better perfomance is
done with Conner-drives.
I still haven't bought a SCSI-drive, but wait, i soon will have one.
The SCSI-interface built in the Falcon is a full SCSI-II interface. Get the
details from a SCSI specification. It's sad but it's true, that there is
very little information about the Falcon hardware available. I hope this will
change soon.
The Falcon LAN port has the same specifications like Apple Talk (it IS Apple
Talk :). That's fast enough for small nets, but sorry, i still have only one
Falcon and couldn't test it. The network commands (and organisiation) depends
on the network software and has nothing to do with the hardware.

Ciao, Heiko.

# 786. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 09:59:26 UTC
From: c92caren@IDA.LiU.SE
Message-ID: <C92CAREN.93Jun30115923@astmatix.IDA.LiU.SE>
Source record: 22445
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20rd1aINNnf2@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
> Funny, but you are the first one who admits that is IS true and it IS
> a (minor) flaw of the WB. Sure, the WB is an application, but it is
> used quite regularly, isn't it? So I don't get the point, why are those
> other Amiga guys telling me things like 'I open a shell window' or
> 'I am using a 3rd party program','you don't have to act like a Mac weenie',
> etc., when copying icons via the WB is the first method that comes to mind?

Hmmm... Maybe I'm the only AmiOwner that uses WB in combination
with the shell (I would die without a shell...). I would use the
WB more if it was friendlier (Oops, now I'm labeled: ``MAC
weenie'' for all time to come :), but C= are really slow when it
comes to polishing the applications (But the OS they rest upon
is getting really nice'n'shiny ;)

> As of MiNT locking during disk access: this IS a flaw, but it's a minor
> flaw also, because noone could make use out of MiNT/MutliTOS without
> a HD anyways.

Minor flaw? Hmmm... picture this scenario:
I don't own a mega-fast modem, so whenever i want go get
some pd s/w i grab a bunch of disks and run down to the
sparcs on campus to get it by ftp...
Then when I get home, I have, say 10 disks with lha'ed
files... Then i pop one disk in the drive and run a
small script to unpack all the files onto the HD (in the
background, while doing something else!!!) On the Falcon
the machine would completely lock up during this
process... (The same goes for HD-backup, most people
don't own a streamer... (OK the 1200 doesn't have a
clock, but there are other ways to get the sysclock set
correctly ;))
Hmmm... by the way, while on the lockup-topic, them
dialogue-boxes, does GEM still lock up completely when one of
them pops up... I remember that I was quite irritated by this
<bing> when I owned an TOS-based machine :-o, but they have
corrected this, haven't they? (Just curious).

> Weregoose
/Calle
--
==========================================================////=========
Calle Englund ////

CompSci Student @ University of Linkoping, Sweden ////
Email: c92caren@und.ida.liu.se ////\
==========================================================\\\\=////\ \==========
Real-life(tm) coming to a dealer near you RSN. \\\X///--\ \MIGA NIL
================================================================\XXX/====\ \========

## 787. Oh No! It's an A***E post :-P

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 10:17:14 UTC
From: squigg@gssec.bt.co.uk
Message-ID: <SQUIGG.93Jun30111714@vicious.gssec.bt.co.uk>
Source record: 22567
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Hope? Maybe for big bucks! "It'll never happen! We're all doomed I tell ya!" "IT's *not* on sale" "I'm a guirilla!!"

Could this be the "alleged" upgrade path we've all been waiting for? Could this provide a short-term solution to the long-term problem of the shift to RISC? Will Commodore bundle a *decent* game with their new CD-console? Will I expode, scattering remenants of Mozerella all over this group ???

Read it and weep ..... Squigg posts another Copyright-dubious extract from UNIGRAM-X "THE WEEKLY UNIX NEWSPAPER" :)

*SNIP!*

_________________
+ ONLY APPLE's POWERPC WILL HAVE 680x0 INSTRUCTIONS IN ROM

Apple Computer Inc, it seems, has a vanilla implementation of the IBM/Motorola PowerPC 601 microprocessor designed specifically for its Mac emulator technology, which leaves IBM - currently the manufacturer of all 601's - busy working on its own 601 implementations. The emulator technology is paramount to Apple's PowerPC strategy, providing interoperability and compatibilty with its Macintosh System 7 and future System 8 operating system and existing Mac applications. At the microprocessor level, Apple's 601 ROM has been separated from the PowerPC CPU - it sits outside the chip - and has had Motorola's 68000 instruction set embedded into it to translate 68040 instructions into RISC code the 601 can understand. To the rest of the system and to the end user there will be no difference in look and feel to an existing Mac machine, says the firm. But the ROM technology is Apple only and won't appear with any other PowerPC solutions, says Apple's PowerPC product manager, Jim Gable. Other PowerPC developers will have to support Mac emulation through PowerOpen, the trio's AIX-based operating system for the architecture, via products like Insignia Ltd's SoftPC and Echo Logic Inc's emulator. Apple has also done some fancy footwork at the systems software layer, providing mixed-mode functionality allowing applications written via ToolBox, the company's Mac programming tool, to be transferred back and forth between RISC and CISC environments. To do this Apple has converted two of its most used tools, Quick Draw and Memory Manager, into RISC code, so applications can run on both architectures. Application performance is not affected, claims Gable. The rest of ToolBox will be re-compiled to RISC code over the next year or so. The first 601-based Macs will be released in January/February next year and will be phased in with

the firm's existing Centris and Quadra server lines. Gable says Apple expects to shift one million units of 601 Mac by the end of the year. The company has no plans to support any other operating system except PowerOpen and says Microsoft Corp's Windows NT is "definitely not on the cards". Meanwhile, silicon schedules for the other PowerPC microprocessors are still on track and it expects the low cost, low energy 603 CPU destined for laptops and notebooks to begin silicon sampling early next year. The mid-range 604 chip should roll-out late 1994 and the symmetric multiprocessing 620 in 1995, the firm says.

--

Stephen Quigg

BT Glasgow Engineering Centre Scotland

"You can always tell it's Friday ,man...look at all those people"

# 788. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 10:31:29 UTC
From: sys1@exnet.co.uk
Message-ID: <C9FJwI.ADo@exnet.co.uk>
Source record: 22574
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In my infinite helpfulness I have done a fairly comprehensive comparison
of the A1200 vs the Falcon 030. It covers CPU+architecture, I/O,
graphics, storage capabilities and sound.

The sound section is very sketchy but the rest seems to be OK.

I am posting it under the title "A NEW A1200/F 030 comparison."

I look forward to revising and updating the piece as and when new *factual*
information becomes available.

yours

Xavier

# 789. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 11:16:41 UTC
From: freddy@sci.kun.nl
Message-ID: <C9FLzu.9AJ@sci.kun.nl>
Source record: 22571
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1993Jun30.090218.28035@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:

>In <C9D3t7.2n7@mach1.wlu.ca> kfisher3@mach1.wlu.ca (kevin fisher U) writes:
>>What the hell are you talking about? WHEN? Gee, I don't seem to remember
>>the workbench freezing as I copied ANYTHING. Have you even tried an amiga?
>>This thread is getting ridiculous.

>He is right. The _Workbench_ locks up while copying files, it shows that
>neat cloud or clock pointer and you have to wait.

Yup, that's correct. But only when copying files through the Workbench.
If you use a diskcopy program, or a file manager like DirWorks or
DirectoryOpus, the Workbench won't lock.

>Of course, other programs are still functioning. So it is a different
>_quality_ of 'lockup' than the Mac requesters (which lock the whole GUI
>and not just finder).

Luckily :-)

>Regards,
>--
>Michael van Elst
>UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
>Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
> "A potential Snark may lurk in every tree."

Freddy

## 790. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 11:29:15 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jun30.112915.14578@sol.ctr.columbia.edu>
Source record: 22570
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <huots00.741426918@DMI.USherb.CA>, huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:
} -> As of MiNT locking during disk access: this IS a flaw, but it's a minor
} -> flaw also, because noone could make use out of MiNT/MutliTOS without a
} -> HD anyways.
}
} Very stupid thing !! It's *MAJOR* !!!!!
}
} You're not necessary using your computer same as me, but a such bottleneck
} will stop you do many things in multitask ...
}
} ... i'm frequently copying files in multitask, with printing, or
} downloading.
}
} If you copy files in multitask ... and download files , the downloading
} stops until copying is ended ???
}
} ;-]
}

I'd like to verify this before claiming it, but with bios-buffering
turned on, I'm pretty sure the thing doesn't lock up. (I'll test it).

The idea is that the floppy writes a block, but then pauses until
another block needs to be written, at which point other processes
get a look in.

Simon.

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 791. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 12:03:58 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C9Fo6M.8qx@newcastle.ac.uk>
Source record: 22578
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <huots00.741424319@DMI.USherb.CA>, huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:
>An, i can go with my A1200 visiting my friends and copy files easily,
>and use my hard disk directly from their Amigas.
>

A program that I have called MikeNET (PD/Shareware via FTP) does just that
for two computers, each can share the drives of the other. This does NOT
cause hassles for the user of either computers & runs as a background task (with
or without MultiTOS).

A forthcoming PD release is the MiNT/MultiTOS Network FileSystem, which allows
multiple machines in mixed topology Networks (AppleTalk/Midi/RS232) with
remote file & device access, and also X-Window style Remote Applications
(run the program on one machine & the display on another), dumb terminals can
access the network via a serial port login on any machine (so dumb IBM's can
hook into the net as terminals).

Show me an Amiga system that does that (Net.xfs runs on ANY ST/TT/Falcon
with 1Meg+).

You have? Now show me an Amiga system that does it for FREE......

Love & Llamas, Craig.
(owner: 4Meg/65 Falcon030, 2.5Meg/40 ST, 1Meg STe)

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\----------------------------------------------------------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

# 792. 56000 DSP (was Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 12:04:17 UTC
From: squigg@gssec.bt.co.uk
Message-ID: <SQUIGG.93Jun30130417@vicious.gssec.bt.co.uk>
Source record: 22581
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Gregory writes (while flaming big time :) :

I have gone over, and over, and over what I consider flaws in the basic design of the Falcon. Their misguided use of a 68000 interface to the outside world in their processor slot, the mindless slaughtering of a 68030's performance by placing it on a 16-bit bus, the use of a rather ancient DSP, the OS itself... I'll not go over them again for at LEAST another week, I've got no wish to write an FAQ of what I consider design flaws.

Right! Can we have some decorum here! I *demand* it! There ... that's better ;)

*BIG REQUEST*

Can everyone MAIL me with their points on the Motorola DSP56001 that resides in the Falcon? I know I asked this before, and failed to act on it, but THIS TIME, I am going to present all the views to the DSP56000 team that designed and support said processor.

After they "assimilate" the criticism, they will give their own valued and 'un-biased' response, based on their knowledge of the device.

Can someone also fill me in on the model name of the DSP Commodore is allegedly bringing out?

Thanks! Maybe at last we can see this argument from both sides, as it was rapidly turning into a "If it's in an Atari, it sucks!" argument, but Hell! I enjoy them as well!

Please! Lets get this moving .... this could start a massive intercontinetal flame war, and I sure as hell want to get dug in :)

--
Stephen Quigg
BT Glasgow Engineering Centre Scotland
1Mb A500 powah! Cumana External Floppy! Commodore Infernal Floppy! 8Mb and no board to put it in! Err ...

--
Stephen Quigg
BT Glasgow Engineering Centre Scotland
1Mb A500 powah! Cumana External Floppy! Commodore Infernal Floppy! 8Mb and no board to put it in! Err ...

# 793. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 12:16:26 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jun30.061636.4243@msus1.msus.edu>
Source record: 22569
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun30.094229.17186@news.cs.tut.fi>, veivi@cs.tut.fi (Vehvil{inen Juhani) writes:
>In article <20ovig$u0e@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>>In article <20okei$aov@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>>>It doesn't matter what kind of access your custom chips have, 16 or 32 bit.
>>>The computer won't run without the CPU, and if a full 32 bit CPU is forced
>>>to access thru a 16 bit bus, IT'S PERFORMANCE WILL SUFFER *SUBSTANTIALLY*!
>>>Understood?
>>
>>Hm. It will suffer, that's right. But substantially? No, it will not. Not
>>with a cache. And that has to be proofed first! How is the percentage of
>>memory fetches out of the cache? How many memory fetches are longwords?
>>And don't forget that a 68030 with 16 MHz is faster than a 68020 with 14MHz.
>>So which system is faster? Nobody will be able to answer this question
>>including you.
>
>Running at equal clock frequencies the 68030 is faster due to two
>architectural reasons: internal harvard architecture and faster
>external bus. The former means that data and instruction caches
>can be accessed in parallel, the latter refers to faster syncronous
>2-clock bus cycle and burst fetches. NEITHER OF THESE ARE AVAILABLE
>ON A 16-BIT SHARED MEMORY SYSTEM ("chip ram" or anything like that):
>You can't cache data and you can't perform syncronous or burst
>memory cycles (both imply 32-bit port size and to do burst transfer
>you need deterministic access to the memory).
>
>So you end up with the 68030 doing exactly the same memory
>accesses as the 68020 but on a 16-bit bus. Need I remind you that
>every instruction fetch cycle is a longword fetch (that was the
>case even with the 68000).

No...the 68000/010 does word sized (16 bit) instruction fetches.

---------------------------------------
LaMonte Koop -- SCSU Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
---

## 794. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 12:19:23 UTC
From: veivi@cs.tut.fi
Message-ID: <1993Jun30.121923.19270@news.cs.tut.fi>
Source record: 22572
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun30.061636.4243@msus1.msus.edu> lkoop@TIGGER.STCLOUD.MSUS.EDU writes:
> No...the 68000/010 does word sized (16 bit) instruction fetches.

Being smart? Yes indeed the 68000/010 data bus is 16 bits wide but
it always fetches code in longwords, the implication being nothing
much more than that e.g. the Amiga can be reset in software.
That is, if two one-word instructions share the same longword-aligned
memory location then both of them are fetched before the first is
executed. Even on the 68000/010.

I'm quite sure you knew this.

>
> ----------------------------------------
> LaMonte Koop -- SCSU Electrical/Computer Engineering
> Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
> "Performance is in the eye of the beholder"
> ------------------------------------------------------------------------

-Veivi (again it's me talking and not my employer)

# 795. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 12:21:11 UTC
From: klump@kirk.fmi.uni-passau.de
Message-ID: <20s0fnINN1k3@tom.rz.uni-passau.de>
Source record: 22573
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9Ex2I.C9r@mach1.wlu.ca> kfisher3@mach1.wlu.ca (kevin fisher U) writes:
>Karsten Klump (klump@kirk.fmi.uni-passau.de) wrote:
>:
>: So you can open drawers, start programms while your amiga is copying Files?
>: Gosh my A4000 can't. Tell me the trick,please.
>: The only thing you can do is using already started programms: the wb is
>: locked !!!
>:
>
>Trick?? What trick? After responding to the last post, just to check and
>see that I wasn't living in another universe and missed this flaw in WB, I
>checked it out--opened a shell window, copied a large subdirectory from one
>place to another. At the same time, I started JR-comm running (using the
>ToolsDaemon running in the background, of course), and then called up the
>toolsdaemon screen. AT THAT POINT I decided that YOU are living in an
>alternate reality (excuse me, the original poster too), where the WB locks
>up when you try to copy things. All that on a measly 2000. Your 4000
>locks? Take it back. It's defective then.
>
>
>--
>Kevin Fisher ><> | WLU - - Home of the
>kfisher3@mach1.wlu.ca | Internationally Bright Young Thingies

Sorry Kevin, but you didn't get the point. A shell is a new task.
You should use the wb, not a copy-utility or the shell. You have to use
the mousepointer on wb-screen: Take a large file from a floppy-disk and
put it into the ram disk. (You'll see, the wb is locked.)

Karsten

Karsten Klump
klump@vati.fmi.uni-passau.de

## 796. Re: Apple's R&D crancks out the LC520.....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 12:23:59 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <C9Fp41.w5@cbnews.cb.att.com>
Source record: 22577

```
In article <1993Jun29.160734.14341@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>In article <C9E4zu.232@cbnews.cb.att.com>, tpp@cbnews.cb.att.com (Grue) writes:
>>
>> Hmm, ignorant AND stupid... A true Macintosh user!
>>
>
> Hmm, ignorant AND stupid... A true Atari asshole user!
>
>

Wow, that was a witty comeback. I rest my case.

>
>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa
>
>"A Mac user in the lab and Amiga owner at night" 3DO will stomp the Jaguar

...and a moron through the years.

--
+---------------------------------+-----------------------------------------+
|Tom Pschar - AT&T CAOSS Dev. Team | land (n.) - see snatch. |
| Atari Jaguar: Soon...very soon. |
+---------------------------------------------------------------------------+
```

# 797. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 12:28:08 UTC
From: klump@kirk.fmi.uni-passau.de
Message-ID: <20s0soINN1oc@tom.rz.uni-passau.de>
Source record: 22575
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9Ex85.D0M@mach1.wlu.ca> kfisher3@mach1.wlu.ca (kevin fisher U) writes:
>Ah, I thought that's what they were talking about in the first place!!! I
>sure as hell don't use the WB to copy files icon by icon - never have and
>never will. I still wouldn't call it a bug in the OS though. Sheesh, I've
>never noticed it, I wonder if anyone else has. One of the reasons I HAVE an
>amiga is so I don't have to be like a Mac weenie.
>
>
>Kevin Fisher ><> | WLU - - Home of the
>kfisher3@mach1.wlu.ca | Internationally Bright Young Thingies

Just hold down 'shift' and you can copy more than one file.
(I don't know, weather this works below 2.0)
I hate to start any utilities just for some files.

Karsten

Karsten Klump
klump@vati.fmi.uni-passau.de

# 798. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 12:36:08 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jun30.123608.26672@seas.gwu.edu>
Source record: 22576
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>Funny, but you are the first one who admits that is IS true and it IS
>a (minor) flaw of the WB. Sure, the WB is an application, but it is
>used quite regularly, isn't it? So I don't get the point, why are those
>other Amiga guys telling me things like 'I open a shell window' or
>'I am using a 3rd party program','you don't have to act like a Mac weenie',
>etc., when copying icons via the WB is the first method that comes to mind?

It is not a flaw. The program (Workbench) simply does not have internal
multitasking. Very few programs do. I think Real3D 2.0 does. Since
multiple applications can always be launched, even while the Workbench
is performing a task, there are only problems for those who know nothing
more than the GUI.

--- Gerald

## 799. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 12:43:41 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jun30.124341.26928@seas.gwu.edu>
Source record: 22585
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

kfisher3@mach1.wlu.ca (kevin fisher U) writes:
>Gerald G. Washington (gerald@seas.gwu.edu) wrote:
>:
>: Hint: Don't use Workbench to copy lots of files. There are file utilities
>: and the shell.
>
>Ah, I thought that's what they were talking about in the first place!!! I
>sure as hell don't use the WB to copy files icon by icon - never have and
>never will. I still wouldn't call it a bug in the OS though. Sheesh, I've
>never noticed it, I wonder if anyone else has. One of the reasons I HAVE an
>amiga is so I don't have to be like a Mac weenie.

Yeah, the whole argument is silly, anyway. The Workbench doesn't lock when
it's copying files; it is copying files. One might as well say that an
animation program locks when it is animating.

-- Gerald

# 800. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 12:52:56 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <20s2b8INN29s@tom.rz.uni-passau.de>
Source record: 22579
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun30.123608.26672@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
>guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>>Funny, but you are the first one who admits that is IS true and it IS
>>a (minor) flaw of the WB. Sure, the WB is an application, but it is
>>used quite regularly, isn't it? So I don't get the point, why are those
>>other Amiga guys telling me things like 'I open a shell window' or
>>'I am using a 3rd party program','you don't have to act like a Mac weenie',
>>etc., when copying icons via the WB is the first method that comes to mind?
>
>It is not a flaw. The program (Workbench) simply does not have internal
>multitasking. Very few programs do. I think Real3D 2.0 does. Since
>multiple applications can always be launched, even while the Workbench
>is performing a task, there are only problems for those who know nothing
>more than the GUI.

And of cours it is called 'intuitive use' when you are starting your copy program etc., isn't it? Sorry to do some Mac advocacy here, but 'Look&Feel' really IS something different (BTW even Atari users have copy programs such as Kobold 2 etc., but at least with MultiTOS you are able to replace the standard copy routines with these progs. This will speed up things a little bit...).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

## 801. Re: Apple's R&D crancks out the LC520.....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 13:14:53 UTC
From: klassa@aurs01.UUCP
Message-ID: <63643@aurs01.UUCP>
Source record: 22584

Peter Sinclair-Day writes:

>Excuse me we live in a democracy. I will post anywere I like. Skip
>my posts if you not like it. Its not difficult at all.

>I am just informing people who may want to change their minds about
>the Atari platform that their are other choices to choose..

My point is that I shouldn't _have_ to skip your posts because they
shouldn't _be_ in comp.sys.atari.st at all!

As for "informing people who may want to change their minds about the
Atari platform..." If people have any desire to see how the Atari
line stacks up against similarly-priced offerings from other
companies, they should read comp.sys.atari.advocacy. That's why it
was created. It's the _appropriate_ newsgroup for such discussions.
--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // United States of America \ /\ & \/ \
email: klassa@aur.alcatel.com \/ \/ \

# 802. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 13:23:14 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.741446594@unix2.tcd.ie>
Source record: 22580
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <huots00.741424319@DMI.USherb.CA> huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:

>That system have cost me only the price of a cable !!!!!

There is a PD midinet system available for the ST for 2.50
from one of the Libraries.. It's in ST review this month..
>An, i can go with my A1200 visiting my friends and copy files easily,
>and use my hard disk directly from their Amigas.

>It's very well do !!! I can accesses devices of the other computer
>from Workbench.

>But, you haven't reply me :

>When networking is really necessary for a home computer ?

Depends on what you're doing some of us have more than one computer
and don't feel like wasting diskspace...
>Bye!

> _
>_ // Sylvain Huot,
>\X/ InterNet : huots00@DMI.USherb.CA

# 803. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 13:23:26 UTC
From: kurt@vnet.ibm.com
Message-ID: <C9Frv2.KxA@hawnews.watson.ibm.com>
Source record: 22582
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1993Jun30.123608.26672@seas.gwu.edu>,
gerald@seas.gwu.edu (Gerald G. Washington) writes:
>It is not a flaw. The program (Workbench) simply does not have internal
>multitasking. Very few programs do. I think Real3D 2.0 does. Since
>multiple applications can always be launched, even while the Workbench
>is performing a task, there are only problems for those who know nothing
>more than the GUI.

Definitely different than the way OS/2 2.X works, where almost all
applications (including the GUI) are multi-threaded. No lock-ups when
copying/moving files using icons ...

# 804. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 14:04:25 UTC
From: freddy@sci.kun.nl
Message-ID: <C9FtrD.BMH@sci.kun.nl>
Source record: 22583
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <C9Fo6M.8qx@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>A forthcoming PD release is the MiNT/MultiTOS Network FileSystem, which allows
>multiple machines in mixed topology Networks (AppleTalk/Midi/RS232) with
>remote file & device access, and also X-Window style Remote Applications
>(run the program on one machine & the display on another), dumb terminals can
>access the network via a serial port login on any machine (so dumb IBM's can
>hook into the net as terminals).

>Show me an Amiga system that does that (Net.xfs runs on ANY ST/TT/Falcon
>with 1Meg+).

Ahum, forthcoming means it's still as non-existing as Workbench 3.1,
right? You won't know which network facilities 3.1 has until it's released...

>You have? Now show me an Amiga system that does it for FREE......

Don't know which programs are out there already with such facilities
(and frankly, I don't care, because I never use them anyway), but
you *could* consider networking support a 'free' add-on when you
buy (upgrade to) Workbench 3.1 :-)

>Love & Llamas, Craig.
>(owner: 4Meg/65 Falcon030, 2.5Meg/40 ST, 1Meg STe)

>Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
>BAe Space Systems || Phone : (UK) 091 2737650
>Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
>-----------------/__\-----------------------------------------------------------
> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

Freddy

# 805. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 14:36:29 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jun30.143629.469@seas.gwu.edu>
Source record: 22586
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

klump@kirk.fmi.uni-passau.de (Karsten Klump) writes:
>
>Sorry Kevin, but you didn't get the point. A shell is a new task.
>You should use the wb, not a copy-utility or the shell. You have to use
>the mousepointer on wb-screen: Take a large file from a floppy-disk and
>put it into the ram disk. (You'll see, the wb is locked.)

Mine doesn't lock. It copies the file from disk to RAM. Your machine
must be broken.

-- Gerald

# 806. Re: ATARI! HA! : Copying under Workbench/MultiTOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 15:40:52 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C9Fy85.M9@newcastle.ac.uk>
Source record: 22438
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun30.123608.26672@seas.gwu.edu>, gerald@seas.gwu.edu (Gerald G. Washington) writes:

>It is not a flaw. The program (Workbench) simply does not have internal
>multitasking. Very few programs do. I think Real3D 2.0 does. Since
>multiple applications can always be launched, even while the Workbench
>is performing a task, there are only problems for those who know nothing
>more than the GUI.

Of course, if you are using MultiTOS, you can carry on using the desktop when copying or deleting or formating......you can even start several copy actions going at the same time. This is using the COPY option from the desktop, not using a cli, or clicking on a seperate program.

Get a life - get a Falcon :)

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\----------------------------------------------------------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

# 807. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 16:44:20 UTC
From: djm2@ra.msstate.edu
Message-ID: <20sft4$24g@Tut.MsState.Edu>
Source record: 22437
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20rd1aINNnf2@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>
> Funny, but you are the first one who admits that is IS true and it IS
> a (minor) flaw of the WB. Sure, the WB is an application, but it is
> used quite regularly, isn't it? So I don't get the point, why are those
> other Amiga guys telling me things like 'I open a shell window' or
> 'I am using a 3rd party program','you don't have to act like a Mac weenie',
> etc., when copying icons via the WB is the first method that comes to mind?
>
I just don't get it. Do I have the perfect system or something? My
A500 has NEVER locked up on me while copying files! It simply doesn't
happen.

> As of MiNT locking during disk access: this IS a flaw, but it's a minor
> flaw also, because noone could make use out of MiNT/MutliTOS without
> a HD anyways.
>
Minor flaw, bullshit. Are you telling me you would NEVER have an occasion
to use a floppy? I use them a lot. Since I don't have a fast modem, I
download big files by copying them onto floppies on the Suns up at the
school, then bring them home and read them. That's not a minor flaw, that's
inexcusable. What would you do if you were giving a friend a few programs?
Hook up the modems for a couple hours, or do you let him borrow your HD?

> Weregoose
>
> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
> ---------------------------------------------------------------------------
> - Here comes the modern rat, here comes the terror squad, -
> - ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -
>

--
Danimal on IRC
djm2@ra.msstate.edu

# 808. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 16:53:53 UTC
From: djm2@ra.msstate.edu
Message-ID: <20sgf1$24g@Tut.MsState.Edu>
Source record: 22439
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20rdksINNnni@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
> >
> >According to SysInfo 3.15:
> >
> >My 030 500 runs 8.07 times faster than it does with the 030 turned off, when
> >it's using only 32 bit memory.
> >My 030 500 runs 1.47 times faster than it does with the 030 turned off, when
> >it's forced to use memory thru the 16 bit bus.
>
> And that is the mistake in your article, you are judging from Amiga
> experiences. Hell, the MegaSTE is 1.7 times faster than stock ST/STEs,
> and the only add-on it has is a 16MHz/16KByte cache 68000.

You know, that's ALMOST similar to the 14 mhz/cached 68000 accelerators for the Amiga, like AdSpeed. Except, they come out 2x faster than the stock machine. True, I was judging from Amiga experiences since I obviously don't have an Atari, but it illustrates quite well a 68030 having to go through a 16 bit bus. The faster 68000 accelerators do better.

>
> >That's not using ONLY 16 bit memory, but a combination of 16 and 32 bit
> >memory. How in the world can you justify introducing a new modern system
> >with performance possiblities like that?
>
> The Falcon is about four times, the A1200 about three times faster than
> a 1040STE/Amiga500. This is an indirect comparison based on system specific
> benchmarks.
>
The benchmark is the plain ol' dhrystone benchmark. Can somebody please create a program with gnu c or something that we all can use, that will create a definite answer to who runs faster?

> Weregoose
>
> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -

--
Danimal on IRC
djm2@ra.msstate.edu

# 809. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 16:57:27 UTC
From: cmedley@wam.umd.edu
Message-ID: <20sgln$bdq@cville-srv.wam.umd.edu>
Source record: 22440
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20qa27INNn2h@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>MiNT is the OS; Workbench is an application. AmigaDOS does not "lock up"
>when things are accessed. Two applications can be accessing a single
>disk drive at the same time; it preempts at the lowest levels of the
>system. Just a bit of knowledge, so that you know next time: AmigaDOS
>does not lock up in such situations. In fact, two or more read requests
>can be placed upon a filesystem-device, and they will be fulfilled
>as close to simultaneously as possible.
>

Well, this happens under MiNT also. For example, I've been compiling,
and unzipping files simultaneously on the same drive and same partition with
no problems as long as I do this from two seperate shells.

Please be clear and state that this is a floppy-only problem under MiNT
when posting.

>Just a little example of how little you actually know of what you're
>speaking of.
>
>Greg
>
>--
>(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
>(: "... I.. I've been so bad... I... I've been so bad, I... :)
>(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
>(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 810. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 17:12:53 UTC
From: cmedley@wam.umd.edu
Message-ID: <20shil$cov@cville-srv.wam.umd.edu>
Source record: 22442
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20qbjnINNn2h@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <C9Dqqv.C05@exnet.co.uk>, Xavier Gallagher (sys1@exnet.co.uk) wrote:
>: Just a value judgement. Facts a few and far between from greg.
>
>I have gone over, and over, and over what I consider flaws in the basic
>design of the Falcon. Their misguided use of a 68000 interface to the
>outside world in their processor slot, the mindless slaughtering of a
>68030's performance by placing it on a 16-bit bus, the use of a rather
>ancient DSP, the OS itself... I'll not go over them again for at LEAST
>another week, I've got no wish to write an FAQ of what I consider design
>flaws.

Well, here's the flaws of the Amiga 1200:

1) no built-in high density drive
2) no onboard support for a SCSI hard disk standard (although IDE is tolerable)
3) inadequate sound capabilities for professonial music (this is *my* list,
so this will vary for others...)
4) no clock (minor gripe? or is it? who wants to pay extra?)
5) one 32-bit expansion slot means you have to buy one good board (pass-through
would make this irrelevant in one respect, but how to fit multiple cards
on the machine?)
6) no DSP (as opposed to Atari's "ancient DSP"... any DSP is usually better
than no DSP :) )
7) it is using a 68020 as opposed to a 68030. If they put 32-bit access into
it, then why not give the machine a full '030? Did they just want to
make sure it didn't copete against the 4000/030? Or was it a design
decision?

I don't want to get in to flaming the OS for the Amiga because while I think
certain aspects of it can be improved, if we all had to pick the ideal OS,
everyone would surely choose something different... and we'd all debate the
merits of OS/2 vs. Windows NT vs. *nix vs. MultiTOS vs. AmigaDOS vs. etc. etc.

I think the price difference between the two machines may favor the A1200
on first glance, until you realize you get a 880k floppy instead of a 1.44MB
drive, you get no DSP, no SCSI-2, no 16-bit sound, no LocalTalk ports, no cart
port, and no stereo input jacks, but instead , it does offer slightly
better (this is subjective, and possibly could change as more device drivers
pop up for both machines' flexible video chips arrive) video, 32-bit CPU
access to standard RAM, and a more mature OS (but I would hesitate to say
"better" because that's in the eye of the beholder).

Anyone who cannot see that the two companies were obviously motivated by
very, very, VERY different design goals has to be blind, and what some of us

may think of as "design flaws" may have been necessary to meet the percieved demands of the markets they developed these computers for.

# 811. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 17:21:26 UTC
From: cmedley@wam.umd.edu
Message-ID: <20si2m$dm2@cville-srv.wam.umd.edu>
Source record: 22443
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun30.123608.26672@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
>
>It is not a flaw. The program (Workbench) simply does not have internal
>multitasking. Very few programs do. I think Real3D 2.0 does. Since
>multiple applications can always be launched, even while the Workbench
>is performing a task, there are only problems for those who know nothing
>more than the GUI.

Not a flame but an idea: can't WB just spawn another process to copy the files while it chugs along, and should the copy need to be aborted, send a signal to the copy process to stop?

# 812. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 17:26:18 UTC
From: cmedley@wam.umd.edu
Message-ID: <20sibq$e2j@cville-srv.wam.umd.edu>
Source record: 22444
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9FtrD.BMH@sci.kun.nl> freddy@sci.kun.nl (Frantic Freddy) writes:
>
>Don't know which programs are out there already with such facilities
>(and frankly, I don't care, because I never use them anyway), but
>you *could* consider networking support a 'free' add-on when you
>buy (upgrade to) Workbench 3.1 :-)
>

Now add the price for the networking PORTS. And consider what type the end user will want. Do you want to run it off your serial port? Will you still want to use a modem if you're networking?

Question: do any Amiga models come standard with networking hardware built in? If so, which ones, and how much do they cost?

Incidentally, while following this thread... an interesting thought came to mind... as most A1200 and Falcon owners will be upgrading from previous machines by both companies, an inexpensive network does make sense as the user won't have to ditch one computer totally for the "new" one. A Mega STe owner could run MiNT, drop in the forthcoming .XFS net driver for the networking ports, and hook it up to the Falcon and share data immediately.

I wonder if my old Coleco ADAM is up to Localtalk.... :)

>>Love & Llamas, Craig.
>>(owner: 4Meg/65 Falcon030, 2.5Meg/40 ST, 1Meg STe)
>
>>Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
>>BAe Space Systems || Phone : (UK) 091 2737650
>>Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
>>-----------------/__\----------------------------------------------------------
>> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....
>
> Freddy

## 813. Re: Apple's R&D crancks out the LC520.....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 17:37:15 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun30.113715.14356@iscsvax.uni.edu>
Source record: 22441

In article <1993Jun29.230640.35900@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> In article <1993Jun29.160734.14341@iscsvax.uni.edu>, sinclap2954@iscsvax.uni.edu writes:
> |> In article <C9E4zu.232@cbnews.cb.att.com>, tpp@cbnews.cb.att.com (Grue) writes:
> |> > In article <1993Jun29.103827.14331@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
> |> >>In article <63610@aurs01.UUCP>, klassa@aurs01.UUCP (John M. Klassa) writes:
> |> >>> sinclap2954@iscsvax.uni.edu writes:
> |> >>>
>
> [stuff deleted]
>
> |> >>>>
> |> >>>>
> |> >>>>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa
> |> >>>
> |> >>> Peter:
> |> >>>
> |> >>> What will it take to get through to you? This newsgroup is for the
> |> >>> discussion of the Atari ST/STE/TT and Falcon lines of computers. As
> |> >>> you may note from the words "Atari ST/STE/TT and Falcon," discussion
> |> >>> of Apple computers is COMPLETELY OUT OF PLACE HERE. There's a special
> |> >>> newsgroup for the discussion of Apple computers and their impact on
> |> >>> the Atari community... That place is comp.sys.atari.advocacy.
> |> >>>
> |> >>> If your site doesn't get comp.sys.atari.advocacy, then I guess you're
> |> >>> SOL. Stop abusing the privilege.
> |> >>>
> |> >>Excuse me we live in a democracy. I will post anywere I like. Skip my posts
> |> >>if you not like it. Its not difficult at all.
>
> So my theory was right, you behave just like Marc Barret (almost).

Marc is probably on vacation or attending the Rush Limbaugh summer camp. I
could take his place until he returns.
>
> |> >>I am just informing people who may want to change their minds about the Atari
> |> >>platform that their are other choices to choose..
> |> > ^^^^^
> |> >
> |> > Hmm, ignorant AND stupid... A true Macintosh user!
>
> I guess they already know Peter, and that Mac is only for educational institutions.
>

> |>
> |> Hmm, ignorant AND stupid... A true Atari asshole user!
>
> No comment.
>
> |>
> |>
> |>
> |> Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa
> ^^^^
> / There must be a relation somewhere...
>
> |>
> |> "A Mac user in the lab and Amiga owner at night" 3DO will stomp the Jaguar
>
> 3DO will stomp the Jaguar... hmmmm.... perhaps. I would say that Atari has made
> a First, big correct step for the very first time in a lllooooooooooooooooooooooong
> time... 3DO's $700 vs Jaguar's possible $200 surely makes a big difference.

The Jaguar does not include the cdrom as standard equipment, the 3do does.��
The $700 price is prliminary, my guess the price will be $500 when released.
The 3do consortium will market it. Marketing is still alien to Atari. Look at
Atari's track record, ie the St and LYNX. I have the only lynx in my
neighborhood, everyone else has the lame boy.
>
> And then, my main concern was if the Jaguar was vaporware or not, it seems now
> pretty real... I'm waiting for the real specs.
>
> |>
> |>
> |>
> |>
> |> >>
> |> >>
> |> >>
> |> >>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa
> |> >>
> |> >>
> |> >>
> |> >>> --
> |> >>> John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
> |> >>> Raleigh, North Carolina // United States of America \ /\ & \/ \
> |> >>> email: klassa@aur.alcatel.com \/ \/ \
> |> >
> |> >
> |> > --
> |> > +---------------------------------+----------------------------------------+
> |> > |Tom Pschar - AT&T CAOSS Dev. Team | land (n.) - see snatch. |
> |> > | Atari Jaguar: Soon...very soon. |
> |> > +---------------------------------+----------------------------------------+

> 
> --
> ---------------------------------------
> Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
> in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
> CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
> >>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
> *don't e-mail me* -> I don't have a valid address nor can I send e-mail
> 
> 

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

"My A1200 runs Mac software better than a Mac"

## 814. We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 20:35:56 UTC
From: sys1@exnet.co.uk
Message-ID: <C9GBvz.BG@exnet.co.uk>
Source record: 22452
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <15333@blue.cis.pitt.edu> gjkst@pitt.edu (Josh Karabin) writes:
>
>Then you buy an ethernet board for the PCMCIA slot. They do exist, thanks to
>that lovely laptop PC market. Let's face it - most people buying A1200's
>aren't going to want to hook up their computer's for anything more than a
>little bit of serial port game playing. Why tack on extra networking hardware

One the one hand i have seen people argue that the fact that the the F' 030
and A1200 are aimed at different people/markets is not important and that
the A1200 is just a better machine, and then we get the argument that
it doesn't matter what the F' 030 has *built* *in* as any A1200 owner
can just go out and buy the add on.

Its just a basic fact that that the A1200 and the F' 030 are aimed at very
different markets that seems to be beyond the understanding of the A1200
users.

Actually it is quite annoying, super fast graphics and sprites they say
are *soooooo* important that any machine that does not match is crap and
then when someone points out that the A1200 has a pathetic range of I/O
and backup options they say that these things are not important.

The F' 030 vs A1200 debate is kind of stale and useless, for me the
oodles of options, techie stuff (DSP programming would look ok on
my CV, as would writing device drivers for SCSI interfaces) and so on
on the F'030 *make* the machine. For the A1200 the graphics make the
machine. Beyond this basic point everything is just hot air

>
>: Weregoose

Xavier

## 815. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 20:38:53 UTC
From: sys1@exnet.co.uk
Message-ID: <C9GC0v.Cv@exnet.co.uk>
Source record: 22453
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> Besides, why in the WORLD would you defend an OS, by saying "it never locks
>up during an HD access, only floppy disk" ?! That's _totally_ unacceptable,
>and if I had any OS with that bug, I'd toss it immediately.
>

Really? I would hack the O/S to see if I could fix it:-).

>>
>> Weregoose

## 816. IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 21:00:53 UTC
From: phruby@ucrengr
Message-ID: <33493@galaxy.ucr.edu>
Source record: 22446

Yes it is true. Atari will have IBM manufacture and ship the Jaguar. Atari's stock just went up to 5 3/8. That is higher than Commodore. Gosh, I should have bought stock when it was 8/9. :->

Have you played Atari today?

--Paul
phruby@ucrengr.ucr.edu

# 817. Workbench lockup while copying (was Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 21:03:22 UTC
From: feck@informatik.uni-kl.de
Message-ID: <1993Jun30.230322@informatik.uni-kl.de>
Source record: 22459
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20si2m$dm2@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
> In article <1993Jun30.123608.26672@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
> >
> >It is not a flaw. The program (Workbench) simply does not have internal
> >multitasking. Very few programs do. I think Real3D 2.0 does. Since
> >multiple applications can always be launched, even while the Workbench
> >is performing a task, there are only problems for those who know nothing
> >more than the GUI.
>
> Not a flame but an idea: can't WB just spawn another process to copy the
> files while it chugs along, and should the copy need to be aborted, send
> a signal to the copy process to stop?

Actually the WB 2.x spawns two tasks (called WBR and WBW I think), one for reading and one for writing. If you copy e.g. from harddisk to floppy, both DMA channels can run the same time (the function SameDevice() will be used to determine, wether the source and the destination are on different physical drives to not waste time by heavy head movements).

The master WB task isn't locked up either. It gets all your messages, such as window refreshing, scrollers/arrows etc. but refuses to accept 'clicks' and menu selections (i.e. ignores them).

Also when some of the files already exist, the master task pops a requester while the WBR task continues to read the source files and WBW task writes those files, which are not duplicate.

This should clarify some things.

Ciao,
Christoph

3k// Christoph `Pepo' Feck, TowerSystems
\X/ Waiting for RTG...

01-Jul-93:

** New email **
feck@informatik.uni-kl.de

** New address **
Christoph Feck
Balbierstr. 6
67663 Kaiserslautern

# 818. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 21:15:21 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Jun30.211521.11825@mpifr-bonn.mpg.de>
Source record: 22450
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1993Jun30.121923.19270@news.cs.tut.fi> veivi@cs.tut.fi (Vehvil{inen Juhani) writes:
>That is, if two one-word instructions share the same longword-aligned
>memory location then both of them are fetched before the first is
>executed. Even on the 68000/010.

Wether these are prefetched depend on the previous instructions. For the
68000/68010 these instructions do not need to be longword aligned because
these cpus use a 16bit instruction fetch (the instruction prefetch queue
is just long enough to hold them both).

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

## 819. STOP THIS! (was Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 21:25:55 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <20t0d3$2o8@irz401.inf.tu-dresden.de>
Source record: 22447
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I don't read postings with this subject anymore (and where are a lot of them).Stop this and look out for other subjects - it's too boring to see 40 messages with the same topic.
Matthias

# 820. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 22:07:08 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20t2qcINN87d@uwm.edu>
Source record: 22449
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20rd1aINNnf2@tom.rz.uni-passau.de>, Thorsten Guenther
(guenther@vati.fmi.uni-passau.de) wrote:
: Funny, but you are the first one who admits that is IS true and it IS
: a (minor) flaw of the WB. Sure, the WB is an application, but it is

Lack of multithreading, in my opinion, is a BIG flaw in the WorkBench
application. However, you can go around it; it is merely one application.

: used quite regularly, isn't it? So I don't get the point, why are those
: other Amiga guys telling me things like 'I open a shell window' or
: 'I am using a 3rd party program','you don't have to act like a Mac weenie',
: etc., when copying icons via the WB is the first method that comes to mind?

For some, its not. For some, the instinct says to go to their
file/directory manipulation tool, and move their files/trees/etc. in a
manner they've grown accustomed to, through tools such as Directory OPUS,
etc. For others, the instinct _IS_ to go to the shell, and those people
are often the types who barely, if ever, use the WB.

Don't assume that everyone's first instinct is the same; I came from a
command-line background, and my first instincts ranged from using a
directory utility like I did with my ST, using the shell like I did with
countless other systems, or to using the WB.

These days? Don't ask. It's still random.

: As of MiNT locking during disk access: this IS a flaw, but it's a minor
: flaw also, because noone could make use out of MiNT/MutliTOS without
: a HD anyways.

A weak excuse, at best, and not at all technical. If there were some
technical reason, it would be best to use it--but this makes it look as
if you're willing to overlook flaws simply because it doesn't pertain to
what you believe as useful/useless.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 821. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 22:44:37 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <20t50l$nke@Tut.MsState.Edu>
Source record: 22451
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9Frv2.KxA@hawnews.watson.ibm.com> kurt@vnet.ibm.com (Kurt Lichtner) writes:
>In <1993Jun30.123608.26672@seas.gwu.edu>,
>gerald@seas.gwu.edu (Gerald G. Washington) writes:
>>It is not a flaw. The program (Workbench) simply does not have internal
>>multitasking. Very few programs do. I think Real3D 2.0 does. Since
>>multiple applications can always be launched, even while the Workbench
>>is performing a task, there are only problems for those who know nothing
>>more than the GUI.
>
>Definitely different than the way OS/2 2.X works, where almost all
>applications (including the GUI) are multi-threaded. No lock-ups when
>copying/moving files using icons ...

This is what has freaked me out the most about OS/2, it multitasks
even better than the Amiga. I've begun to use the GUI for copying
files very quickly, instead of resorting to opening a shell to do
so. The ability to use the GUI without lockups is quite nice, but
I'm not positive that a low-powered machine could handle it too well.

Skip Sauls
skip@cy.cs.olemiss.edu

## 822. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 23:37:38 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20t842INN8sh@uwm.edu>
Source record: 22454
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20sgln$bdq@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Please be clear and state that this is a floppy-only problem under MiNT
: when posting.

A problem that has no good technical reason for existing, other than the
poor design of the OS itself...

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 823. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 23:44:43 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20t8hbINN8sh@uwm.edu>
Source record: 22455
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20shil$cov@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Well, here's the flaws of the Amiga 1200:

: 1) no built-in high density drive

FIXABLE: Buy Amiga HD drives, they exist.

: 2) no onboard support for a SCSI hard disk standard (although IDE is tolerable)

FIXABLE: Buy a SCSI subsystem for your 1200.

: 3) inadequate sound capabilities for professonial music (this is *my* list,
: so this will vary for others...)

Currently, no solution exists, though one is said to be on the way.
Solutions exist for ZorroII/III equipped systems, however.

: 4) no clock (minor gripe? or is it? who wants to pay extra?)

FIXABLE: Buy a clock.

: 5) one 32-bit expansion slot means you have to buy one good board (pass-through
: would make this irrelevant in one respect, but how to fit multiple cards
: on the machine?)

One 32-bit expansion slot leaves you in the same boat as the Falcon. And
there's still the 16-bit PCMCIA.

: 6) no DSP (as opposed to Atari's "ancient DSP"... any DSP is usually better
: than no DSP :) )

So you consider lack of a DSP a flaw in the design? Fascinating. Not
very logical, but fascinating.

: 7) it is using a 68020 as opposed to a 68030. If they put 32-bit access into
: it, then why not give the machine a full '030? Did they just want to
: make sure it didn't copete against the 4000/030? Or was it a design
: decision?

Cost. Why use a 68030 when all you need is an 020? They wanted a
low-cost system, and an EC020 is cheaper than an 030 by a respectable
margin. A better question is why did the Falcon bother to have a 68030
in it if they were going to cripple it so heavily.

Your list of "flaws" aren't much of flaws, just omissions. They're
fluff, things that sit on top of your fundametal system design, and as
such, are easy to fix.

The Falcon's flaws, however, run much, much deeper, as you already know. They're unavoidable, unfixable, because they're at the bottom of the system itself, the very foundation of the design.

Think about it.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 824. A1200 Flaws

Newsgroup: comp.sys.atari.advocacy
Date: 1993-06-30 23:52:59 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jun30.235259.17244@seas.gwu.edu>
Source record: 22456
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip' Medley) writes:
>
>Well, here's the flaws of the Amiga 1200:

And my comments. :-)

>1) no built-in high density drive

I, for one, don't care about high vs low density drives. They are just
floppies, after all. Developers (including game-makers) should be
encouraged to force all software to be stored on the harddrive. Of course,
the software must come from somewhere. CD-ROMs would be perfect.

>2) no onboard support for a SCSI hard disk standard (although IDE is tolerable)

In the low-end machine, IDE should be plenty. Especially since
SCSI controllers have been available since the machine was released.

>3) inadequate sound capabilities for professonial music (this is *my* list,
> so this will vary for others...)

I agree, but since the Falcon already fits that category, the Amiga can
focus on graphics and try to get some profession business software.

>4) no clock (minor gripe? or is it? who wants to pay extra?)

I think that's a major flaw. Every computer should have a clock, just
like every 030 should have a 32-bit bus. :-)

>5) one 32-bit expansion slot means you have to buy one good board (pass-through
> would make this irrelevant in one respect, but how to fit multiple cards
> on the machine?)

Hmm, the A1200's expansion features seem great. That one 32-bit slot can
be used for the accelerator, memory, SCSI, and clock. A low-end machine
can't really do better. The PCMCIA can be used for the DSP. Trying to
add Ethernet and graphics boards to the A1200... well, it may soon be
possible, as with the A500. (There is an OpalVision adaptor coming out,
but this may use the 32-bit slot.)

>6) no DSP (as opposed to Atari's "ancient DSP"... any DSP is usually better
> than no DSP :) )

I guess the musicians will complain, but DSPs are not so common, yet.

>7) it is using a 68020 as opposed to a 68030. If they put 32-bit access into
> it, then why not give the machine a full '030? Did they just want to
> make sure it didn't copete against the 4000/030? Or was it a design

> decision?

Commodore probably wanted the cheapest 32-bit chip. I have no complaint with this, but they could at least reflect there decision with a reasonable price.

>I don't want to get in to flaming the OS for the Amiga because while I think
>certain aspects of it can be improved, if we all had to pick the ideal OS,
>everyone would surely choose something different... and we'd all debate the
>merits of OS/2 vs. Windows NT vs. *nix vs. MultiTOS vs. AmigaDOS vs. etc. etc.

I was using OS/2 very briefly today on my office-mate's 486/66. I was disappointed about the speed, but I didn't have time to try many apps. Scrolling text is lightning fast (the machine has localbus video), but opening windows... I guess I just expected a bit more from a 66MHz chip.

-- Gerald

## 825. Copying under Workbench/MultiTOS... and Cars!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 00:02:59 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jul1.000259.17480@seas.gwu.edu>
Source record: 22457
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>gerald@seas.gwu.edu (Gerald G. Washington) writes:
>
>>It is not a flaw. The program (Workbench) simply does not have internal
>>multitasking. Very few programs do. I think Real3D 2.0 does. Since
>>multiple applications can always be launched, even while the Workbench
>>is performing a task, there are only problems for those who know nothing
>>more than the GUI.
>
>Of course, if you are using MultiTOS, you can carry on using the desktop when
>copying or deleting or formating......you can even start several copy actions
>going at the same time. This is using the COPY option from the desktop, not
>using a cli, or clicking on a seperate program.

This does sound great, but I've never had a problem with the Amiga's
multitasking--even on my 68000. The MultiTOS GUI may be superior to
Workbench in this regard.

>Get a life - get a Falcon :)

Not unless it has 17" tires and 400 horsepower. I'd rather get a real
machine like that, though it'll take me a few years...

-- Gerald

# 826. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 00:06:55 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jul1.000655.17655@seas.gwu.edu>
Source record: 22458
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip' Medley) writes:
>gerald@seas.gwu.edu (Gerald G. Washington) writes:
>>
>>It is not a flaw. The program (Workbench) simply does not have internal
>>multitasking. Very few programs do. I think Real3D 2.0 does. Since
>>multiple applications can always be launched, even while the Workbench
>>is performing a task, there are only problems for those who know nothing
>>more than the GUI.
>
>Not a flame but an idea: can't WB just spawn another process to copy the
>files while it chugs along, and should the copy need to be aborted, send
>a signal to the copy process to stop?

It could, but Commodore screwed up. I do like the interface
overall, though.

-- Gerald

# 827. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 01:20:34 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20te52INNa15@uwm.edu>
Source record: 22461
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20si2m$dm2@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Not a flame but an idea: can't WB just spawn another process to copy the
: files while it chugs along, and should the copy need to be aborted, send
: a signal to the copy process to stop?

Exactly. And if it wished, it could place up a "progress requester"
giving the user the ability to abort, as well as seeing how much of the
copy has been finished. However, currently, neither exists.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "... I.. I've been so bad... I... I've been so bad, I... :)
(: I want you to put me on the wheel." -Green Jello, Teenage Rave :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 828. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 01:41:48 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Jul1.014148.1063@jonh.wimsey.bc.ca>
Source record: 22462
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

huots00@DMI.USherb.CA (SYLVAIN HUOT) writes:

>SOME AMIGA 1200 USERS HAVE POST HARD DISK PERFORMANCES.

>**** NO ATARI FALCON USER HAVE ALREADY POST THEM ****

Well, I don't have a Falcon, so I'll post the results for my Mega ST
scsi ! drive. It's a Quantum lps52, hooked up through an ICD interface.
I imagine Amiga owners are familiar with ICD as they also make products
for the Amiga.
My Quantum LPS52 measures 1.15meg/sec with a seek time of 22ms. That's
using ICD's RATEHD program. My Syquest 44 got 795, and had a 40ms access
time. Asute readers will notice the access times are consistantly higher
than the companies who make the drives claim, but I've found this to be
true with every drive I have had.
This, of course, because it's an ST, is also going through the
overhead of a scsi to asci adapter.
Also, for those claiming that IDE drives are cheaper, the IDE
version of the Quantum LPS105 lists locally here in Vancouver for
$350CAN, compared to the scsi version at $395. Not really that
significant a differrence.
The Quantum LPS's are probably the fastest sub-gigabyte drives made,
from what I've heard, so I'd be interested to see if any Amiga owners
have an IDE version to speed test against these figures.
Someone on another comp.* group recently posted an analysis on why
no scsi drive using the current drive standards (300rpm x however many
sectors per track they can squeze in) can possibly exceed ~1500k/s, so
the benefits of scsi 2 seem a bit ahead of itself at the moment.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m* s/++ g+ w+++ -x+

# 829. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 02:11:13 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jun30.201114.4266@msus1.msus.edu>
Source record: 22460
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun30.121923.19270@news.cs.tut.fi>, veivi@cs.tut.fi (Vehvil{inen Juhani) writes:
>In article <1993Jun30.061636.4243@msus1.msus.edu> lkoop@TIGGER.STCLOUD.MSUS.EDU writes:
>> No...the 68000/010 does word sized (16 bit) instruction fetches.
>
>Being smart? Yes indeed the 68000/010 data bus is 16 bits wide but
>it always fetches code in longwords, the implication being nothing
>much more than that e.g. the Amiga can be reset in software.
>That is, if two one-word instructions share the same longword-aligned
>memory location then both of them are fetched before the first is
>executed. Even on the 68000/010.

This has nothing to do with the 68000/010 instruction fetch cycles,
which are indeed 16 bits in size. All you are demonstrating here is the
effect of the processor prefetch queue. The actual fetch cycles themselves
indeed remain at 16 bits.

---------------------------------------
LaMonte Koop -- SCSU Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
---

## 830. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 02:51:34 UTC
From: das9674@ucs.usl.edu
Message-ID: <1993Jul1.025134.8704@usl.edu>
Source record: 22463
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20t50l$nke@Tut.MsState.Edu> skip@cy.cs.olemiss.edu (Skip Sauls) writes:
>In article <C9Frv2.KxA@hawnews.watson.ibm.com> kurt@vnet.ibm.com (Kurt Lichtner) writes:
>>In <1993Jun30.123608.26672@seas.gwu.edu>,
>>gerald@seas.gwu.edu (Gerald G. Washington) writes:
>>>It is not a flaw. The program (Workbench) simply does not have internal
>>>multitasking. Very few programs do. I think Real3D 2.0 does. Since
>>>multiple applications can always be launched, even while the Workbench
>>>is performing a task, there are only problems for those who know nothing
>>>more than the GUI.
>>
>>Definitely different than the way OS/2 2.X works, where almost all
>>applications (including the GUI) are multi-threaded. No lock-ups when
>>copying/moving files using icons ...
>
>This is what has freaked me out the most about OS/2, it multitasks
>even better than the Amiga. I've begun to use the GUI for copying
>files very quickly, instead of resorting to opening a shell to do
>so. The ability to use the GUI without lockups is quite nice, but
>I'm not positive that a low-powered machine could handle it too well.

Gads, Skip, are you being a MacWeenie and moving files, etc. with the
Drives Folder?! :-)

I only use the Drives Folder when I want to mass-Unzip something.
(You know, selected a huge mass of .zip files, and drap them
to the Unzip.exe program, let go.. and a zillion windows pop open!

Hmm, there ought to be a way to keep those hidden... 'start minimized'?

>Skip Sauls
>skip@cy.cs.olemiss.edu

So, Skip, Amgians here are still waiting for your 'honeymoon' with your
new computer to end. Anywhere close yet? <grins>
--
Dan Stephenson das9674@usl.edu | "To conquer death, you only have to die" -JC

# 831. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 03:05:48 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20tkacINNams@uwm.edu>
Source record: 22464
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9GBvz.BG@exnet.co.uk>, Xavier Gallagher (sys1@exnet.co.uk) wrote:
: Its just a basic fact that that the A1200 and the F' 030 are aimed at very
: different markets that seems to be beyond the understanding of the A1200
: users.

Both are aimed at general computing, both have separate niches that the
systems fit into. The F' 030 is ONE system; one architecture. It must
take the place of an entire LINE of other systems, on the Amiga.

Just a sidenote, I have no intention of comparing it against anything
other than a 1200.

: Actually it is quite annoying, super fast graphics and sprites they say
: are *soooooo* important that any machine that does not match is crap and
: then when someone points out that the A1200 has a pathetic range of I/O
: and backup options they say that these things are not important.

"pathetic range of I/O and backup options"? That's pretty rich, buddy.
Add SCSI, its an option. Suddenly, disk IO gets a lot better, and you've
got backup options galore. So perhaps you should take a little care in
what you say...

: The F' 030 vs A1200 debate is kind of stale and useless, for me the
: oodles of options, techie stuff (DSP programming would look ok on
: my CV, as would writing device drivers for SCSI interfaces) and so on
: on the F'030 *make* the machine. For the A1200 the graphics make the
: machine. Beyond this basic point everything is just hot air

For the A1200, the MARKET makes the machine. The nice stuff about the
1200, unlike the Falcon, isn't all from the parent company... Falcon
support is in its infancy, while the Amiga, and the 1200, have options
that the Falcon does not, and may not for some time due to the
marketplace.

And that is something to consider.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 832. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 05:20:35 UTC
From: cmedley@wam.umd.edu
Message-ID: <20ts73$mij@cville-srv.wam.umd.edu>
Source record: 22465
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20t842INN8sh@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <20sgln$bdq@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>: Please be clear and state that this is a floppy-only problem under MiNT
>: when posting.
>
>A problem that has no good technical reason for existing, other than the
>poor design of the OS itself...
>

Why not email the programmer, ersmith@netcom.com?

Why not ask the source, so to speak?

## 833. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 05:28:53 UTC
From: cmedley@wam.umd.edu
Message-ID: <20tsml$n2c@cville-srv.wam.umd.edu>
Source record: 22466
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20t8hbINN8sh@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <20shil$cov@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>: Well, here's the flaws of the Amiga 1200:
>
>: 1) no built-in high density drive
>
>FIXABLE: Buy Amiga HD drives, they exist.
>

Drive: $50.
How do you plug it in? Will it work if you just throw one in? Or will it
not fit in the case?

Still, add $$$.

Why didn't they put a 1.44 MB drive in the A1200? Any good excuse for C=?

>: 2) no onboard support for a SCSI hard disk standard (although IDE is tolerable)
>
>FIXABLE: Buy a SCSI subsystem for your 1200.
>
For how much? $100?

>: 3) inadequate sound capabilities for professonial music (this is *my* list,
>: so this will vary for others...)
>
>Currently, no solution exists, though one is said to be on the way.
>Solutions exist for ZorroII/III equipped systems, however.
>

Which the A1200 is not, thank you very much.

On top of that, how many applications would be able to recognize and adapt,
and then USE that capability? Probably about as many that current exist
for the Falcon specific sound capability right now that run on STs. :)

>: 4) no clock (minor gripe? or is it? who wants to pay extra?)
>
>FIXABLE: Buy a clock.
>

Sure. Right. Add $20-$30.

Where does your clock plug in, by the way? (Don't waste your PCMCIA on
a clock... or even worse, your 32-bit slot on that!)

>: 5) one 32-bit expansion slot means you have to buy one good board (pass-through
>: would make this irrelevant in one respect, but how to fit multiple cards
>: on the machine?)
>
>One 32-bit expansion slot leaves you in the same boat as the Falcon. And
>there's still the 16-bit PCMCIA.
>
This is moi's list of A1200 flaws. The Falcon isn't involved in this. I'm
discussing how much nicer the machine *could have been*.

>: 6) no DSP (as opposed to Atari's "ancient DSP"... any DSP is usually better
>: than no DSP :) )
>
>So you consider lack of a DSP a flaw in the design? Fascinating. Not
>very logical, but fascinating.
>

Well, ideally, I'd like a DEC Alpha in the A1200, but considering cost... :)

I want a DSP in the machine because it's a plus. When such things become
standard coprocessors in machines for various purposes from voice analysis
to acting as effects processors on sound and video, we'll all wonder how
we got along without them.

Why not have one to start with?

And I'd be foolish not to say I'd like to have a powerhouse like a 56001
under the hood of my "base" machine over the option of no DSP at all.

(i guess i've gotta drag the Falcon in to this, eh?)

To be fair, were I on a PC, my concern for a DSP would be lessened because
outboard cards that are well supported for both sound and effects processing
do exist already.

>: 7) it is using a 68020 as opposed to a 68030. If they put 32-bit access into
>: it, then why not give the machine a full '030? Did they just want to
>: make sure it didn't copete against the 4000/030? Or was it a design
>: decision?
>
>Cost. Why use a 68030 when all you need is an 020? They wanted a

And why does it need only an '020?

>low-cost system, and an EC020 is cheaper than an 030 by a respectable
>margin. A better question is why did the Falcon bother to have a 68030
>in it if they were going to cripple it so heavily.
>

Depends. Maybe they get '030s cheaper? :)

>Your list of "flaws" aren't much of flaws, just omissions. They're
>fluff, things that sit on top of your fundametal system design, and as
>such, are easy to fix.
>

Omissions ARE flaws.

And fluff to you is an important asset to another user.

## 834. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 06:41:11 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <20u0u7INN2j7@tom.rz.uni-passau.de>
Source record: 22467
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C92CAREN.93Jun30115923@astmatix.IDA.LiU.SE> c92caren@Und.IDA.LiU.SE writes:
> I don't own a mega-fast modem, so whenever i want go get
> some pd s/w i grab a bunch of disks and run down to the
> sparcs on campus to get it by ftp...
That's what I do because I don't have a modem at all (btw not having
a 14400 baud modem in Germany would be very costly e.g. for usenet
access).
> Then when I get home, I have, say 10 disks with lha'ed
> files... Then i pop one disk in the drive and run a
> small script to unpack all the files onto the HD (in the
> background, while doing something else!!!) On the Falcon
> the machine would completely lock up during this
> process... (The same goes for HD-backup, most people
> don't own a streamer... (OK the 1200 doesn't have a
> clock, but there are other ways to get the sysclock set
> correctly ;))
Well, how often do you REALLY do this? I know CrossDOS is slow, but
copying disks to RAMdisks directly would make you a diskjockey, even on
the Amiga.
> Hmmm... by the way, while on the lockup-topic, them
> dialogue-boxes, does GEM still lock up completely when one of
> them pops up... I remember that I was quite irritated by this
> <bing> when I owned an TOS-based machine :-o, but they have
> corrected this, haven't they? (Just curious).

Thank god there is a patch for that, MultiDialog 1.02 (.03? still
wondering), presenting you with a window instead of a dialogue-box.

This should be shipped with MultiTOS, IMHO, as well as some other neat
enhancements (Selectric, Kobold 2, GEMview, NVDI, etc.).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

## 835. Re: Apple's R&D crancks out the LC520.....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 06:56:46 UTC
From: gehnen@uni-paderborn.de
Message-ID: <20u1re$e1a@news.uni-paderborn.de>
Source record: 22468

sinclap2954@iscsvax.uni.edu wrote:
[megatons of stuff deleted]

Hey guys, it is comp.sys.atari.advocacy and not comp.sys.atari.quotes.
Is it really necessesary to quote all the stuff, if you want to add
a single line at the end????????

--
Gerrit Gehnen, gehnen@hni.uni-paderborn.de
Heinz Nixdorf Institut,
Uni-GH Paderborn
Tel: (+49)5251/60-3261 FAX: (+49)5251/60-3241 ...und das war's auch schon

# 836. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 07:57:27 UTC
From: djm2@ra.msstate.edu
Message-ID: <20u5d7$coq@Tut.MsState.Edu>
Source record: 22469
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9GC0v.Cv@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:
>
> > Besides, why in the WORLD would you defend an OS, by saying "it never locks
> >up during an HD access, only floppy disk" ?! That's _totally_ unacceptable,
> >and if I had any OS with that bug, I'd toss it immediately.
> >
>
> Really? I would hack the O/S to see if I could fix it:-).
>

Well, why haven't you, then?

> >>
> >> Weregoose

--
Danimal on IRC
djm2@ra.msstate.edu

# 837. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 08:54:09 UTC
From: squigg@gssec.bt.co.uk
Message-ID: <SQUIGG.93Jul1095409@vicious.gssec.bt.co.uk>
Source record: 22472
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'Flip' Medley writes (comparing Falcon and A1200):

>Still, add $$$.
>Why didn't they put a 1.44 MB drive in the A1200? Any good excuse for C=?
>For how much? $100?
>Sure. Right. Add $20-$30.

*YOU STATE YOURSELF* that to bring an A1200 up to a Falcon, you need to spend, and I quote, "$$$"

In the UK, where Commodores real markets are now, an A1200 with 2MB Chip Ram retails for #300, ok?

A 1MB (unusable) Falcon costs *NEARLY #300 quid DEARER!*

Europe and the world is in a major recession, so why in gods name did Atari release the Falcon at a price VERY few households over here can afford? The A1200 and the Falcon are aimed at completely different markets, and I think Commodore was damn right to release the A1200 with the minimal components needed to do the job (ie. be a powerfull,colourfull,usefull (:-) home computer.

You really need to compare the Falcon to the A4000/030, like it or not, because a Falcon with hard drive and 4MB RAM costs *exactly* thesame price over here, for a similarly equiped machine, and the A4000 shits all over it, frankly, apart from the DSP, which I'm quite envious of :)

Omissions ARE flaws.

OMISSIONS ARE BUDGET DECISIONS! REPEAT 10 TIMES :)

And fluff to you is an important asset to another user.

People *don't buy* A1200 to be powerhouses, they buy them to have a nice home computer, and they wanna buy them cheap!

Stephen

--
Stephen Quigg
BT Glasgow Engineering Centre Scotland
1Mb A500 powah! Cumana External Floppy! Commodore Infernal Floppy! 8Mb and no board to put it in! Err ...

# 838. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 08:58:41 UTC
From: klump@kirk.fmi.uni-passau.de
Message-ID: <20u901INN218@tom.rz.uni-passau.de>
Source record: 22470
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20sgf1$24g@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>You know, that's ALMOST similar to the 14 mhz/cached 68000 accelerators
>for the Amiga, like AdSpeed. Except, they come out 2x faster than the
>stock machine. True, I was judging from Amiga experiences since I
>obviously don't have an Atari, but it illustrates quite well a 68030
>having to go through a 16 bit bus. The faster 68000 accelerators do
>better.
Sorry, the AdSpeed is up to 2x faster than the stock machine. (This means
it's faster by working in cash)
>
>Danimal on IRC
>djm2@ra.msstate.edu
>

Karsten

Karsten Klump
klump@vati.fmi.uni-passau.de

# 839. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 09:24:37 UTC
From: veivi@cs.tut.fi
Message-ID: <1993Jul1.092437.6825@news.cs.tut.fi>
Source record: 22471
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun30.201114.4266@msus1.msus.edu> lkoop@TIGGER.STCLOUD.MSUS.EDU writes:
> This has nothing to do with the 68000/010 instruction fetch cycles,
>which are indeed 16 bits in size. All you are demonstrating here is the
>effect of the processor prefetch queue. The actual fetch cycles themselves
>indeed remain at 16 bits.

Seems I haven't been too thorough about the inner details of the 68000
myself. The keyword and only reason to talk about longword instruction
prefetch was the longword-alignment requirement of my example and since
that is not the case on the 68000, my argument was nil.

Demonstrating the effect of prefetch was my point in the very beginning,
i.e. the CPU fetches instructions in advance and does it using longest
possible word reads. And sometimes ends up fetching instructions that are
never executed. This was only to say that there's no need to speculate
about the percentage of potential longword cycles when instruction fetch
is concerned, even though the actual length of an instruction varies.

And I prefer fixed-length (longword) instruction word machines anyway. :-)

-Veivi (and not his employer)

# 840. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 09:43:29 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <20ubk1$19oo@info2.rus.uni-stuttgart.de>
Source record: 22473
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20tsml$n2c@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>>: 2) no onboard support for a SCSI hard disk standard (although IDE is tolerable)
>>
>>FIXABLE: Buy a SCSI subsystem for your 1200.
>>
>For how much? $100?

A good SCSI interfaces will cost more. Compare it with the Intel-market:
a SCSI interface fully SCSI compatible (not that crippled Seagate stuff) will
cost more than $200.

>And I'd be foolish not to say I'd like to have a powerhouse like a 56001
>under the hood of my "base" machine over the option of no DSP at all.

The 'old' 56001 has also some advantages ageinst "better" DSPs:
It was already used in the NeXT and the Indigo machines (NeXT DSP has only
8 KByte RAM - the Falcon has 96 KByte...). There are thousands of routines
especially for this DSP ready for upload in the Motorola mailbox.

And:
FIXABLE: 32bit Fast RAM for the Falcon. But that wasn't the point...

Ciao, Heiko.

# 841. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 09:43:31 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Jul1.094331.22832@mpifr-bonn.mpg.de>
Source record: 22475
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <20rdksINNnni@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>And that is the mistake in your article, you are judging from Amiga
>experiences.

>The Falcon is about four times, the A1200 about three times faster than
>a 1040STE/Amiga500. This is an indirect comparison based on system specific
>benchmarks.

Sorry, according to my system specific benchmark the A1200 is exactly 392
times faster than the 1040STE and 5 times faster than the Amiga 500.

It is your mistake that you trust such benchmarks for system comparisons.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 842. Re: A1200 Flaws

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 10:02:22 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <20ucne$tms@info2.rus.uni-stuttgart.de>
Source record: 22474
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jun30.235259.17244@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
>>1) no built-in high density drive
>
>I, for one, don't care about high vs low density drives. They are just
>floppies, after all. Developers (including game-makers) should be
>encouraged to force all software to be stored on the harddrive. Of course,
>the software must come from somewhere. CD-ROMs would be perfect.

Oh yes! Commodore should have used single sided floppys. The whole world is using HD-disks except those little Amiga freaks. I think you don't know what you are talking about! This DD drive is a MAJOR disadvantage.

>>2) no onboard support for a SCSI hard disk standard (although IDE is tolerable)
>
>In the low-end machine, IDE should be plenty. Especially since
>SCSI controllers have been available since the machine was released.

Yes that's right. But try to connect other periphery to your IDE controller. It's a very good feeling to have a SCSI interface.

>I think that's a major flaw. Every computer should have a clock, just
>like every 030 should have a 32-bit bus. :-)

Oh come on! Have you EVER seen a Falcon running software? Hav you ever recognized those "massive loss of CPU-speed"? The size of the bus is quite uninteresting! 10 % CPU speed more or less - who cares?

Ciao, Heiko.

## 843. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 12:50:42 UTC
From: nyberg@ctron.com
Message-ID: <20umj2INN4fv@ctron-news.ctron.com>
Source record: 22476
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

skip@cy.cs.olemiss.edu (Skip Sauls) writes:
/This is what has freaked me out the most about OS/2, it multitasks
/even better than the Amiga. I've begun to use the GUI for copying

Whoa, whoa, whoa, back the truck up!

OS/2's GUI may multi-task better than WORKBENCH. Let's not loose
control... :)

/files very quickly, instead of resorting to opening a shell to do
/so. The ability to use the GUI without lockups is quite nice, but
/I'm not positive that a low-powered machine could handle it too well.

--
These are the thoughts and words of Jason Nyberg (nyberg@ctron.com)
/\
In aerodynamics we trust! \ \ NAP-"Change you diaper!"
/--\
\ / \--/
_______/O___/____ / /
__//_/ \/

# 844. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 13:21:06 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Jul1.132106.29908@mpifr-bonn.mpg.de>
Source record: 22478
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <20ubk1$19oo@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>It was already used in the NeXT and the Indigo machines (NeXT DSP has only
>8 KByte RAM - the Falcon has 96 KByte...). There are thousands of routines
>especially for this DSP ready for upload in the Motorola mailbox.

NeXT had 8 K _words_ (i.e. 24bkByte) for the DSP. And there aren't thousands
but just a few dozen programs on the Motorola mailbox.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

## 845. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 13:44:12 UTC
From: cmedley@wam.umd.edu
Message-ID: <20upnc$bjd@cville-srv.wam.umd.edu>
Source record: 22477
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <SQUIGG.93Jul1095409@vicious.gssec.bt.co.uk> squigg@gssec.bt.co.uk (Stephen Quigg) writes:
>'Flip' Medley writes (comparing Falcon and A1200):
>
> >Still, add $$$.
> >Why didn't they put a 1.44 MB drive in the A1200? Any good excuse for C=?
> >For how much? $100?
> >Sure. Right. Add $20-$30.
>
>
>*YOU STATE YOURSELF* that to bring an A1200 up to a Falcon, you need to
>spend, and I quote, "$$$"
>
>In the UK, where Commodores real markets are now, an A1200 with 2MB Chip
>Ram retails for #300, ok?
>

In America, a 2MB no HD A1200 was $600 when it came out (this was actually the pre-release price at Buried Treasure in Rockville,MD which they claimed would increase after the release, though I think $600 probably stuck as the price...).

The Falcon with 1MB and no HD is $799 (MSRP) here. The typical configuration is the 4/80 model for $1250 (they upgraded the hard drive to an 80MB IDE).

Granted, there is a $200 price difference, but you have to consider that they are adding in a lot of standard components for that price... I won't repeat them all again, but it does sound like at least $200 worth of goodies.

>A 1MB (unusable) Falcon costs *NEARLY #300 quid DEARER!*
>

Not sure what that means.. do you mean the Falcon costs #500 there and the A1200 only #200? If so, I can see why you'd buy an A1200 over there. :)

## 846. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 14:01:01 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Jul1.140101.1816@jonh.wimsey.bc.ca>
Source record: 22479
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip' Medley) writes:

>In article <20t842INN8sh@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article <20sgln$bdq@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>>: Please be clear and state that this is a floppy-only problem under MiNT
>>: when posting.
>>
>>A problem that has no good technical reason for existing, other than the
>>poor design of the OS itself...
>>
>Why not email the programmer, ersmith@netcom.com?
>Why not ask the source, so to speak?

Why not ftp the source instead of bothering Eric. Then, if you
really think it's badly flawed, you can fix it.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m* s/++ g+ w+++ -x+

# 847. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 15:09:59 UTC
From: c92caren@IDA.LiU.SE
Message-ID: <C92CAREN.93Jul1170956@astmatix.IDA.LiU.SE>
Source record: 22389
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20u0u7INN2j7@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
[deleted]
> Well, how often do you REALLY do this? I know CrossDOS is slow, but
> copying disks to RAMdisks directly would make you a diskjockey, even on
> the Amiga.

Well... OK, I don't really use disks all the time, but when I do, I want it to be as transparent as possible. Sure the Amiga diskdrives aren't the fastest things around, but I rather have a system where *floppydisk*-access can be simultaneous with other system operations... Ie checking the stuff that's unpacked while other things are unpacking (from disk)... Of course this could be done on the F' too, i guess, by using a large input buffer for the program reading from disk, so that the system only locks up temporarily while grabbing a full buffer... But I still *HATE* when a machine locks up (happens in all OS's I guess, at one point or another, but usually system lockups are due to *MASSIVE* (over-)load on some h/w (sub)system...)

> Thank god there is a patch for that, MultiDialog 1.02 (.03? still
> wondering), presenting you with a window instead of a dialogue-box.

Ok, there's a patch... those things usually pop up to fix broken parts in an OS ;) Just have to wait for the `MultiFloppy x.y' then...

> This should be shipped with MultiTOS, IMHO, as well as some other neat
> enhancements (Selectric, Kobold 2, GEMview, NVDI, etc.).

Or... maybe GEM should have been rewritten from *scratch*, or is this being done?

ObNostalgia: I remember (with horror) my attemps to do AES/VDI programming way back when I was an Atarian (Ahh... that nice 1.0([12]?) filereq that bombed when you typed `_' in the pathline ;). VDI was cute thou... and GDOS <sigh>
Oh... sorry... off topic... ehh...

> Weregoose

Bye, Calle
--
==========================================================////=========
Calle Englund ////
CompSci Student @ University of Linkoping, Sweden ////

Email: c92caren@und.ida.liu.se ////\
==========\\\\=////\ \==========
Real-life(tm) coming to a dealer near you RSN. \\\X///--\ \MIGA NIL
==========\XXX/====\ \========

# 848. Re: A1200 Flaws

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 15:12:40 UTC
From: thanatos@titan.ucs.umass.edu
Message-ID: <20uut8$o67@titan.ucs.umass.edu>
Source record: 22480
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

[No readable article body recovered]

# 849. README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 15:27:50 UTC
From: S_SAMSO@iravcl.ira.uka.de
Message-ID: <20uvpm$slc@nz12.rz.uni-karlsruhe.de>
Source record: 22481
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

AMIGAS 1200 SUCK TO DEATH!!

BUY A GOOD COMPUTER, BUY A FALCON!
Falcons have a 68030 processor 16Mhz, A1200s do not!
Falcons have a socket for a MC68882 coprocessor, A1200s do not!
Falcons can easily have games with 65536 colours, A1200s do not!
Falcons have a DSP processor 32Mhz, A1200s do not!
Falcons have 8 16bit sound channels, A1200s do not!
Falcons have MIDI in/out, A1200s do not!
Falcons have SCSI-II, A1200s do not!
Falcons have LAN built in, A1200s do not!

A1200s SUCK TO DEATH, Falcons do not!

```
+--------------------------------------------------+ #  #  #  Atari=A wise
| The SpaceWalker . * _@ . .| #  #  #  Minority
|Walkin' thru Cyberspace..... . o . </\_ o | ## #  ## Motorola=How the
|..aahhh! at home at last!!! . \/\ ' o| ## #  ##Future should be
|->s_samso@iravcl.ira.uka.de o . / . |Intel+IBM+Apple+Microsoft=
+--------------------------------------------------+The Decadence of the World
```

# 850. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 15:56:40 UTC
From: squigg@gssec.bt.co.uk
Message-ID: <SQUIGG.93Jul1165640@vicious.gssec.bt.co.uk>
Source record: 22482
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:

AMIGAS 1200 SUCK TO DEATH!!

BUY A GOOD COMPUTER, BUY A FALCON!
Falcons have a 68030 processor 16Mhz, A1200s do not!
Falcons have a socket for a MC68882 coprocessor, A1200s do not!
Falcons can easily have games with 65536 colours, A1200s do not!
Falcons have a DSP processor 32Mhz, A1200s do not!
Falcons have 8 16bit sound channels, A1200s do not!
Falcons have MIDI in/out, A1200s do not!
Falcons have SCSI-II, A1200s do not!
Falcons have LAN built in, A1200s do not!

A1200s SUCK TO DEATH, Falcons do not!

A1200s have software ... FALCONS *DO NOT* ;-P

--
Stephen Quigg
BT Glasgow Engineering Centre Scotland
1Mb A500 powah! Cumana External Floppy! Commodore Infernal Floppy! 8Mb and no board to put it in! Err ...

## 851. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 16:56:09 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul01.165609.20301@rchland.ibm.com>
Source record: 22387
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de>, S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
|>
|>
|>
|> AMIGAS 1200 SUCK TO DEATH!!

Very very orignial, you get a 10 for being
so original.

|>
|> BUY A GOOD COMPUTER, BUY A FALCON!

Or an Amiga.

|> Falcons have a 68030 processor 16Mhz, A1200s do not!

A1200's have 32-bit data path, Flacon's do not.

|> Falcons have a socket for a MC68882 coprocessor, A1200s do not!

Falcons are more expensive than an A1200. With the price difference
you can have more memory, internal clock and MC68882 FPU and still
have room to spare (spend). Add $250 to $500, $750 (US dollars).

|> Falcons can easily have games with 65536 colours, A1200s do not!

False. The amount of memory to move increases, and an A1200 can
have a game in ham-8 easily for adventure type games, and even
some arcade games by using sprites too, which the Falcon does not
have. Ham-8 is over 256,000 colors out of 16.6+ million...

|> Falcons have a DSP processor 32Mhz, A1200s do not!

True, and nice Falcon advantage.

|> Falcons have 8 16bit sound channels, A1200s do not!

True, and nice Falcon advantage.

|> Falcons have MIDI in/out, A1200s do not!

True, not essential for everybody though.

|> Falcons have SCSI-II, A1200s do not!

You can add it.

|> Falcons have LAN built in, A1200s do not!

True, but you can add it.

|>
|> A1200s SUCK TO DEATH, Falcons do not!

Oh, really? Which computer has more powerfull software to run now.
Better operating system. A1200.

And:

A1200's have dual-play playfields and multi-parallax scrolling.
Dual-playfields are very important for games, Falcon's do not.

A1200's have Sprite graphics, which are orders of magnitude faster
than the Falcon's graphic for action games. Falcon do not.

A1200's blitter is faster than the Falcon's, as A1200 requires
less operations to accomplish same results.

A1200's have a copper-list processor which is essential for
doing some neat multimedia tricks (look at Scala) and games.

The Falcon is good, and the A1200 is good. It depends on your needs.
Saying that an A1200 sucks is a sign of a very short-sighted mind.

And BTW: US $1,200 for a Falcon

You can get a small hardisk + 68030 @ 25Mhz with 2 megs fast ram for the
A1200 by matching the same price. a 68030 much faster than the Falcon's,
supporting burst mode and with a true 32-bit data path.

|> +--------------------------------------------------+ # # # Atari=A wise
|> | The SpaceWalker . * _@ . .| # # # Minority
|> |Walkin' thru Cyberspace..... . o . </_ o | ### # ### Motorola=How the
|> |..aahhh! at home at last!!! . \/\ ' o| ### # ###Future should be
|> |->s_samso@iravcl.ira.uka.de o . / . |Intel+IBM+Apple+Microsoft=
|> +--------------------------------------------------+The Decadence of the World

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<<
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 852. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 16:58:41 UTC
From: kcci1@syma.sussex.ac.uk
Message-ID: <1993Jul1.165841.12006@syma.sussex.ac.uk>
Source record: 22484
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de>, S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
>
> AMIGAS 1200 SUCK TO DEATH!!
>
> BUY A GOOD COMPUTER, BUY A FALCON!
^^^^^^^^^^^^^
contradiction in terms. You said good computer ;)

> Falcons have a 68030 processor 16Mhz, A1200s do not!

A badly disabled 16MHz 030! It resides on a 16-bit bus.
The 32-bit 14Mhz 020 in the A1200 is only 1/3 slower

> Falcons have a socket for a MC68882 coprocessor, A1200s do not!
Ah-ha. sorry, but they do!! Its about 1.2 cm away from the CPU.
check before you speak!

> Falcons can easily have games with 65536 colours, A1200s do not!
yes they can. VERY SLOW ONES. Due to the A1200 have custom graphics
chips, we can have 65536 colours flying around too!

256 colours is just a plain boring mode (IN ANY RESOLUTION)
we can have 265,000 colours in ANY resolution!
Your 65536 col. mode is 320x256 only!! ha ha ha ha

> Falcons have a DSP processor 32Mhz, A1200s do not!
A crap Motorola 56000. Yes.
So what, you have one. We have a forthcoming one.
An AT&T3210 which is able to totally whip ass with over 30MIPS!!!
All techies that I have talked to are very impressed by the AT&T...
its used in workstations that require POWER!

> Falcons have 8 16bit sound channels, A1200s do not!
tryed playing them all at once yet? Big samples?
our DSP could supply 12 16-bit channels in stereo.
But hey, Amiga samples are much clearer due to Paulas 50Mhz DAC.

> Falcons have MIDI in/out, A1200s do not!
Any amiga owners can CHOOSE which midi interface to get
(thats if they want to use it for MIDI)
I personally have a MIDI interface with thru-port, 2 out 1 in and 2
thru.

> Falcons have SCSI-II, A1200s do not!
Oh dear. They've called it SCSI-II but it isn't full implementation.

Plug in a SCSI-II drive and it will be used as a SCSI-I
HARDLUCK.

Anyway, a CSA twelvegauge will provide
1) 50MHz 030 with 50Mhz 68882.(which will blow away a Falcon)
2) a 10MB/sec SCSI-II port
3) up to 32MB of RAM (isn't 16MB the most the Falcon can have? :) )
All for less than the price of a 4MB falcon :)

> Falcons have LAN built in, A1200s do not!
Oh yes...that.
1) it uses the DSP - so there goes your DSP usage
2) Are all Falcon owners gonna use it? - specialist usage only.
anyway, LAN's suck. Better to have InterNet port :)

> A1200s SUCK TO DEATH, Falcons do not!
>^^^^^^^^^^^^^^^^^^^^^^^^^
1) really? can i use it as a hoover then? wow! A1200 have a vacuum port! :)
or 2) shouldn't use it for that kind of sexual perversion then :)

[crap .sig deleted :)]

---
From Alan - a reply is appreciated ;-)

--- -- --- -
.----------------------. ///\\ |\\ /| || // ` /\\
| Alan Buxey | __ /// \\ | \\ /|| ||(( __ / \\
|kcci1@uk.ac.susx.solx1| \\\///--- \\l \/ ll ll _ll/--- \\
`----------------------' \XX/------------------------------\\

"A1200/33/040/250" - next month.

PS It was soooo obvious the you wanted to be flamed. sad really.
Take my answers and cry into your 500 quid receipt for a machine bought
that could not use any resources available.

## 853. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 16:58:47 UTC
From: djm2@ra.msstate.edu
Message-ID: <20v547$4pk@Tut.MsState.Edu>
Source record: 22483
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
>
>
>
> AMIGAS 1200 SUCK TO DEATH!!
>
> BUY A GOOD COMPUTER, BUY A FALCON!

Buy a computer that is available in quantities and has some actual support, other than rabid fans who'd rather argue about anything just so they don't have to admit they made a bad choice.

> Falcons have a 68030 processor 16Mhz, A1200s do not!

A1200's have a 32 bit bus connected to their 32 bit processor,
Falcons do not.

> Falcons have a socket for a MC68882 coprocessor, A1200s do not!

A1200's have a spot on the motherboard for a FPU. The dealer can install one easily. All 3rd party trapdoor cards have them too.

> Falcons can easily have games with 65536 colours, A1200s do not!
HAM8 uses 262,144 colors. Besides, since when do fast moving games require hi-color? Higher color modes would slow a game down to where you couldn't have smooth action. For slow, strategy-type games, HAM8 is perfect.

> Falcons have a DSP processor 32Mhz, A1200s do not!

So? I don't have a use for one. Why would I want to pay extra for something I would waste? At least C= makes different levels of a system, so you can choose what you want your machine to be capable of, at the price you can afford. There's no high-end Falcon, there's no low-end Falcon. Everyone pays the same, whether they use something or not.

> Falcons have 8 16bit sound channels, A1200s do not!

If you have a use for it, you can easily buy a card.

> Falcons have MIDI in/out, A1200s do not!

That can be expanded as well. Remember, Amigas are all about expansion.

> Falcons have SCSI-II, A1200s do not!

There are at least 3 different SCSI expansion cards available for the a1200. The CSA SCSI card also comes with a 50 mhz 030, 50 mhz 882, and 4 megs of

32 bit RAM. Wonder how fast that would scream, since it never has to deal
with 16 bit RAM? :)

> Falcons have LAN built in, A1200s do not!

A1200's have access to all those PCMCIA options from the PC world. Wanna
wager on how many networking cards are out there?

>
> A1200s SUCK TO DEATH, Falcons do not!

Your wisdom and logic are simply astounding. You have chosen to endorse
an optionless, low-supported, non-existant in the U.S., 32 bit machine that
features a 16 bit bus. This machine WAS designed in the 90's, right?

>
>
>
> +--------------------------------------------------+ # # # Atari=A wise
> | The SpaceWalker . * _@ . .| # # # Minority
> |Walkin' thru Cyberspace..... . o . </_ o | ## # ## Motorola=How the
> |..aahhh! at home at last!!! . \/\ ' o| ## # ##Future should be
> |->s_samso@iravcl.ira.uka.de o . / . |Intel+IBM+Apple+Microsoft=
> +--------------------------------------------------+The Decadence of the World

--
Danimal on IRC
djm2@ra.msstate.edu

# 854. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 17:10:30 UTC
From: thanatos@titan.ucs.umass.edu
Message-ID: <20v5q6$4cf@titan.ucs.umass.edu>
Source record: 22486
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

> AMIGAS 1200 SUCK TO DEATH!!
>
> BUY A GOOD COMPUTER, BUY A FALCON!
>Falcons have a 68030 processor 16Mhz, A1200s do not!
>Falcons have a socket for a MC68882 coprocessor, A1200s do not!
>Falcons can easily have games with 65536 colours, A1200s do not!
>Falcons have a DSP processor 32Mhz, A1200s do not!
>Falcons have 8 16bit sound channels, A1200s do not!
>Falcons have MIDI in/out, A1200s do not!
>Falcons have SCSI-II, A1200s do not!
>Falcons have LAN built in, A1200s do not!
>
>A1200s SUCK TO DEATH, Falcons do not!

You seem to have the feeblest grasp of hardware/touch with reality of anyone on the net. Congratulations. I think I speak for both the Amiga and Atari communities at large in saying please shut up. I originally planned on addressing each of these statements, but it has been done a thousand times over, and I think the cro-magnon idiocy of your article speaks for itself.

# 855. Re: A1200 Flaws

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 17:13:07 UTC
From: djm2@ra.msstate.edu
Message-ID: <20v5v3$4pk@Tut.MsState.Edu>
Source record: 22485
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20ucne$tms@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>
> Oh yes! Commodore should have used single sided floppys. The whole world is
> using HD-disks except those little Amiga freaks. I think you don't know what
> you are talking about! This DD drive is a MAJOR disadvantage.
>

C= makes a HD drive. Along with several others. If one really needs one, they can put it in. Remember that the 1200 is a low-end machine for those who can't afford the 4000 (which does have the HD drive).

> >>2) no onboard support for a SCSI hard disk standard (although IDE is tolerable)
> >
> >In the low-end machine, IDE should be plenty. Especially since
> >SCSI controllers have been available since the machine was released.
>
> Yes that's right. But try to connect other periphery to your IDE controller.
> It's a very good feeling to have a SCSI interface.
>

There are several companies that introduced SCSI cards right after the 1200 was announced, and the CSA card also has a 50 mhz 030 and 882.

> >I think that's a major flaw. Every computer should have a clock, just
> >like every 030 should have a 32-bit bus. :-)
>
> Oh come on! Have you EVER seen a Falcon running software? Hav you ever
> recognized those "massive loss of CPU-speed"? The size of the bus is quite
> uninteresting! 10 % CPU speed more or less - who cares?
>

Heiko, you are really confused. 10% CPU speed more or less applies to substituting a 68010 for a 68000. If you had another Falcon model, that DIDN'T have the crippling 16 bit bus, you'd see the difference. As it is, you have nothing to compare to. Why don't you ask a Motorola engineer to tell you what happens when you put an 030 on a 16 bit bus?

> Ciao, Heiko.
>
>

--
Danimal on IRC
djm2@ra.msstate.edu

## 856. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 17:47:13 UTC
From: djm2@ra.msstate.edu
Message-ID: <20v7v1$4pk@Tut.MsState.Edu>
Source record: 22388
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20tsml$n2c@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
> >
> >FIXABLE: Buy Amiga HD drives, they exist.
> >
>
> Drive: $50.
> How do you plug it in? Will it work if you just throw one in? Or will it
> not fit in the case?
>
> Still, add $$$.

Your 'still add $$$' attitude would mean more if the Falcon and 1200 were
the same price. How much more does the Falcon cost?

>
> Why didn't they put a 1.44 MB drive in the A1200? Any good excuse for C=?

To make the cost as low as possible. Remember, on a low-end machine, that
IS a priority.

>
>
> >: 2) no onboard support for a SCSI hard disk standard (although IDE is tolerable)
> >
> >FIXABLE: Buy a SCSI subsystem for your 1200.
> >
> For how much? $100?
>
>
> >: 3) inadequate sound capabilities for professonial music (this is *my* list,
> >: so this will vary for others...)
> >
> >Currently, no solution exists, though one is said to be on the way.
> >Solutions exist for ZorroII/III equipped systems, however.
> >
>
> Which the A1200 is not, thank you very much.
There are expansion chassis's that allow 500's and 1200's to use A2000-style
cards. My HD and controller is sitting in one right now.. :)

>
> On top of that, how many applications would be able to recognize and adapt,
> and then USE that capability? Probably about as many that current exist
> for the Falcon specific sound capability right now that run on STs. :)
>

>
> >: 4) no clock (minor gripe? or is it? who wants to pay extra?)
> >
> >FIXABLE: Buy a clock.
> >
>
> Sure. Right. Add $20-$30.
>
>
> Where does your clock plug in, by the way? (Don't waste your PCMCIA on
> a clock... or even worse, your 32-bit slot on that!)

Clocks are standard equiptment on all the 32-bit slot expansion cards.

>
> >: 7) it is using a 68020 as opposed to a 68030. If they put 32-bit access into
> >: it, then why not give the machine a full '030? Did they just want to
> >: make sure it didn't copete against the 4000/030? Or was it a design
> >: decision?
> >
> >Cost. Why use a 68030 when all you need is an 020? They wanted a
>
> And why does it need only an '020?

Cost. Cost. Cost. When the time comes that you need more power, you can
expand up to the 50 mhz 030 boards easily.

>
> >low-cost system, and an EC020 is cheaper than an 030 by a respectable
> >margin. A better question is why did the Falcon bother to have a 68030
> >in it if they were going to cripple it so heavily.
> >
>
> Depends. Maybe they get '030s cheaper? :)

Maybe they don't have to make too many? :)

--
Danimal on IRC
djm2@ra.msstate.edu

# 857. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 17:59:58 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Jul01.175958.105946@zeus.calpoly.edu>
Source record: 22390

Re: Jaguar Lynx and Falcon

Ack! I should have expected it, but I got quite a few messages. I will send this file to each user that sent me mail, and I will send an extra msg. to anyone whose request warranted more of a reply!

I attended the Atari stockholder meeting Friday June 25. This is from the end of the year report.

Jaquar:
=======

The Company [Atari] is developing a new interactive multimedia console based on proprietary custom semiconductor chips, including a 64-bit RISC processor. This multimedia console is code named "Jaguar."

The video features include 24-bit graphics with up to 16 million colors and a 3-D rendering engine which can manipulate 3-D polygon shapes in a "real" world in real time. The "Jaguar" also has real time texture mapping and can create special video effects. We anticipate the video output on "Jaguar" will be far superior to video games available today and will allow for more realistic simulations for moving vehicles such as spaceships, cars, airplanes, and figures.

The entertainment software for the system will be first available on ROM cartridge.

The sound system is based on a high-speed custom Digital Signal Processor dedicated to audio. The audio is stereo 16-bit CD quality and can be processed from simultaneous sources of audio data. This allows for very realistic sounds to be used during software design as well ashuman voices.

The "Jaguar" will include a 32-bit expansion port which will allow for future connection into cable and telephone networks when such opportunities arise. These also will be a radio processing port for modem use and for connection to digital audio peripherals such as DAT players.

The Company is also developing a compact disc peripheral for the "Jaguar." Software developed for this media can take advantage of lower media cost, capacity (up to 650 MB) and additional flexibility in the area of full motion video (FMV), voice and music. In the future, "Jaguar" will be able to connect a cartridge into the 32-bit expansion port which will allow for FMV playback at VHS quality. The cd peripheral is double-speed and is being designed to also play regular CD audio, CD+G (graphics) and Kodak's new Photo-CD.

My Comments
==========
The graphics were nice and the machine was very obviously fast. The
sound was not yet working (they said it would be done in a few days).
The RISC chip took three years to desing and is being produced by a
major semiconductor manufacturer in the USA. (They wouldn't say who).
The sound DSP is also made by Atari. The price will be around $200.
October/November in SF and NY. December in London and Paris. Rest of the
places in 1994.
(I will buy one if it is out in Jan and costs about $200- it was fairly
cool)
They showed about four games. One, CyberMorph, was excellent. (Sim to
what you may see on a VR headset on a Silicoln Graphics)
Anyhow, spelling errors are mine. Redundant language is all Ataris.
(I.E. proprietary custom - those words seem the same to me!)

Lynx
====

-> Said nothing new. Atari hopes to bring in sales with Jaguar. There are
several dozen games now. Toys R Us stopped stocking due to poor sales.
They will do adds similar to Genenis (I.E. at end of Jaguar add they
may mention Lynx

Falcon
======

-> I am sick of typing. You know enough about falcon. One note, the DSP
in falcon is Motorolla (56000/56001). The DSP in Jaguar is Atari custom.
Atari does not plan to push this computer. Basically for music and such
applications.

Other
=====

Price on LYNX now $79.

Atari stock about 2.5.. (double what it was two weeks ago). Atari did NOT
do a 10 to 1 reverse stock split as they planned when it was at 1.00.

They have a press release for Jaguar as well. I am too lazy to type it.
Maybe later. (I will keep the names of those of you who requested the
info.) It listed these games: Battlezone 2000, Tempest 2000, Cybermorph,
Alien vs. Predator, Jaguar Formula One Racing.

Thats it. Someone (pref. only one!) post this to the comp.atari.advocacy
newsgroups. I wont have time.

Hope it helps --

Mike Draeger (MDRAEGER@SCU.EDU)

# 858. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 18:19:35 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jul1.181935.15258@nrtpa038.bnr.ca>
Source record: 22391
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
>> Falcons have 8 16bit sound channels, A1200s do not!
>
>If you have a use for it, you can easily buy a card.
>
>> Falcons have MIDI in/out, A1200s do not!
>
>That can be expanded as well. Remember, Amigas are all about expansion.
>
>> Falcons have SCSI-II, A1200s do not!
>
>There are at least 3 different SCSI expansion cards available for the a1200.
>The CSA SCSI card also comes with a 50 mhz 030, 50 mhz 882, and 4 megs of
>32 bit RAM. Wonder how fast that would scream, since it never has to deal
>with 16 bit RAM? :)
>
>> Falcons have LAN built in, A1200s do not!
>
>A1200's have access to all those PCMCIA options from the PC world. Wanna
>wager on how many networking cards are out there?
>
>>
>> A1200s SUCK TO DEATH, Falcons do not!
>
>Your wisdom and logic are simply astounding. You have chosen to endorse
>an optionless, low-supported, non-existant in the U.S., 32 bit machine that
>features a 16 bit bus. This machine WAS designed in the 90's, right?

By "Optionless" I'll assume you mean loaded with all those added cost
items available for the A1200. So an Amiga 1200 outfitted with PCM stereo sound,
a SCSI card, a midi port, an internal 80mb IDE hard drive, and 4 meg of
memory, (Let's leave out the DSP for the moment) cost about the same as the
Falcon. So these machines are really price competitive when outfitted
with comparable equipment. These are the things most Atari users want
on their systems.

I'll assume you saw my previous posts discussing the memory access time,
the A1200 comes out faster by 15%, and CPU optimizations, depending upon
instruction mix the 68030 can seemingly fetch and execute instruction
with an apparent 0 clock cycles compared to the 68020 because of the
parallel instruction pipe. If those posts encouraged you to look into
things a little more you'd realize that depending upon what your doing
The Falcon has the ability to out run the A1200, particularly when the
instruction and data caches are enabled on the 68030.
```

So let's drop all this BS because we've beat the horse to death
and we are getting into a circular discussion.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.


_____________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

## 859. A1200 vs F030

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 18:25:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul1.182537.19563@newshost.lanl.gov>
Source record: 22393

Seems to me that there are a lot of rather lame arguments on both sides.

Question: Which to buy, the A1200 or the F030?

Answer: It depends.

1. If you have a lot of Amiga software already, buy the A1200.

2. Conversely, if you have a lot of Atari software, buy the F030.

3. If you have neither, then you will probably end up buying a PC or Mac anyway as _neither_ company is selling many units to brand new users.

The bottom line is that who really cares what you (or I) think? The decision will not be greatly influenced by anyone's comments on the net, but rather by the depth of one's pocketbook, the skill of the salesperson, and the gullibilty of the prospective buyer. Enjoy your "Fujitsu 7800" or whatever brand of machine you settled on and let the rest of the world be damned. Who cares???

We now return you to regularly scheduled flame fest. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

## 860. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 18:33:26 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jul1.183326.15652@nrtpa038.bnr.ca>
Source record: 22392
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul1.165841.12006@syma.sussex.ac.uk>, kcci1@syma.sussex.ac.uk (Alan Buxey) writes:
|> In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de>, S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
|> >
|> > AMIGAS 1200 SUCK TO DEATH!!
|> >
|> > BUY A GOOD COMPUTER, BUY A FALCON!
|> ^^^^^^^^^^^^^
|> contradiction in terms. You said good computer ;)

You're right it should have read GREAT COMPUTER :)
|>
|> > Falcons have a 68030 processor 16Mhz, A1200s do not!
|>
|> A badly disabled 16MHz 030! It resides on a 16-bit bus.
|> The 32-bit 14Mhz 020 in the A1200 is only 1/3 slower

So your slower I personally wouldn't point that out if I were you :)

|>
|> > Falcons have a socket for a MC68882 coprocessor, A1200s do not!
|> Ah-ha. sorry, but they do!! Its about 1.2 cm away from the CPU.
|> check before you speak!
|>
|> > Falcons can easily have games with 65536 colours, A1200s do not!
|> yes they can. VERY SLOW ONES. Due to the A1200 have custom graphics
|> chips, we can have 65536 colours flying around too!
|>
|> 256 colours is just a plain boring mode (IN ANY RESOLUTION)

I do not really need more that 256 colours for my desktop.
And since I do not play games it would be just a waste on a
computer used for serious applications :)

|> we can have 265,000 colours in ANY resolution!
|> Your 65536 col. mode is 320x256 only!! ha ha ha ha
|>
|> > Falcons have a DSP processor 32Mhz, A1200s do not!
|> A crap Motorola 56000. Yes.
|> So what, you have one. We have a forthcoming one.
|> An AT&T3210 which is able to totally whip ass with over 30MIPS!!!
|> All techies that I have talked to are very impressed by the AT&T...
|> its used in workstations that require POWER!

If you've priced one recently those AT&T chips cost more than the FALCON :)

|>
|> > Falcons have 8 16bit sound channels, A1200s do not!
|> tryed playing them all at once yet? Big samples?
|> our DSP could supply 12 16-bit channels in stereo.
|> But hey, Amiga samples are much clearer due to Paulas 50Mhz DAC.

Much clearer than the 50Mhz DAC in the STe/TT/Falcon? :)

|>
|> > Falcons have MIDI in/out, A1200s do not!
|> Any amiga owners can CHOOSE which midi interface to get
|> (thats if they want to use it for MIDI)
|> I personally have a MIDI interface with thru-port, 2 out 1 in and 2
|> thru.

Wow and I thought that $5 cable was sufficient to add a through port :)

|>
|> > Falcons have SCSI-II, A1200s do not!
|> Oh dear. They've called it SCSI-II but it isn't full implementation.
|> Plug in a SCSI-II drive and it will be used as a SCSI-I
|> HARDLUCK.

At least it's there :)

|>
|> Anyway, a CSA twelvegauge will provide
|> 1) 50MHz 030 with 50Mhz 68882.(which will blow away a Falcon)
|> 2) a 10MB/sec SCSI-II port
|> 3) up to 32MB of RAM (isn't 16MB the most the Falcon can have? :) )
|> All for less than the price of a 4MB falcon :)

Get informed you can get a 32Mhz 68030/68882/VME/up to 128 megabytes
board for the Falcon right now. :)

|>
|> > Falcons have LAN built in, A1200s do not!
|> Oh yes...that.
|> 1) it uses the DSP - so there goes your DSP usage

And I thought it was connected to Serial port 3 just like the MegaSTe and TT :)

|> 2) Are all Falcon owners gonna use it? - specialist usage only.
|> anyway, LAN's suck. Better to have InterNet port :)
|>
|> > A1200s SUCK TO DEATH, Falcons do not!
|> >^^^^^^^^^^^^^^^^^^^^^^^^^
|> 1) really? can i use it as a hoover then? wow! A1200 have a vacuum port! :)
|> or 2) shouldn't use it for that kind of sexual perversion then :)

Actually the vacuum in the area between alot of "PICK YOUR FAVORITE PC"
supporters.

```
|>
|> [crap .sig deleted :)]
|>
|> ---
|> [crap .sig deleted :)]
|>
|> PS It was soooo obvious the you wanted to be flamed. sad really.
|> Take my answers and cry into your 500 quid receipt for a machine bought
|> that could not use any resources available.
|>
|>
What for you speak of you A1200 this way?
Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|
```

# 861. Re: A1200 Flaws

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 18:51:11 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jul1.185111.5121@seas.gwu.edu>
Source record: 22394
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>gerald@seas.gwu.edu (Gerald G. Washington) writes:
>>
>>I, for one, don't care about high vs low density drives. They are just
>>floppies, after all. Developers (including game-makers) should be
>>encouraged to force all software to be stored on the harddrive. Of course,
>>the software must come from somewhere. CD-ROMs would be perfect.
>
>Oh yes! Commodore should have used single sided floppys. The whole world is
>using HD-disks except those little Amiga freaks. I think you don't know what
>you are talking about! This DD drive is a MAJOR disadvantage.

Why?

>>In the low-end machine, IDE should be plenty. Especially since
>>SCSI controllers have been available since the machine was released.
>
>Yes that's right. But try to connect other periphery to your IDE controller.
>It's a very good feeling to have a SCSI interface.

A good and costly feeling.

>>I think that's a major flaw. Every computer should have a clock, just
>>like every 030 should have a 32-bit bus. :-)
>
>Oh come on! Have you EVER seen a Falcon running software? Hav you ever
>recognized those "massive loss of CPU-speed"? The size of the bus is quite
>uninteresting! 10 % CPU speed more or less - who cares?

I hope I am never forced to use an 030 with a 16-bit bus. I have no reason
to use a Falcon, though it does sound interesting.

-- Gerald

# 862. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 20:23:13 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Jul1.202313.22418@ultb.isc.rit.edu>
Source record: 22396
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20si2m$dm2@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <1993Jun30.123608.26672@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
>>
>>It is not a flaw. The program (Workbench) simply does not have internal
>>multitasking. Very few programs do. I think Real3D 2.0 does. Since
>>multiple applications can always be launched, even while the Workbench
>>is performing a task, there are only problems for those who know nothing
>>more than the GUI.
>
>Not a flame but an idea: can't WB just spawn another process to copy the
>files while it chugs along, and should the copy need to be aborted, send
>a signal to the copy process to stop?

Certainly, thats what is so infuriating about the limitations it has
now. Making just a few operations multithreaded seems like a trivial
task, and its surprising the OS people haven't done it yet. I guess its
time for a WB replacement. :-)

--
"What's an Omega? Can that run Windows?" :-)
Ezra Story (Ezy) and eas3714@ultb.isc.rit.edu, his trusty address.

# 863. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 21:26:40 UTC
From: das9674@ucs.usl.edu
Message-ID: <1993Jul1.212640.3921@usl.edu>
Source record: 22395
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
>
>
>
> AMIGAS 1200 SUCK TO DEATH!!
>
> BUY A GOOD COMPUTER, BUY A FALCON!
>Falcons have a 68030 processor 16Mhz, A1200s do not!
>Falcons have a socket for a MC68882 coprocessor, A1200s do not!
>Falcons can easily have games with 65536 colours, A1200s do not!
>Falcons have a DSP processor 32Mhz, A1200s do not!
>Falcons have 8 16bit sound channels, A1200s do not!
>Falcons have MIDI in/out, A1200s do not!
>Falcons have SCSI-II, A1200s do not!
>Falcons have LAN built in, A1200s do not!
>
>A1200s SUCK TO DEATH, Falcons do not!

What's a 'Falcon'? Like Falcon 3.0 on my 386?

```
>+--------------------------------------------------+ # # # Atari=A wise
>| The SpaceWalker . * _@ . .| # # # Minority
>|Walkin' thru Cyberspace..... . o . </\_ o | ## # ## Motorola=How the
>|..aahhh! at home at last!!! . \/\ ' o| ## # ##Future should be
>|->s_samso@iravcl.ira.uka.de o . / . |Intel+IBM+Apple+Microsoft=
>+--------------------------------------------------+The Decadence of the World
```

--
Dan Stephenson das9674@usl.edu | "To conquer death, you only have to die" -JC

# 864. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 22:44:03 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20vpbjINNn5h@uwm.edu>
Source record: 22397
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20ts73$mij@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Why not email the programmer, ersmith@netcom.com?
: Why not ask the source, so to speak?

Why should floppy drives be treated any differently than a hard drive? I
know WHY they are now, but why SHOULD they be? Again, this is a case of
poor design, nothing less, nothing more.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 865. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 22:58:33 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20vq6pINNn5h@uwm.edu>
Source record: 22398
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20tsml$n2c@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: How do you plug it in? Will it work if you just throw one in? Or will it
: not fit in the case?

Add it externally; it won't fit in the case.

: Still, add $$$.

Yes. I'll address this later, all at once.

: Why didn't they put a 1.44 MB drive in the A1200? Any good excuse for C=?

Probably expense. The A1200 is positioned to be a low-cost system, in
both production cost and street price.

: >Currently, no solution exists, though one is said to be on the way.
: >Solutions exist for ZorroII/III equipped systems, however.

: Which the A1200 is not, thank you very much.

Correct. Do note, however, that an expansion chassis to allow for Zorro
expansion is destined to exist--just as they exist for their closer
cousins, the A500 and A600.

: Sure. Right. Add $20-$30.

Yup.

: Where does your clock plug in, by the way? (Don't waste your PCMCIA on
: a clock... or even worse, your 32-bit slot on that!)

Neither. You use the "clock slot".

: This is moi's list of A1200 flaws. The Falcon isn't involved in this. I'm
: discussing how much nicer the machine *could have been*.

Agreed. In that case, yes, it is a flaw. Leaving out the PCMCIA slot
isn't wise, but there IS only one 32-bit slot.

: I want a DSP in the machine because it's a plus. When such things become

A plus does not equate with a design flaw.

: And I'd be foolish not to say I'd like to have a powerhouse like a 56001
: under the hood of my "base" machine over the option of no DSP at all.

: (i guess i've gotta drag the Falcon in to this, eh?)

No, not really.

: And why does it need only an '020?

Because the system ships with one type of memory, and one type only: chip. And an 030 wouldn't gain anything appreciable from chip ram, and would cost a great deal more. Shared memory does not performance give.

: Omissions ARE flaws.

Omissions are something one takes in context. If you wish to regard the DSP as a flaw, then you are taking it in the context of another system, which still doesn't give you a flaw in the actual design, merely an omission.

Now, let's say you take the CPU, and place it into a system architected for a 68000. You slap the 030 in, but leave behind a memory subsystem designed around the 68000 cycle, the 68000 traces, the 68000's 16-bit memory path. You have crippled that 030's performance, and designing the various parts of your system that way, ANYWAYS, could be considered introducing a flaw into the design, and not a small one.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 866. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 23:04:41 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20vqi9INNn5h@uwm.edu>
Source record: 22399
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20tsml$n2c@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Still, add $$$.

After all that, I forgot my most important point. This gets back down to fundamentalism, and the base architectures.

With money, you can upgrade the Amiga's I/O. With money, you can add 32-bit memory. With money, you can solve all of the problems that you said the A1200 has.

However, no amount of money will make that Falcon access its ST-ram in 32-bits. No amount of money will make that Falcon run at the speed it should within that memory architecture, no amount of money will help you when you upgrade to faster processors, and that speed gets worse.

All of the I/O in the world won't hide the performance hit you take by using that ram at all. And just like the Amiga's chip ram, you WILL use that ram, inevitably.

THAT is what I mean by "fundamental flaws". And if you think they affect your Falcon now, wait until you try using an 040. Then you'll see just how much of a hit you'll take because of the 16-bit blunder that is your ST ram.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 867. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 23:06:37 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20vqltINNn5h@uwm.edu>
Source record: 22400
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20ubk1$19oo@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: And:
: FIXABLE: 32bit Fast RAM for the Falcon. But that wasn't the point...

That would only be true if adding 32-bit ram to the Falcon corrected the
problem with the ST ram. It cannot. And since you cannot AVOID using
that ST-ram, just as you cannot avoid using it on the Amiga, you cannot
correct the problem.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 868. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-01 23:48:51 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul01.234851.19320@rchland.ibm.com>
Source record: 22401
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul1.181935.15258@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> >> Falcons have 8 16bit sound channels, A1200s do not!

[stuff deleted]

|>
|> By "Optionless" I'll assume you mean loaded with all those added cost
|> items available for the A1200. So an Amiga 1200 outfitted with PCM stereo sound,
|> a SCSI card, a midi port, an internal 80mb IDE hard drive, and 4 meg of
|> memory, (Let's leave out the DSP for the moment) cost about the same as the
|> Falcon. So these machines are really price competitive when outfitted
|> with comparable equipment. These are the things most Atari users want
|> on their systems.
|>
|> I'll assume you saw my previous posts discussing the memory access time,
|> the A1200 comes out faster by 15%,
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
I would like to see from where you got this number... if it
is an A1200 without fast ram, it's believable, but then just a
things perhaps you don't know: the A1200 with chip ram only runs
(external access) @ 7.14 Mhz whereas as soon as you plugh in fast
ram it runs @ 14.28Mhz. I expect more than that 15% advantage.

|> and CPU optimizations, depending upon
|> instruction mix the 68030 can seemingly fetch and execute instruction
|> with an apparent 0 clock cycles compared to the 68020 because of the
|> parallel instruction pipe.

Parallel instruction pipe? What is that? in the '030?

|> If those posts encouraged you to look into
|> things a little more you'd realize that depending upon what your doing
|> The Falcon has the ability to out run the A1200, particularly when the
|> instruction and data caches are enabled on the 68030.

Totally doubtfull. The caches in the '030 are not so incredible
in real applications, and the '020 has a cache anyway.

|> So let's drop all this BS because we've beat the horse to death
|> and we are getting into a circular discussion.

Agreed, but you are wrong.

|>
|> Brian

```
|>
|> --
|>
|> Disclaimer: The opinions expressed are mine not those of BNR.
|>
|> _____________________________________________________________________
|> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
|> | Bell Northern Research | on I'd buy an Amiga. However I have |
|> | Research Triangle Park, NC | real work to do. So please get lost! |
|> |____________________________________|_____________________________________|
```

If you want to consider the Amiga workstation a game machine, ok...
Such is the price of ignorance.

---

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<<
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 869. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 00:32:07 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <20vvm7INNnto@uwm.edu>
Source record: 22402
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

IN THE INTERESTS OF EQUAL OPPORTUNITY, I'M TAKING AN EQUAL OPPORTUNITY TO MAKE AN ASS OUT OF EVERYONE READING THIS.

In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de>, |S| Hermann Samso (S_SAMSO@iravcl.ira.uka.de) wrote:
: AMIGAS 1200 SUCK TO DEATH!!

Falcons are mindlessly crippled machines!!!

: BUY A GOOD COMPUTER, BUY A FALCON!
: Falcons have a 68030 processor 16Mhz, A1200s do not!

The 1200 has a 32-bit bus from computer to memory, the Falcon does not! That falcon may as well have a small, ugly frog as its main CPU, it'll go about as fast!

: Falcons have a socket for a MC68882 coprocessor, A1200s do not!

A1200s can have them added through external expansion.

: Falcons can easily have games with 65536 colours, A1200s do not!

A1200s can use well over 256,000 colors, out of a 24-bit pallete.

: Falcons have a DSP processor 32Mhz, A1200s do not!
: Falcons have 8 16bit sound channels, A1200s do not!
: Falcons have MIDI in/out, A1200s do not!
: Falcons have SCSI-II, A1200s do not!
: Falcons have LAN built in, A1200s do not!

The A1200 has a real expansion bus, the Falcon does not! Two methods of expansion means that you can have all that, and still don't have to sacrifice performance by going with a Falcon!

: A1200s SUCK TO DEATH, Falcons do not!

Heh, yeah right. They rank right up there with the Mac LC, bud. I guess you really can fight bias with bias. Not.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 870. Re: A1200 Flaws

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 02:05:48 UTC
From: inu322l@mdw055.cc.monash.edu.au
Message-ID: <1993Jul2.020548.5345@monu6.cc.monash.edu.au>
Source record: 22403
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Gerald G. Washington (gerald@seas.gwu.edu) wrote:
: >>Well, here's the flaws of the Amiga 1200:

Damn my editor, I just wrote a most eloquent response and the damn
thing trashed it.. anyhow.. here goes

Take 2

>>1) no built-in high density drive

No HD drive, ugh... what are they thinking ?

>>2) no onboard support for a SCSI hard disk standard (although IDE is tolerable

I think IDE is adequate, considering this machine is meant to fit into the
'lower end' of computer sales.

>>3) inadequate sound capabilities for professonial music (this is *my* list,
>> so this will vary for others...)

8 Hardware channels would have been nice, but its amazing what people can
do with an 020 :) You might just get 8 nice sounding channels before you
can say 'digital mixer' :)

>>4) no clock (minor gripe? or is it? who wants to pay extra?)

I suggest look at your wrist watch :)

>>5) one 32-bit expansion slot means you have to buy one good board(pass-through
>> would make this irrelevant in one respect, but how to fit multiple cards
>> on the machine?)

I cant see why you would want multiple cards, if you plan to launch a satellite
with a computer you dont buy a A1200 do you ?

>>6) no DSP (as opposed to Atari's "ancient DSP"... any DSP is usually better
>> than no DSP :) )

DSP DSP, everywhere I go I hear DSP. What is it ?
:)

(Flame mode on)

>>7) it is using a 68020 as opposed to a 68030. If they put 32-bit access into
>> it, then why not give the machine a full '030? Did they just want to
>> make sure it didn't copete against the 4000/030? Or was it a design
>> decision?

I was under the impression that the 030 wasn't all that much dearer than the
020. This, IMHO, was commodores biggest error of judgement. I suppose they
were unaware that Linux was being ported to the Amiga, and I know they cant
make execute decisions on a public domain package, but just _imagine_ how
many more A1200 owners there would have been if they knew that in the near
future, that their computer could run UNIX. Im not saying that it the
be all and end all, but geez, wouldnt it be nice :) For the educational
value alone it would have been a boom.

>>I don't want to get in to flaming the OS for the Amiga because while I think
>>certain aspects of it can be improved, if we all had to pick the ideal OS,
>>everyone would surely choose something different... and we'd all debate the
>>merits of OS/2 vs. Windows NT vs. *nix vs. MultiTOS vs. AmigaDOS vs. etc. etc.

Workbench Kicks ass :)
Even on my 1.3 A500 hehehe

My first post was far nicer (*grin*) but I hope this adds to this rather
interesting discussion.

Regards,

Adam Bradley - 3rd Year Comp Sci | /// A1200 - AGA The
Monash University - Clayton Campus | /// Amiga makes it
Melbourne Victoria, 3168. | \\\ /// all possible.
email - inu322l@ccds.cc.monash.edu.au | \XX// #include "std_disc.h"
"The time will come, one day you'll see, when we can all be friends"
"Wishing you all seasonally adjusted greetings"

# 871. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 03:29:59 UTC
From: cs902125@ariel.yorku.ca
Message-ID: <1993Jul2.032959.11051@newshub.ariel.yorku.ca>
Source record: 22405
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
>
>
>
> AMIGAS 1200 SUCK TO DEATH!!
>
> BUY A GOOD COMPUTER, BUY A FALCON!
>Falcons have a 68030 processor 16Mhz, A1200s do not!

A1200 has 32 bit data path instead of 16.

>Falcons have a socket for a MC68882 coprocessor, A1200s do not!

All memory expansion board for A1200 have math coprocessor slot. Or you
can solder directly onto motherboard.

>Falcons can easily have games with 65536 colours, A1200s do not!

In 320 x 256 resolution only??? A1200 can output 18 bit in 1280 x 512.

>Falcons have a DSP processor 32Mhz, A1200s do not!

That is right.

>Falcons have 8 16bit sound channels, A1200s do not!

However, the output is 8 bit only.

>Falcons have MIDI in/out, A1200s do not!

Without improvement since ST. (also is a limitiation for Atari MIDI)

>Falcons have SCSI-II, A1200s do not!

With SCSI-I speed???

>Falcons have LAN built in, A1200s do not!

Slower that AppleTalk???

>
>A1200s SUCK TO DEATH, Falcons do not!
>

For the price of Falcon, I'll go for PC clone.

# 872. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 03:51:16 UTC
From: djm2@ra.msstate.edu
Message-ID: <210bbk$6f4@Tut.MsState.Edu>
Source record: 22404
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20upnc$bjd@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>
> In America, a 2MB no HD A1200 was $600 when it came out (this was actually
> the pre-release price at Buried Treasure in Rockville,MD which they claimed
> would increase after the release, though I think $600 probably stuck as
> the price...).
>
Maybe in the initial surge, but they are selling for approx. $469, now.
Computability recently had an amazing sale, with stock 1200's going for $399.
They sold out in a few days.. :)

> The Falcon with 1MB and no HD is $799 (MSRP) here. The typical configuration
> is the 4/80 model for $1250 (they upgraded the hard drive to an 80MB IDE).

For $1250, you can put together a 4 meg 50mhz 030/882 a1200, with a SCSI
interface and HD. It would seriously smoke your Falcon. :)

--
Danimal on IRC
djm2@ra.msstate.edu

## 873. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 04:54:34 UTC
From: djm2@ra.msstate.edu
Message-ID: <210f2a$6f4@Tut.MsState.Edu>
Source record: 22406
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul1.183326.15652@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
> In article <1993Jul1.165841.12006@syma.sussex.ac.uk>, kcci1@syma.sussex.ac.uk (Alan Buxey) writes:
> |> In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de>, S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
> |> >
> |> > AMIGAS 1200 SUCK TO DEATH!!
> |> >
> |> > BUY A GOOD COMPUTER, BUY A FALCON!
> |> ^^^^^^^^^^^^^
> |> contradiction in terms. You said good computer ;)
>
> You're right it should have read GREAT COMPUTER :)

Great computer in the 80's, maybe..

> |>
> |> > Falcons have a 68030 processor 16Mhz, A1200s do not!
> |>
> |> A badly disabled 16MHz 030! It resides on a 16-bit bus.
> |> The 32-bit 14Mhz 020 in the A1200 is only 1/3 slower
>
> So your slower I personally wouldn't point that out if I were you :)
>
> |> > Falcons can easily have games with 65536 colours, A1200s do not!
> |> yes they can. VERY SLOW ONES. Due to the A1200 have custom graphics
> |> chips, we can have 65536 colours flying around too!
> |>
> |> 256 colours is just a plain boring mode (IN ANY RESOLUTION)
>
> I do not really need more that 256 colours for my desktop.
> And since I do not play games it would be just a waste on a
> computer used for serious applications :)

A Falconeer brought up the "colors for games" argument, btw..

So you think the Amiga is not capable of serious applications. I'll let you in on a secret, I think playing games is a waste on my computer as well. The Amiga is NOT just for playing games. BTW, would you say the same thing about PC-compatibles? Their games market is exponentially larger than the Amiga and Falcon put together..

Speaking of serious applications, wouldn't you rather run your DTP program in more than 256 colors, if you have 24 bit pictures on the pages?

> |> > Falcons have SCSI-II, A1200s do not!
> |> Oh dear. They've called it SCSI-II but it isn't full implementation.
> |> Plug in a SCSI-II drive and it will be used as a SCSI-I
> |> HARDLUCK.
>
> At least it's there :)

But if the Falcon's come with an IDE hard drive, isn't it wasted? That
could have been an option, keeping the base model $$ lower.

>
> |>
> |> Anyway, a CSA twelvegauge will provide
> |> 1) 50MHz 030 with 50Mhz 68882.(which will blow away a Falcon)
> |> 2) a 10MB/sec SCSI-II port
> |> 3) up to 32MB of RAM (isn't 16MB the most the Falcon can have? :) )
> |> All for less than the price of a 4MB falcon :)
>
> Get informed you can get a 32Mhz 68030/68882/VME/up to 128 megabytes
> board for the Falcon right now. :)

Get informed yourself. 32mhz is not 50 mhz, and besides that's on top of
the already much higher price of the Falcon. Plus, the CSA board could
also have a 128 meg simm, that is if anyone could afford one. (or if they're
even available yet)
Again, that 32 mhz 030 would STILL have to access some 16 bit RAM, so if
you added 128 THOUSAND megs, it would still bottleneck.

Can you honestly tell me that EVERY Falcon user needed a DSP, midi, LAN,
etc. pricetag added onto their machine? I've never said the things suck,
I've always said they should be options. The majority of the people in
the world just don't have a lot of money. Why not make a machine that's
affordable to the most people, with options for those with special needs
and the money to throw at them? Atari should take notes next time around..
>
> _____________________________________________________________________
> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
> | Bell Northern Research | on I'd buy an Amiga. However I have |
> | Research Triangle Park, NC | real work to do. So please get lost! |
> |____________________________________|_____________________________________|

--
Danimal on IRC
djm2@ra.msstate.edu

# 874. Re: A1200 Flaws

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 05:03:47 UTC
From: davidme@qdpii.ind.dpi.qld.gov.au
Message-ID: <C9Iu2C.H87@qdpii.ind.dpi.qld.gov.au>
Source record: 22407
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

inu322l@mdw055.cc.monash.edu.au (AJ Bradley) writes:

>I was under the impression that the 030 wasn't all that much dearer than the
>020.

Except that they used the 68LC020, which, with its smaller packaging, is probably a substantial saving when you look beyond the price of the CPU to board layout (which is why Atari and Apple have gone for these cheesy 16-bit designs; after all, the CPU costs the same).

> This, IMHO, was commodores biggest error of judgement.

I think it's a good engineering decision, weighing cost against performance and features. What it's not is a good marketing decision, because the buying public is conditioned to look at the CPU only, and care less about architecture. I'd rather own a computer that was designed by engineers than marketdroids anyday. Except that, in the A1200's case, the marketdroids got in _after_ the engineers were finished, and left out the 68881 socket and clock, that had been provided for in the design. :-(

> I suppose they
>were unaware that Linux was being ported to the Amiga, and I know they cant
>make execute decisions on a public domain package, but just _imagine_ how
>many more A1200 owners there would have been if they knew that in the near
>future, that their computer could run UNIX.

It's easy to imagine: bugger-all, I reckon.

Most A1200 owners haven't even heard of Unix. Of those that have, few would want to cram it onto their A1200's hard drive. And, what are you going to do, run Linux in 2MB of chip ram? Any Unix hackers would have to have upgraded systems anyway, so that small section of the A1200 market would likely be looking at an accelerator/ram/scsi board in any case.

--
David Meiklejohn (davidme@dpi.qld.gov.au)
- PC's, Unix, and networks by day, Amigas by night... // Amiga users do it
Trust me - I work for the government! ;-) \X/ with Intuition!

# 875. Re: STOP THIS! (was Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 05:25:53 UTC
From: djm2@ra.msstate.edu
Message-ID: <210gt1$a3q@Tut.MsState.Edu>
Source record: 22408
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20t0d3$2o8@irz401.inf.tu-dresden.de> mr2@irz.inf.tu-dresden.de (Matthias Rauhut) writes:
>
> I don't read postings with this subject anymore (and where are a lot of
> them).Stop this and look out for other subjects - it's too boring to see
> 40 messages with the same topic.

I agree. But the Atari guys keep it going. I've TRIED and TRIED to explain the 16 bit bus thing, as well as others, but they just won't let it alone. They just keep pulling more and more BS out their asses about how 'in real-world applications, this won't mean so much,' but like I've told them, I run pretty much applications-only, and my 030 equipped 500 bottlenecks with the best of them. Running a 32 bit processor with ANY 16 bit memory is NOT the way to go...

> Matthias

--
Danimal on IRC
djm2@ra.msstate.edu

# 876. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 05:43:05 UTC
From: djm2@ra.msstate.edu
Message-ID: <210ht9$a3q@Tut.MsState.Edu>
Source record: 22409
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9GBvz.BG@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:
>
> One the one hand i have seen people argue that the fact that the the F' 030
> and A1200 are aimed at different people/markets is not important and that
> the A1200 is just a better machine, and then we get the argument that
> it doesn't matter what the F' 030 has *built* *in* as any A1200 owner
> can just go out and buy the add on.

Yes. See, Amiga owners have OPTIONS. Maybe you don't mind not having a
choice of having added equiptment not everyone will need, but some do.

>
> Its just a basic fact that that the A1200 and the F' 030 are aimed at very
> different markets that seems to be beyond the understanding of the A1200
> users.

Wait a minute. The Falconeers rarely argue about having separate markets.
Then again neither do I. What we've been arguing about is whether or not
the CPU access to memory is good on the Falcon as opposed to the a1200.
This wouldn't matter much for games, but it makes all the difference in the
world for APPLICATIONS AND WORK. Getting the job done, and quick. That's
what it's all about. In which case the a1200 has the decisive edge,
because for sheer, getting-the-job-done-fast power, a 16/32 bit machine
is not as good as a 32 bit only.

>
> Actually it is quite annoying, super fast graphics and sprites they say
> are *soooooo* important that any machine that does not match is crap and

We don't call the Falcon crap, we call it limited, poorly-designed, etc.
It has some nice features, but it misses on the memory system, and that's
what's important in terms of computing power. Remember, 'twas not I
who posted that ""highly informative" "A1200's SUCK TO DEATH!" post.

> then when someone points out that the A1200 has a pathetic range of I/O
> and backup options they say that these things are not important.

It doesn't have a pathetic range of anything. It is simply optional, so
that certain people who need something can customize and specialize his
machine to suit his needs.

>
>
> The F' 030 vs A1200 debate is kind of stale and useless, for me the
> oodles of options, techie stuff (DSP programming would look ok on
> my CV, as would writing device drivers for SCSI interfaces) and so on

> on the F'030 *make* the machine. For the A1200 the graphics make the
> machine. Beyond this basic point everything is just hot air
>

So you're saying the Amigas don't have any options, "techie stuff", SCSI devices, etc. Be careful, you may just make a lot of good, successful Amiga developers's jobs meaningless and non-existant.. :)

> Xavier

--
Danimal on IRC
djm2@ra.msstate.edu

# 877. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 07:33:06 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <210obiINN1rq@tom.rz.uni-passau.de>
Source record: 22410
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul1.094331.22832@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
>In <20rdksINNnni@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>>The Falcon is about four times, the A1200 about three times faster than
>>a 1040STE/Amiga500. This is an indirect comparison based on system specific
>>benchmarks.

>Sorry, according to my system specific benchmark the A1200 is exactly 392
>times faster than the 1040STE and 5 times faster than the Amiga 500.

>It is your mistake that you trust such benchmarks for system comparisons.

I don't trust system specific benchmarks further than I can throw my Nec3D.
BTW was your benchmark based on sprite movements? MOD playing capabilties?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

## 878. Atari development (was Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 07:38:44 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <210om4INN1t1@tom.rz.uni-passau.de>
Source record: 22411
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C92CAREN.93Jul1170956@astmatix.IDA.LiU.SE> c92caren@Und.IDA.LiU.SE writes:
> Or... maybe GEM should have been rewritten from *scratch*, or is
> this being done?

Seems so, at least parts have to be rewritten due to speed problems
(the desktop still works in supervisor mode unneccessarily). Eric
Smith is working on this, and perhaps Atari will even drop the DR C
and take GNU C to compile the next versions of MultiTOS.
Don't forget that it IS a 1.0 version, and it works, at least.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

# 879. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 08:13:53 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <210qo1$qej@info2.rus.uni-stuttgart.de>
Source record: 22412
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20vvm7INNnto@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de>, |S| Hermann Samso
(S_SAMSO@iravcl.ira.uka.de) wrote:
>: AMIGAS 1200 SUCK TO DEATH!!
>
>Falcons are mindlessly crippled machines!!!

Ok, the competition is opened:
WHO MAKES THE WORST POSTINGS IN THE WHOLE NET? :)

If you think you can beat those two listed above - try it!

Please, calm down and argue!

Ciao, Heiko.

# 880. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 09:29:47 UTC
From: squigg@gssec.bt.co.uk
Message-ID: <SQUIGG.93Jul2102947@vicious.gssec.bt.co.uk>
Source record: 22413
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul1.165841.12006@syma.sussex.ac.uk> kcci1@syma.sussex.ac.uk (Alan Buxey) writes:

> Falcons have a DSP processor 32Mhz, A1200s do not!
A crap Motorola 56000. Yes.
^^^^^^^^^^^^^^^^^^

Explain, as you obviously know less than the original idiot poster.

---
From Alan - a reply is appreciated ;-)
--
Stephen Quigg
BT Glasgow Engineering Centre Scotland
1Mb A500 powah! Cumana External Floppy! Commodore Infernal Floppy! 8Mb and no board to put it in! Err ...

# 881. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 09:34:16 UTC
From: squigg@gssec.bt.co.uk
Message-ID: <SQUIGG.93Jul2103416@vicious.gssec.bt.co.uk>
Source record: 22414
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul1.181935.15258@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
ned in the 90's, right?

By "Optionless" I'll assume you mean loaded with all those added cost
items available for the A1200. So an Amiga 1200 outfitted with PCM
stereo sound, ^^^^^
^^^^^^^^^^^

It's had this from the start, Brian. Ok, it's only 8-bit, but hell! It's always given *me* good fun ..... now, when did I say I was going to start building that 56001 FX unit? :)

Brian

--

--
Stephen Quigg
BT Glasgow Engineering Centre Scotland
1Mb A500 powah! Cumana External Floppy! Commodore Infernal Floppy! 8Mb and no board to put it in! Err ...

## 882. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 10:02:38 UTC
From: juhmakin@kruuna.Helsinki.FI
Message-ID: <21113v$jrv@kruuna.Helsinki.FI>
Source record: 22415
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Stephen Quigg (squigg@gssec.bt.co.uk) wrote:
> In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:

>
> AMIGAS 1200 SUCK TO DEATH!!

> BUY A GOOD COMPUTER, BUY A FALCON!

What kind of software is available for Falcon? I need
terminal-emulator (like NComm), text-editor (CygnusEd or TurboText),
C-compiler (SAS or DICE), Lha/Zip-archivers, Point utilities
(Point Manager & Trapdoor), Drawing program (DeluxePaint IV) and
some other utilities in everyday work.

If I'll go and buy Falcon, could I find the same programs and
are they even better than Amiga ones?

> Stephen Quigg
> BT Glasgow Engineering Centre Scotland
> 1Mb A500 powah! Cumana External Floppy! Commodore Infernal Floppy! 8Mb and no
> board to put it in! Err ...
--
_
-Jim- Juha Makinen (juhmakin@cc.helsinki.fi) _ // Amiga -
Major in CS, University of Helsinki \X/ A Personal Workstation

## 883. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 10:52:13 UTC
From: kcci1@syma.sussex.ac.uk
Message-ID: <1993Jul2.105213.7544@syma.sussex.ac.uk>
Source record: 22421
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

> |> > BUY A GOOD COMPUTER, BUY A FALCON!
> |> ^^^^^^^^^^^^^
> |> contradiction in terms. You said good computer ;)
>
> You're right it should have read GREAT COMPUTER :)

Pitiful reply.

> |> A badly disabled 16MHz 030! It resides on a 16-bit bus.
> |> The 32-bit 14Mhz 020 in the A1200 is only 1/3 slower
>
> So your slower I personally wouldn't point that out if I were you :)

At least I can come to an agreement when a correct point is made. :)

[error about 68882 deleted - A1200 HAS a slot]

> |> > Falcons can easily have games with 65536 colours, A1200s do not!
> |> yes they can. VERY SLOW ONES. Due to the A1200 have custom graphics
> |> chips, we can have 65536 colours flying around too!
> |>
> |> 256 colours is just a plain boring mode (IN ANY RESOLUTION)
>
> I do not really need more that 256 colours for my desktop.
> And since I do not play games it would be just a waste on a
> computer used for serious applications :)

serious applications? In a non-multitasking environment?? :)
Do you mean to say you call it serious when it can't access more than
256 colours? Come on, even the Solbourne workstations i use can use more
than 256!
ever ran an application on a 1024x512 screen in 265,000 colours, Now
THAT is serious! :)

Amiga> |> we can have 265,000 colours in ANY resolution!
Amiga> |> Your 65536 col. mode is 320x256 only!! ha ha ha ha

[DSP stuff deleted - AT&T have contract with C= meaning CHEAP chips]

> |> > Falcons have 8 16bit sound channels, A1200s do not!
> |> tryed playing them all at once yet? Big samples?
> |> our DSP could supply 12 16-bit channels in stereo.
> |> But hey, Amiga samples are much clearer due to Paulas 50Mhz DAC.
>
> Much clearer than the 50Mhz DAC in the STe/TT/Falcon? :)

yes, because the circuitry is better. :)

> |> > Falcons have SCSI-II, A1200s do not!
> |> Oh dear. They've called it SCSI-II but it isn't full implementation.
> |> Plug in a SCSI-II drive and it will be used as a SCSI-I
> |> HARDLUCK.
>
> At least it's there :)

Out built-in IDE is as fast as the Falcons SCSI implementation at
read/writes due to the 32-bit circuitry. True, the IDE is 16-bit, but
the custom chip sorts that out. Bye the way, A1200 treats it as a SCSI. :)

> Get informed you can get a 32Mhz 68030/68882/VME/up to 128 megabytes
> board for the Falcon right now. :)

Only 32MHz? :)
Anyway, 128MB SIMMS are not (widely) available yet. And 32MB SIMMS cost
1500 pounds roughly!
PS What does VME stand for? :)

> |> PS It was soooo obvious the you wanted to be flamed. sad really.
> |> Take my answers and cry into your 500 quid receipt for a machine bought
> |> that could not use any resources available.
> |>
> |>
> What for you speak of you A1200 this way?
> Brian

Im not! :)
My A1200 ONLY cost me 350 pounds! :)

[crap .sig deleted :)]

2 more points.

1) True, Falcon does come with MIDI (as do all Atari) but what is the
point if its non-multitasking??
On my A1200 I can be pumping out a tune through the MIDI interface(along
with several choice Internal .8vsx amiga samples :)) and when a glitch
appears in the tune [composing at 140 bpm does have its problems] I can
just edit the tune "on-the-fly" whilst it is still playing! either in
the playing program or via loading up another copy of the program and
Arexxing the file or loading up the same tune into another copy and
saving it. Naturally, all this would be done whilst listing my hard-disk
tunes directory to see what other tunes I have - whilst formatting a
1.44 MB floppy for my A4000/030 owning friend, so that he can have a few
tunes of mine. naturally, the change to the tune would be logged down in
a document that is typed into Wordworth2 (which is hiding on its own
screen behind my 1024x512 256 colour workbench which has a GIF file of
Cindy Crawford being displayed in the bottom right corner!).
he could then read the document whilst playing the tune.
Now, THAT is serious application usage!!

2) A1200 has PCMCIA technology, Falcon does not! :)

By the way, due to pricing, this Flame is totally wrong.
It SHOULD be
A4000/030 v's Falcon

NOW try arguing! :)

From Alan - a reply is appreciated ;-)

--- -- --- -
.----------------------. ///\\ |\\ /| || // ` /\\
| Alan Buxey | __ /// \\ | \\ /|| ||(( __ / \\
|kcci1@uk.ac.susx.solx1| \\\///--- \\l \/ ll ll _ll/--- \\
`----------------------' \XX/-----------------------------\\
A1200/35/040 - maybe next week! 8)

# 884. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 11:49:52 UTC
From: don@chopin.udel.edu
Message-ID: <C9JCv4.JJq@news.udel.edu>
Source record: 22417
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>Michael van Elst writes:
>>Sorry, according to my system specific benchmark the A1200 is exactly 392
>>times faster than the 1040STE and 5 times faster than the Amiga 500.
>
>>It is your mistake that you trust such benchmarks for system comparisons.
>
>I don't trust system specific benchmarks further than I can throw my Nec3D.
>BTW was your benchmark based on sprite movements? MOD playing capabilties?

His benchmark was based on sarcasm. He was making a point about
benchmarks in general.

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

# 885. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 11:52:42 UTC
From: cmedley@wam.umd.edu
Message-ID: <2117ia$f0k@cville-srv.wam.umd.edu>
Source record: 22418
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20vq6pINNn5h@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <20tsml$n2c@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>
>: I want a DSP in the machine because it's a plus. When such things become
>
>A plus does not equate with a design flaw.

Well, let's put it in terms you can relate to... :)

When you chose the Amiga, you also claimed you chose it because of the
high performance of the system due to custom chips included as part of the
system.

I'm sure that if someone said that you could put the Copper, Paula, Denise,
etc... chips on the 32-bit expansion slot and they released a machine with
minimal cabilities out the box, you probably wouldn't see this as a
design advantage.

So enjoy the fruits of C='s labors, and use your custom chipset. And were
a 56001 DSP among those custom chips, I'm sure you'd consider it an
advantage over a system that has no DSP.

>

# 886. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 12:00:01 UTC
From: cmedley@wam.umd.edu
Message-ID: <211801$f7s@cville-srv.wam.umd.edu>
Source record: 22419
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20vqi9INNn5h@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <20tsml$n2c@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>: Still, add $$$.
>
>After all that, I forgot my most important point. This gets back down to
>fundamentalism, and the base architectures.
>
>With money, you can upgrade the Amiga's I/O. With money, you can add
>32-bit memory. With money, you can solve all of the problems that you
>said the A1200 has.
>

With a LOT of money, you should add. And you can't solve *all* of the
problems so easily.. and you can't make the devices standard for your base
model of machine, making it the LCD for which developers will design for.

I'm sure having a feature-packed machine as the lowest common denominator
for your new line of computers is a plus when later s/w development will
look at it.

For example, a lot of 1200 s/w is probably going to be distributed on d/s
disks because they will not assume you have a HD drive.

Also, 1200 s/w may not take advantage of the presence of a DSP when/if C=
gets around to releasing one because not everyone will own one. Every
application cannot assume it is present because of this.

This goes for the sound inputs (voice recognition and digital audio recording
s/w can assume they exist ont he Falcon... how to access that 3rd party
solution?).

Ad infinitum, ad naseum.

The point I'm making is that even if you add all these things on to the A1200,
they are NOT standard hardware, and the price the A1200 pays for it will be
that software will not be developed for the Amiga that will assume the
presence of such devices when they do not exist on evry machine. The only
exception to this would vbe in the case of the SCSI-2, which would need only
a driver.

## 887. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 12:04:47 UTC
From: cmedley@wam.umd.edu
Message-ID: <21188v$fao@cville-srv.wam.umd.edu>
Source record: 22420
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20vqltINNn5h@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <20ubk1$19oo@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
>: And:
>: FIXABLE: 32bit Fast RAM for the Falcon. But that wasn't the point...
>
>That would only be true if adding 32-bit ram to the Falcon corrected the
>problem with the ST ram. It cannot. And since you cannot AVOID using
>that ST-ram, just as you cannot avoid using it on the Amiga, you cannot
>correct the problem.
>

True, but unless the CPU spends a fair portion of its time in chip RAM,
the performance hit will be less noticeable than you might think.

And consider this: once the ST feeds, say, the 56001 DSP a program and data,
it runs off at 20MIPS, and independently does its work internally and in
chip RAM.

The 68030 will be getting maximum performance out of TT RAM.

This occurring while the other custom chips are also functioning in a similar
manner.

All things being considered, you might want to consider the fact that the
system's chipset has 32 bit access to RAM (something we still haven't heard
conclusively about on the A1200 yet), and with the inclusion of a burning
fast DSP as well as enhanced custom chips, it's going to deliver solid
performance and features.

# 888. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 12:05:58 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jul2.120558.2654@nrtpa038.bnr.ca>
Source record: 22422
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
>|> I'll assume you saw my previous posts discussing the memory access time,
>|> the A1200 comes out faster by 15%,
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> I would like to see from where you got this number... if it
> is an A1200 without fast ram, it's believable, but then just a
> things perhaps you don't know: the A1200 with chip ram only runs
> (external access) @ 7.14 Mhz whereas as soon as you plugh in fast
> ram it runs @ 14.28Mhz. I expect more than that 15% advantage.

Well the calculations are very simple:

Description A1200(Stock) A1200(FR) F030
Bus speed 7.14mHz 14.3mHz 16mHz
Clock cylce 140ns 70ns 62.5ns
number clocks/32bit access 3 3 4 (2 syncronous accesses)
Elapsed Time 32bit access 420ns 210ns 250ns

So actually I was assuming the base A1200 had a 14mhz 0 wait state bus, so if
you really have a 7Mhz bus, the base Falcon would be 40% faster on a 32 bit
memory accesses. Thank you for this IMPORTANT piece of information!

So, is it poosible to remove the chip ram, and replace it with fast ram?
If so what does it cost?

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|______________________________________|
```

# 889. Re: Atari development (was Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 12:20:13 UTC
From: c92caren@IDA.LiU.SE
Message-ID: <C92CAREN.93Jul2142009@astmatix.IDA.LiU.SE>
Source record: 22433
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <210om4INN1t1@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
> In article <C92CAREN.93Jul1170956@astmatix.IDA.LiU.SE> c92caren@Und.IDA.LiU.SE writes:
> > Or... maybe GEM should have been rewritten from *scratch*, or is
> > this being done?

> Seems so, at least parts have to be rewritten due to speed problems
> (the desktop still works in supervisor mode unneccessarily). Eric
> Smith is working on this, and perhaps Atari will even drop the DR C
> and take GNU C to compile the next versions of MultiTOS.
> Don't forget that it IS a 1.0 version, and it works, at least.

Ok, but still... There ARE still parts of the OS that are NOT
multitasking, and that's not really good... You could expect
that an OS released in '93 should have full multitasking, at
least an OS that claims to be Multi... But maybe it's just a
marketing decision; Atari wanted the machine out as soon as
possible and therefore didn't let the developers do their work.
(or maybe they where inspired by the people at Apple >;-)
--
================================================================////=========
Calle Englund ////
CompSci Student @ University of Linkoping, Sweden ////
Email: c92caren@und.ida.liu.se ////\
============================================================\\\\=////\ \==========
Real-life(tm) coming to a dealer near you RSN. \\\X///--\ \MIGA NIL
============================================================\XXX/====\ \========

# 890. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 13:02:30 UTC
From: marks@castle.ed.ac.uk
Message-ID: <38037@castle.ed.ac.uk>
Source record: 22423
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

das9674@ucs.usl.edu (Stephenson Daniel A) writes:

>>A1200s SUCK TO DEATH, Falcons do not!

>What's a 'Falcon'? Like Falcon 3.0 on my 386?

:-)

Thanks Dan, I never thought I'd see the day when I'd be glad to see
Falcon 3.0 mentioned in c.s.a.a

To the rest of the world:
Sorry to have interrupted your scheduled flame war.

Mark

PS - Who is JC?

>--
>Dan Stephenson das9674@usl.edu | "To conquer death, you only have to die" -JC
--
"A little nonsense now and then, \ Mark Steyn : \
Is relished by the wisest men" \ marks@castle.ed.ac.uk \
Willy Wonka \ mpjs@dcs.ed.ac.uk \

## 891. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 13:17:47 UTC
From: wwc@dxhra2.cern.ch
Message-ID: <C9JGxo.3Jy@dscomsa.desy.de>
Source record: 22416
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21113v$jrv@kruuna.Helsinki.FI> juhmakin@kruuna.Helsinki.FI (Juha T Makinen) writes:
>Stephen Quigg (squigg@gssec.bt.co.uk) wrote:
>> In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
> What kind of software is available for Falcon? I need
> terminal-emulator (like NComm), text-editor (CygnusEd or TurboText),

You'll get the undoubtably most error free vt100 emulator for the falcon
as for any atari computer, in comparison to any other vt100 emulator on
other platforms. Comparing CoNnect to NComm will make you wanting to have
an ATARI ;-)))

Wolfgang

# 892. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 13:46:49 UTC
From: juhmakin@kruuna.Helsinki.FI
Message-ID: <211e89$4kk@kruuna.Helsinki.FI>
Source record: 22424
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

> You'll get the undoubtably most error free vt100 emulator for the falcon
> as for any atari computer, in comparison to any other vt100 emulator on
> other platforms. Comparing CoNnect to NComm will make you wanting to have
> an ATARI ;-)))

Am I able to use different character-sets with CoNnect? I need
IBM-, ISO- and SF7-sets everyday. And there should be full
support for scandinavian characters in terminal-emulator.
I have not noticed any bugs in the VT100-emulation of NComm,
so it's error-free enough for me.

BTW, What are the advantages of CoNnect compared to NComm?
Does it transfer data faster when downloading with ZModem or what?
--
_
-Jim- Juha Makinen (juhmakin@cc.helsinki.fi) _ // Amiga -
Major in CS, University of Helsinki \X/ A Personal Workstation

# 893. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 13:54:24 UTC
From: c92caren@IDA.LiU.SE
Message-ID: <C92CAREN.93Jul2155420@astmatix.IDA.LiU.SE>
Source record: 22434
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul2.120558.2654@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
> Well the calculations are very simple:

> Description A1200(Stock) A1200(FR) F030
> Bus speed 7.14mHz 14.3mHz 16mHz
> Clock cylce 140ns 70ns 62.5ns
> number clocks/32bit access 3 3 4 (2 syncronous accesses)
> Elapsed Time 32bit access 420ns 210ns 250ns

I thought that the '030 wasn't able to do sync. access to 16bit memory... So it might be:
clocks/32bit access 6
ns/32bit access 375

> So actually I was assuming the base A1200 had a 14mhz 0 wait state bus, so if
> you really have a 7Mhz bus, the base Falcon would be 40% faster on a 32 bit
> memory accesses. Thank you for this IMPORTANT piece of information!

Is this correct? Does the A1200 really have a 7MHz bus??? I thought that the bus was 14MHz and that ChipRAM accesses was simply bounded to every other DMA slot, and that waitstates was inserted to align the access to 280ns boundarys. The cycle length would then be somewhere between 280ns and 420ns, but I might be utterly wrong here thou...
*IF* I'm correct here, then that would make the A1200/F030 access time ratio somewhere between 0.75 and 1.12. Ie the machines would be about equally fast in the stock A1200 case. If FastRAM is added to the A1200 it would (depending of the mix of Chip/Fast accesses) up to twice as fast as a stock A1200 (*BEST* case possible...)

Is there anyone who is 110% sure of the inner workings in A1200/F030 out there, so we at least can get all the facts straight...?

> So, is it poosible to remove the chip ram, and replace it with fast ram?
> If so what does it cost?

Well... I wouldn't recomend doing that... You might unplug all `ST-ram' in a F' to get the idea of what would happen...
HINT: *BAD* picture quality >;-)
--
==========================================================////=========
Calle Englund ////

CompSci Student @ University of Linkoping, Sweden ////
Email: c92caren@und.ida.liu.se ////\
==========================================================\\\\=////\ \==========
Real-life(tm) coming to a dealer near you RSN. \\\X///--\ \MIGA NIL
================================================================\XXX/====\ \========

# 894. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 14:09:04 UTC
From: feck@informatik.uni-kl.de
Message-ID: <1993Jul2.160904@informatik.uni-kl.de>
Source record: 22426
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul1.202313.22418@ultb.isc.rit.edu>, eas3714@ultb.isc.rit.edu (E.A. Story) writes:
> In article <20si2m$dm2@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
> >Not a flame but an idea: can't WB just spawn another process to copy the
> >files while it chugs along, and should the copy need to be aborted, send
> >a signal to the copy process to stop?
>
> Certainly, thats what is so infuriating about the limitations it has
> now. Making just a few operations multithreaded seems like a trivial
> task, and its surprising the OS people haven't done it yet. I guess its
> time for a WB replacement. :-)

Did my posting not made it's way through the net?

WB 2.x DOES start two threads for copying.

Ciao,
Christoph

3k// Christoph `Pepo' Feck, TowerSystems
\X/ Waiting for RTG...

# 895. Re: A1200 Flaws

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 14:13:26 UTC
From: gjkst@pitt.edu
Message-ID: <15672@blue.cis.pitt.edu>
Source record: 22425
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

David Meiklejohn (davidme@qdpii.ind.dpi.qld.gov.au) wrote:
: Most A1200 owners haven't even heard of Unix. Of those that have, few
: would want to cram it onto their A1200's hard drive. And, what are you
: going to do, run Linux in 2MB of chip ram? Any Unix hackers would have to
: have upgraded systems anyway, so that small section of the A1200 market
: would likely be looking at an accelerator/ram/scsi board in any case.

I'd disagree with that point. Many starving student types (myself included)
would have love to own an A1200, but can't afford it. Now, if I were able to
run Linux on the beast, however limited, after adding a cheap IDE drive, well,
I'd find the money. As it stands right now, I'm computer-less until I graduate,
hoping that the 5000 or whatever it is gets itself released a few months before
I find myself working a real job. But it's a shame that I'm going to have to
wait that long just to run something Unix-ish. And Amiga-ish for that matter.
--

```
_-_,, ,, _-_-, ,,
( // || // , _ _ || '
_|| /'\\ _-_, ||/\\ ||/\\ < \, ,._-_ < \, ||/|, \\ \\/\\
_|| || || ||_. || || ~|| < /-|| || /-|| || || || || ||
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-__-, \\,/ ,-_- \\ |/ _-__,\\, \/\\ \\, \/\\ \\/ \\ \\ \\
_/
```

# 896. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 16:23:17 UTC
From: renfro@crchh610.NoSubdomain.NoDomain
Message-ID: <211ndl$fe@crchh327.bnr.ca>
Source record: 22430
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20vvm7INNnto@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> IN THE INTERESTS OF EQUAL OPPORTUNITY, I'M TAKING AN EQUAL OPPORTUNITY TO
|> MAKE AN ASS OUT OF EVERYONE READING THIS.
|>
|> In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de>, |S| Hermann Samso
(S_SAMSO@iravcl.ira.uka.de) wrote:
|> : AMIGAS 1200 SUCK TO DEATH!!
|>
|> Falcons are mindlessly crippled machines!!!
|> ^^^^^^^^

You really shouldn't be calling the Falcon a crippled machine. I think
the more correct term should be 'computationally challanged'!

What was this I saw about the A1200 running memory access at ~7 Mhz _out of
the box_? So you can fix that by adding chip ram? Why is it you need to
add soooo much to the A1200?

Is the 16 bit access in the Falcon really so terrible for a home computer?
Will it really make such a big difference if some operation takes 30 secs
instead of 15 secs to complete? Is the average user really gonna suffer
by the 'yet unproven' affects of this 16 bit access?

How many 386 and 486 _SX_ type systems have been sold with similar crippled
... I mean computationally challanged ... architectures? I suppose all
those people are just kicking themselves in the behind because their computer
is useless.

Oh well, flame on...

# 897. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 16:35:38 UTC
From: cmedley@wam.umd.edu
Message-ID: <211o4q$qv2@cville-srv.wam.umd.edu>
Source record: 22428
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
>
>
>
> AMIGAS 1200 SUCK TO DEATH!!

Well, even *I* wouldn't flame the Amiga ->that<- bad... it's not a horrible machine, although I doubt Mr. Block would ever consider saying such a nice thing about the Falcon. :)

>
> BUY A GOOD COMPUTER, BUY A FALCON!

Well, I'll agree with that. :)

>Falcons have a 68030 processor 16Mhz, A1200s do not!
>Falcons have a socket for a MC68882 coprocessor, A1200s do not!
>Falcons can easily have games with 65536 colours, A1200s do not!
>Falcons have a DSP processor 32Mhz, A1200s do not!
>Falcons have 8 16bit sound channels, A1200s do not!
>Falcons have MIDI in/out, A1200s do not!
>Falcons have SCSI-II, A1200s do not!
>Falcons have LAN built in, A1200s do not!
>

All of these things, I'm with you on... you're like a brother in the cause, I guess.. but... ummm... coming from me this may be hard to believe, but there might be a tad nicer way to say it. :)

## 898. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 16:51:00 UTC
From: cmedley@wam.umd.edu
Message-ID: <211p1k$ro0@cville-srv.wam.umd.edu>
Source record: 22429
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul1.165841.12006@syma.sussex.ac.uk> kcci1@syma.sussex.ac.uk (Alan Buxey) writes:
>
>In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de>, S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
>>
>> AMIGAS 1200 SUCK TO DEATH!!
>>
>> BUY A GOOD COMPUTER, BUY A FALCON!
> ^^^^^^^^^^^^^
>contradiction in terms. You said good computer ;)
>
>> Falcons have a 68030 processor 16Mhz, A1200s do not!
>
>A badly disabled 16MHz 030! It resides on a 16-bit bus.
>The 32-bit 14Mhz 020 in the A1200 is only 1/3 slower

Hold on... so is this to say the 14mhz 68020 on the A1200 is indeed, out of the box, slower than the 16mhz 68030 on the Falcon even with the 16-bit data buss argument we've been having in this newsgroup?

I'd love to sit here and gloat if the Falcon is indeed faster, but I would doubt that there exists a good, fair, benchmark between the systems that would be able to prove this at the moment. Of course, if someone wrote one already, I'd love to hear the results....

(interestingly enough, one thing I was wondering about in regards to the choice of Atari to use a 68030 was that they might have preferred to have memory protection due to MultiTOS standard on their base machine... and also, the advertising one-upsmanship of saying "030 power!")

>
>> Falcons have a socket for a MC68882 coprocessor, A1200s do not!
>Ah-ha. sorry, but they do!! Its about 1.2 cm away from the CPU.
>check before you speak!

I'd heard it didn't have a dedicated socket. But now you say it does. Does it?

>
>> Falcons can easily have games with 65536 colours, A1200s do not!
>yes they can. VERY SLOW ONES. Due to the A1200 have custom graphics
>chips, we can have 65536 colours flying around too!

Well, it's not like the Amiga is the only one with custom graphics chips.
(In fact, saying custom graphics chips like it is a "good thing" without
qualifying what is so good about the chip is kind of... vacuous)

>
>256 colours is just a plain boring mode (IN ANY RESOLUTION)

Well, if you were weaned on an Atari 2600 or Intellivision early in life,
you'd have greater respect for even 16 colors! I remember the days when
I had to trudge 5mi. to use a VIC-20 in the snow... uphill... both ways! :)

>we can have 265,000 colours in ANY resolution!

>Your 65536 col. mode is 320x256 only!! ha ha ha ha

Well, I wouldn't laugh if I made a boo-boo like that. :) You mean
320x480, don't you?

>
>> Falcons have a DSP processor 32Mhz, A1200s do not!
>A crap Motorola 56000. Yes.
>So what, you have one. We have a forthcoming one.

This is the funniest argument I've ever heard in my life... it's like saying
that having nothing is better than having something. Well, wait and wait
and wait, and I'm sure when yours is available, it will be very nice and
suit your needs. :)

>An AT&T3210 which is able to totally whip ass with over 30MIPS!!!

Yes. It's a nice DSP. And I like the floral arrangement around it. Is
it currently shipping?

(Was it officially announced, also?)

>All techies that I have talked to are very impressed by the AT&T...
>its used in workstations that require POWER!
>

Hmmm. Does this mean the SGI and NeXT had no power? They relied on the
Motorola 56xxx series of DSP.

(We used to have Ariel 56001 DSPs in our comms lab where I worked at on
Sun SPARCs, and I'd hazard a guess that the 56001 is no slouch for real
world use... although it is not the newest technology any more)

>> Falcons have 8 16bit sound channels, A1200s do not!
>tryed playing them all at once yet? Big samples?
>our DSP could supply 12 16-bit channels in stereo.

Our DSP?

You got one? Wow! It's not even available! :)

>But hey, Amiga samples are much clearer due to Paulas 50Mhz DAC.

A 50mhz DAC? Clarity is a combination of both sample rate and sample
resolution. Not sure what you meant there...

>
>> Falcons have MIDI in/out, A1200s do not!
>Any amiga owners can CHOOSE which midi interface to get
>(thats if they want to use it for MIDI)

Well, that's very nice. I hope they enjoy spending the extra money. :)

>I personally have a MIDI interface with thru-port, 2 out 1 in and 2
>thru.

Yes, and I have one out/thru and one in, and a larger base of software
to choose from to drive my poor little ST.

(Of course, I could also add 3rd party ports to add to my MIDI power, but
I'm not gonna do that until I get noticeable time lags in my gear... or
so much gear I run out of MIDI channels!)

>
>> Falcons have SCSI-II, A1200s do not!
>Oh dear. They've called it SCSI-II but it isn't full implementation.
>Plug in a SCSI-II drive and it will be used as a SCSI-I
>HARDLUCK.
>

Got proof of this?

>Anyway, a CSA twelvegauge will provide
>1) 50MHz 030 with 50Mhz 68882.(which will blow away a Falcon)

That surely would. :)

>2) a 10MB/sec SCSI-II port

Ooooooooooooh! :)

>3) up to 32MB of RAM (isn't 16MB the most the Falcon can have? :) )

Well, nah. We have a board that lets us go to 128MB, but don't let that
mess up your groove. :)

>All for less than the price of a 4MB falcon :)
>

I'm impressed. But...uhhh... you forgot the DSP, the Localtalk ports,
the 16-bit sound, and the partridge in a pear tree.

>> Falcons have LAN built in, A1200s do not!
>Oh yes...that.
>1) it uses the DSP - so there goes your DSP usage

The LAN uses the DSP?

Huh?

>2) Are all Falcon owners gonna use it? - specialist usage only.
> anyway, LAN's suck. Better to have InterNet port :)
>

Well, ummmm... right. :)

## 899. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 17:08:54 UTC
From: cmedley@wam.umd.edu
Message-ID: <211q36$shk@cville-srv.wam.umd.edu>
Source record: 22431
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul2.105213.7544@syma.sussex.ac.uk> kcci1@syma.sussex.ac.uk (Alan Buxey) writes:
>
>[DSP stuff deleted - AT&T have contract with C= meaning CHEAP chips]

Ok, so the Amiga DSP is forthcoming then, and announcements & agreements with AT&T are done. What is the time frame for it shipping, how will it be integrated to the a1200 (via the 32-bit slot?) and what provisions are there for people who have upgraded already to, say, the CSA 50mhz board, if they wish to add the DSP unit?

>
>> |> > Falcons have 8 16bit sound channels, A1200s do not!
>> |> tryed playing them all at once yet? Big samples?
>> |> our DSP could supply 12 16-bit channels in stereo.
>> |> But hey, Amiga samples are much clearer due to Paulas 50Mhz DAC.
>>
>> Much clearer than the 50Mhz DAC in the STe/TT/Falcon? :)
>
>yes, because the circuitry is better. :)
>

Got proof? :)

>> |> > Falcons have SCSI-II, A1200s do not!
>> |> Oh dear. They've called it SCSI-II but it isn't full implementation.
>> |> Plug in a SCSI-II drive and it will be used as a SCSI-I
>> |> HARDLUCK.
>>
>> At least it's there :)
>
>Out built-in IDE is as fast as the Falcons SCSI implementation at
>read/writes due to the 32-bit circuitry. True, the IDE is 16-bit, but

The Falcon has 32-bit access for custom chips to the RAM, so if the DMA engine for the hard disk is likewise 32-bit, then... it's the same, right?

>the custom chip sorts that out. Bye the way, A1200 treats it as a SCSI. :)

Now, that's interesting.

So how does the A1200 treat a SCSI drive added via a SCSI adapter on a board? Will you have two sets of SCSI devices to access from?

>
>> Get informed you can get a 32Mhz 68030/68882/VME/up to 128 megabytes
>> board for the Falcon right now. :)
>
>Only 32MHz? :)

Hey, 16mhz is tolerable... :)

>
>1) True, Falcon does come with MIDI (as do all Atari) but what is the
>point if its non-multitasking??

They do multitask. MIDI ports can be piped through several applications
Unix-style. Whether they can do this in a timing critical situation is
going to be interesting to see... I doubt it on a low-end machine like
the Falcon.

But it's there. :)

>On my A1200 I can be pumping out a tune through the MIDI interface(along
>with several choice Internal .8vsx amiga samples :)) and when a glitch
>appears in the tune [composing at 140 bpm does have its problems] I can
>just edit the tune "on-the-fly" whilst it is still playing! either in
>the playing program or via loading up another copy of the program and
>Arexxing the file or loading up the same tune into another copy and
>saving it. Naturally, all this would be done whilst listing my hard-disk
>tunes directory to see what other tunes I have - whilst formatting a
>1.44 MB floppy for my A4000/030 owning friend, so that he can have a few
>tunes of mine. naturally, the change to the tune would be logged down in
>a document that is typed into Wordworth2 (which is hiding on its own
>screen behind my 1024x512 256 colour workbench which has a GIF file of
>Cindy Crawford being displayed in the bottom right corner!).
>he could then read the document whilst playing the tune.
>Now, THAT is serious application usage!!

Wow. I'm impressed. But...ummm... I would say that I'd never consider
using the Amiga sound chip for composing on (I'm spoiled.. I got a decent
MIDI rig, ok?) so I wouldn't need that. Kinda the way everyone with an
A1200 claims that all the neat ports on the Falcon aren't needed. :)

I'm using Dr. T's OMEGA so editing while I play is no problem at all.

I have never brought up the file selector while editing a tune... I would
think it is very hard to edit note data with the keyboard and mouse
and still be attentive to a directory listing... :)

I have STeno and GEMview loaded as DA's on my lowly Mega ST 2, and I
can edit a file (although I lack the beautiful inter-app comms of
Arexx, eh) and watch Cindy Crawford.....

This is all on a lowly 16mhz 68000 Mega ST 4.

:)

>
>2) A1200 has PCMCIA technology, Falcon does not! :)
>

That's very nice. :)

>By the way, due to pricing, this Flame is totally wrong.
>It SHOULD be
> A4000/030 v's Falcon

Well, if we wanna argue prices, we could argue 486/DX266 vs. both of them,
and I think, just maybe, the 486 might win. :)

## 900. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 17:11:14 UTC
From: cmedley@wam.umd.edu
Message-ID: <211q7i$sk4@cville-srv.wam.umd.edu>
Source record: 22432
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20v547$4pk@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>
>In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
>>
>>
>>
>> AMIGAS 1200 SUCK TO DEATH!!
>>
>> BUY A GOOD COMPUTER, BUY A FALCON!
>
>Buy a computer that is available in quantities and has some actual support,
>other than rabid fans who'd rather argue about anything just so they don't
>have to admit they made a bad choice.

Well, geez, this flame war is over then... we'll all go buy 486 machines! :)

## 901. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 17:24:34 UTC
From: wwc@dxhra2.cern.ch
Message-ID: <C9JsCz.78I@dscomsa.desy.de>
Source record: 22427
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

> Am I able to use different character-sets with CoNnect? I need
> IBM-, ISO- and SF7-sets everyday. And there should be full
> support for scandinavian characters in terminal-emulator.

Sure - this is no problem at all.
CoNnect is a complete vt100 emulator and things like this are only the
basics of vt100 ;-)

> I have not noticed any bugs in the VT100-emulation of NComm,
> so it's error-free enough for me.

try to run vttest on NComm and CoNnect - you will see the difference ;-)

> BTW, What are the advantages of CoNnect compared to NComm?

I don't know NComm very well, but I know lots of jalous NComm users ;-)
I may give you some examples:

high baudrate support: up to 153600 baud on Falcons
Using several ports at one time in differnt windows
Very large context sensitive hypertext online help
supports vt52, vt100, vt102/ansi, vt220 and tektronix graphic
internal (very fast - see below) zmodem.
supports the ZyXel Voice mechanism. -> answering machine.
unix-like built-in shell which is able to learn shell-scripts
and lots of other small features... ;-)

> Does it transfer data faster when downloading with ZModem or what?

well if you think 14000cps (characters per second) on a TT or falcon
is fast ... ;-)))

Wolfgang

# 902. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 18:05:20 UTC
From: breaker@src4src.linet.org
Message-ID: <1993Jul2.180520.25153@src4src.linet.org>
Source record: 22352
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:

>
> AMIGAS 1200 SUCK TO DEATH!!
>
> BUY A GOOD COMPUTER, BUY A FALCON!
> Falcons have a 68030 processor 16Mhz, A1200s do not!
> Falcons have a socket for a MC68882 coprocessor, A1200s do not!
> Falcons can easily have games with 65536 colours, A1200s do not!
> Falcons have a DSP processor 32Mhz, A1200s do not!
> Falcons have 8 16bit sound channels, A1200s do not!
> Falcons have MIDI in/out, A1200s do not!
> Falcons have SCSI-II, A1200s do not!
> Falcons have LAN built in, A1200s do not!
>
> A1200s SUCK TO DEATH, Falcons do not!

Jeff Young, I presume? Naw, couldn't be.

BUY GOOD CUMPUTER, YOU BUY FALCON!!

--
This opinion is mastered to Dolby "B" standards for flame reduction. Decrease
flame response when reading on non-Dolby equipment. ///
USENET: breaker@src4src.linet.org \\\///
----------------------------------------------------------\XX/-------------

## 903. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 18:21:57 UTC
From: juhmakin@kruuna.Helsinki.FI
Message-ID: <211uc5$h8l@kruuna.Helsinki.FI>
Source record: 22435
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Wolfgang Wander (wwc@dxhra2.cern.ch) wrote:
> Sure - this is no problem at all.
> CoNnect is a complete vt100 emulator and things like this are only the
> basics of vt100 ;-)

That's good!

> > I have not noticed any bugs in the VT100-emulation of NComm,
> > so it's error-free enough for me.
> try to run vttest on NComm and CoNnect - you will see the difference ;-)

I don't own any, I believe in you. But as I wrote, it
has not caused any harm for me in the real work.

> high baudrate support: up to 153600 baud on Falcons

NComm has a support up to 115200 baud. I know one modem which
uses it, but in the real world there is no need for higher
baudrate than 38400. A1200 w/NComm will handle that very well.

> Using several ports at one time in differnt windows

If I'll buy another modem, phoneline and multiple serialports,
I could open multiple NComms. :)

> Very large context sensitive hypertext online help
> supports vt52, vt100, vt102/ansi, vt220 and tektronix graphic

I need only VT100 and V220 emulations. NComm for the VT100 and
HandShake for VT220 (need for that is once in a month).

> internal (very fast - see below) zmodem.

Internal is not updateable. :(

> supports the ZyXel Voice mechanism. -> answering machine.

I don't own the ZyXel-modem... :)

> unix-like built-in shell which is able to learn shell-scripts
> and lots of other small features... ;-)

NComm has a very good script language which is used f.ex. by
ReadMail and NComm Host. I think it's good enough for me..;)

> > Does it transfer data faster when downloading with ZModem or what?
> well if you think 14000cps (characters per second) on a TT or falcon
> is fast ... ;-)))

With 14400bps Supra V.32bis modem you can get theoretically
1740cps speed when transferring .ZIP/.LHA-files. I have got
the speed of 1710cps with NComm by using baudrate of 38400 and
1690cps with baudrate of 19200.

(Formula: Unpackable data with 2400bps and V.42bis goes 290cps,
with 14400bps and V.42bis: 6x290cps=1740cps.)

I think I'll stay with my Amiga and NComm. There are another
terminal emulators available for the Amiga which can do many other
things than NComm. Someone may need them, but I have no use for
the features they offer.

What about my another needs like text-editor, C-compiler etc.?
--
_
-Jim- Juha Makinen (juhmakin@cc.helsinki.fi) _ // Amiga -
Major in CS, University of Helsinki \X/ A Personal Workstation

# 904. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 19:24:48 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul02.192448.29965@rchland.ibm.com>
Source record: 22436
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2117ia$f0k@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <20vq6pINNn5h@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> >In article <20tsml$n2c@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
|> >
|> >: I want a DSP in the machine because it's a plus. When such things become
|> >
|> >A plus does not equate with a design flaw.
|>
|> Well, let's put it in terms you can relate to... :)
|>
|> When you chose the Amiga, you also claimed you chose it because of the
|> high performance of the system due to custom chips included as part of the
|> system.
|>
|> I'm sure that if someone said that you could put the Copper, Paula, Denise,
|> etc... chips on the 32-bit expansion slot and they released a machine with
|> minimal cabilities out the box, you probably wouldn't see this as a
|> design advantage.
|>
|> So enjoy the fruits of C='s labors, and use your custom chipset. And were
|> a 56001 DSP among those custom chips, I'm sure you'd consider it an
|> advantage over a system that has no DSP.
|>

'Flip', I have to agree with you :-) A DSP, even the 'old' 56001
is an advantage and is very nice to have. I don't know FROM WHERE
people think that is not as nice or doesn't help as much. Having
one can kick butt!

But to be fair, the A1200 cost less... if cost is no problem,
let's compare the Falcon against an A4000 '040.

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<<
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 905. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 19:26:14 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul02.192614.30028@rchland.ibm.com>
Source record: 22337
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <211801$f7s@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <20vqi9INNn5h@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> >In article <20tsml$n2c@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
|> >: Still, add $$$.
|> >
|> >After all that, I forgot my most important point. This gets back down to
|> >fundamentalism, and the base architectures.
|> >
|> >With money, you can upgrade the Amiga's I/O. With money, you can add
|> >32-bit memory. With money, you can solve all of the problems that you
|> >said the A1200 has.
|> >
|>
|> With a LOT of money, you should add. And you can't solve *all* of the
|> problems so easily.. and you can't make the devices standard for your base
|> model of machine, making it the LCD for which developers will design for.
|>
|> I'm sure having a feature-packed machine as the lowest common denominator
|> for your new line of computers is a plus when later s/w development will
|> look at it.
|>
|> For example, a lot of 1200 s/w is probably going to be distributed on d/s
|> disks because they will not assume you have a HD drive.
|>
|> Also, 1200 s/w may not take advantage of the presence of a DSP when/if C=
|> gets around to releasing one because not everyone will own one. Every
|> application cannot assume it is present because of this.

Okay, then if you want to get that real, the A1200 can run software
today that run rings about the Falcon (except where digital sound stuff
is concerned I guess).

|>
|> This goes for the sound inputs (voice recognition and digital audio recording
|> s/w can assume they exist ont he Falcon... how to access that 3rd party
|> solution?).
|>
|> Ad infinitum, ad naseum.
|>
|> The point I'm making is that even if you add all these things on to the A1200,
|> they are NOT standard hardware, and the price the A1200 pays for it will be
|> that software will not be developed for the Amiga that will assume the

|> presence of such devices when they do not exist on evry machine. The only
|> exception to this would vbe in the case of the SCSI-2, which would need only
|> a driver.
|>

---

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<<
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 906. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 19:30:58 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul02.193058.35228@rchland.ibm.com>
Source record: 22338
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul2.120558.2654@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> >|> I'll assume you saw my previous posts discussing the memory access time,
|> >|> the A1200 comes out faster by 15%,
|> > ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> > I would like to see from where you got this number... if it
|> > is an A1200 without fast ram, it's believable, but then just a
|> > things perhaps you don't know: the A1200 with chip ram only runs
|> > (external access) @ 7.14 Mhz whereas as soon as you plugh in fast
|> > ram it runs @ 14.28Mhz. I expect more than that 15% advantage.
|>
|> Well the calculations are very simple:
|>
|> Description A1200(Stock) A1200(FR) F030
|> Bus speed 7.14mHz 14.3mHz 16mHz
|> Clock cylce 140ns 70ns 62.5ns
|> number clocks/32bit access 3 3 4 (2 syncronous accesses)
|> Elapsed Time 32bit access 420ns 210ns 250ns
|>
|> So actually I was assuming the base A1200 had a 14mhz 0 wait state bus, so if
|> you really have a 7Mhz bus, the base Falcon would be 40% faster on a 32 bit
|> memory accesses. Thank you for this IMPORTANT piece of information!

Yes it is IMPORTANT. But I think you are missing something somewhere.
I have already had the experience of having a 68030 talking to 16-bit memory
(CSA mega-midget racer, disabling the 32-bit memory on my old A500) and
it slows down like hell! IT'S NOT 15% DUDE, and I'm talking about
REAL MARKS HERE.

|>
|> So, is it poosible to remove the chip ram, and replace it with fast ram?
|> If so what does it cost?

Nope, but then you get a 68881 FPU with 2 megs fast ram with a clock
for only $199. This price is still way below the Falcon's and you get
an FPU.

|>
|> Brian
|> --
|>
|> Disclaimer: The opinions expressed are mine not those of BNR.
|>
|> _____

```
|> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
|> | Bell Northern Research | on I'd buy an Amiga. However I have |
|> | Research Triangle Park, NC | real work to do. So please get lost! |
|> |____________________________________|_____________________________________|

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
If you call the Amiga workstation a
a game machine, ok. That's your
opinion, you are entitled to it.
Such is the price of ignorance...

--------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<<
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail
```

# 907. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 19:57:40 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Jul2.195740.11387@ultb.isc.rit.edu>
Source record: 22341
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul2.160904@informatik.uni-kl.de> feck@informatik.uni-kl.de (Christoph Feck IRZ) writes:
>In article <1993Jul1.202313.22418@ultb.isc.rit.edu>, eas3714@ultb.isc.rit.edu (E.A. Story) writes:
>> In article <20si2m$dm2@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>> >Not a flame but an idea: can't WB just spawn another process to copy the
>> >files while it chugs along, and should the copy need to be aborted, send
>> >a signal to the copy process to stop?
>>
>> Certainly, thats what is so infuriating about the limitations it has
>> now. Making just a few operations multithreaded seems like a trivial
>> task, and its surprising the OS people haven't done it yet. I guess its
>> time for a WB replacement. :-)
>
>Did my posting not made it's way through the net?
>WB 2.x DOES start two threads for copying.

Nope. It doesn't. Just to make sure I wasn't imagining things, I copied a whole .dms to from floppy to RAM:. Yup, I couldn't do anything else with the WB. OTHER tasks, yes, but not the WB.

--
"What's an Omega? Can that run Windows?" :-)
Ezra Story (Ezy) and eas3714@ultb.isc.rit.edu, his trusty address.

# 908. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 20:12:30 UTC
From: cmedley@wam.umd.edu
Message-ID: <2124re$898@cville-srv.wam.umd.edu>
Source record: 22339
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul02.192448.29965@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <2117ia$f0k@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
>|> In article <20vq6pINNn5h@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
> 'Flip', I have to agree with you :-) A DSP, even the 'old' 56001
>is an advantage and is very nice to have. I don't know FROM WHERE
>people think that is not as nice or doesn't help as much. Having
>one can kick butt!
>

I'll definitely agree with you there... and I will even censor myself by saying that until software comes out en masse to take advantage of it, it will be under-utilized, but as it is in Atari's "base system" and this will be the model to write for, I expect future software to take full advantage of it....

> But to be fair, the A1200 cost less... if cost is no problem,
>let's compare the Falcon against an A4000 '040.
>

That's true. For $500, you can have an Amiga 1200, but no Falcon at all. So I guess at that price, the A1200 wins. :)

Computer vs. No Computer

:)

As for the A4000... the main reason I personally compare the A1200 to the F030 is because they are the LCDs of their product lines... although in the real world, a buyer might decide to compare the F030 to the A4000.

I'm curious as to the "real world" street prices on the A1200 and 4000/30 or 4000/40. Also, are they using the LC040 or the full version of the 040?

(I ask because the Centris 610 w/ 68LC040 is only $1229 around here in a 4/80 config... now... that's Falcon prices. If it weren't for the DSP and additional built in coprocessors for video and sound, I'd personally say this Mac kills it...)

I *do* fully expect this Centris to slaughter both machins in the marketplace though. :)

# 909. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 20:17:23 UTC
From: cmedley@wam.umd.edu
Message-ID: <21254j$8fu@cville-srv.wam.umd.edu>
Source record: 22340
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul02.193058.35228@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>
>In article <1993Jul2.120558.2654@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
>
> Yes it is IMPORTANT. But I think you are missing something somewhere.
>I have already had the experience of having a 68030 talking to 16-bit memory
>(CSA mega-midget racer, disabling the 32-bit memory on my old A500) and
>it slows down like hell! IT'S NOT 15% DUDE, and I'm talking about
>REAL MARKS HERE.

One thing that might possibly affect this is the speed of the built-ni RAM on the A500 you installed it in. For example, ST computers ran fine on 120ns RAM. I would hazard a guess that if the A500 were using similar speed RAM, it would suffer from having slower memory accesses than a machine using, say, 80ns RAM.

(in fact, Fast Tech has a board out for Atari STs that lets us break our "4MB barrier" on older STs which also increases the speed of the RAM, which gives a *slight* boost in system performance... )

## 910. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 21:02:50 UTC
From: iank@microsoft.com
Message-ID: <1993Jul02.210250.12042@microsoft.com>
Source record: 22348
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
> AMIGAS 1200 SUCK TO DEATH!!
At least I can run down to my dealer and buy one. Unlike the Falcon.

>Falcons have a 68030 processor 16Mhz, A1200s do not!
030 on a 16bit bus. Kinda like listening to an audio CD over the
telephone.

>Falcons have a socket for a MC68882 coprocessor, A1200s do not!
A1200 has kick butt 32bit localbus slot in which I have
a 50Mhz 030 and 68882 (running in 32bit 70ns ram)

>Falcons can easily have games with 65536 colours, A1200s do not!
The operative word here is "CAN" but they don't.

>Falcons have a DSP processor 32Mhz, A1200s do not!
True.

>Falcons have 8 16bit sound channels, A1200s do not!
True.

>Falcons have MIDI in/out, A1200s do not!
Ohhhhh. $35.00 feature.

>Falcons have SCSI-II, A1200s do not!
For all those cool SCSI-II drives that cost $1500.00.

>Falcons have LAN built in, A1200s do not!
For all those networks of Atari computers! AppleTalk,
the worlds slowest net.

>A1200s SUCK TO DEATH, Falcons do not!
You have yet to prove that.

I'm sure Otis will flame you pretty well for this little post.
--
---
|MAIL : IANK@MICROSOFT.COM| "Macross II", the "Highlander II" of Anime... |
|A1200/030-50/6/85 | -me |
---

# 911. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 22:10:23 UTC
From: gromyko@sputnik.rhein-main.de
Message-ID: <030793d0012@sputnik.rhein-main.de>
Source record: 22351
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de>, |S| Hermann Samso writes:

>
> AMIGAS 1200 SUCK TO DEATH!!
>
> BUY A GOOD COMPUTER, BUY A FALCON!
> Falcons have a 68030 processor 16Mhz, A1200s do not!
> Falcons have a socket for a MC68882 coprocessor, A1200s do not!
> Falcons can easily have games with 65536 colours, A1200s do not!
> Falcons have a DSP processor 32Mhz, A1200s do not!
> Falcons have 8 16bit sound channels, A1200s do not!
> Falcons have MIDI in/out, A1200s do not!
> Falcons have SCSI-II, A1200s do not!
> Falcons have LAN built in, A1200s do not!
>
> A1200s SUCK TO DEATH, Falcons do not!
>

Hallucinations of a lunatic.

__
__ /// Michael Grom | FRG 60385 Frankfurt/M |gromyko@sputnik.rhein-main.de
\\\/// | Roederbergweg 136 |
\XX/ C:\DOS>del *.* | voice: +49 69 44 12 87| ** Gib DOS keine CHANCE **
Welcome my son, welcome to the machine. <Pink Floyd> .

## 912. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 22:38:20 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <212dcsINN899@uwm.edu>
Source record: 22342
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <210obiINN1rq@tom.rz.uni-passau.de>, Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
: >In <20rdksINNnni@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
: >>The Falcon is about four times, the A1200 about three times faster than
: >>a 1040STE/Amiga500. This is an indirect comparison based on system specific
: >>benchmarks.

: I don't trust system specific benchmarks further than I can throw my Nec3D.

Just so that you look like a fool in your own words, perhaps you should
pay closer attention to what you say. You seem to disagree with yourself.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 913. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 22:41:42 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <212dj6INN899@uwm.edu>
Source record: 22343
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2117ia$f0k@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Well, let's put it in terms you can relate to... :)

Indeed.

: When you chose the Amiga, you also claimed you chose it because of the
: high performance of the system due to custom chips included as part of the
: system.

Actually, no. I chose it because it had a cool OS and fast response.
The custom chips happen to be a part of that.

: So enjoy the fruits of C='s labors, and use your custom chipset. And were
: a 56001 DSP among those custom chips, I'm sure you'd consider it an
: advantage over a system that has no DSP.

Yes, but I wouldn't consider it a _DESIGN FLAW_, which is what we were
talking about. There is STILL a difference between an advantage or lack
thereof, and a _DESIGN FLAW_.

And I do enjoy the fruits of my, and C='s labors, and am happy to do so.
And when the time comes that I need or want a DSP, you can bet that I'll
use the best one for the job. And for most jobs, I can already tell you,
that isn't going to be a 56001.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 914. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 22:47:33 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <212du5INN899@uwm.edu>
Source record: 22344
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <211801$f7s@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: With a LOT of money, you should add. And you can't solve *all* of the

Not a lot; 400 bucks can put you beyond the Falcon's capabilities by
several megahertz, several megabytes, and give you SCSI to toy with.

: problems so easily.. and you can't make the devices standard for your base
: model of machine, making it the LCD for which developers will design for.

True. Then again, your DSP is a one-program, one shot deal, so that'll
likely cut down on how often it is developed for. As well, the Amiga's
market is larger, which means that it is more likely that Amiga users
will get programs that take advantage of more advanced systems.

: I'm sure having a feature-packed machine as the lowest common denominator
: for your new line of computers is a plus when later s/w development will
: look at it.

Agreed. But having such a small number in that lowest common denominator
isn't going to do much to change the amount of software development
done.

: For example, a lot of 1200 s/w is probably going to be distributed on d/s
: disks because they will not assume you have a HD drive.

Correct. But this has little impact; if you're using a system with a HD
drive, it very, very, VERY likely came with a hard drive, and they'll be
expecting you to use THAT. And MANY 1200 systems are shipping with them
as well.

: Also, 1200 s/w may not take advantage of the presence of a DSP when/if C=
: gets around to releasing one because not everyone will own one. Every
: application cannot assume it is present because of this.

A DSP isn't something that every program needs; it is likely that such
things will have applications geared specifically for it that integrate
into the rest of the system. Voice recognition, modem emulation, and
others are among this.

: This goes for the sound inputs (voice recognition and digital audio recording
: s/w can assume they exist ont he Falcon... how to access that 3rd party
: solution?).

The Amiga is a multitasking system; to add functionality, you simply
integrate it. Application software WILL exist for the DSP, that much is
known.

: The point I'm making is that even if you add all these things on to the A1200,
: they are NOT standard hardware, and the price the A1200 pays for it will be
: that software will not be developed for the Amiga that will assume the
: presence of such devices when they do not exist on evry machine. The only
: exception to this would vbe in the case of the SCSI-2, which would need only
: a driver.

A curious thought. It makes me wonder the wisdom behind releasing a
1-megabyte Falcon. That WOULD be your lowest common denominator, a 1 meg
Falcon without a HD. Interesting solution.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 915. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 22:53:28 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <212e98INN899@uwm.edu>
Source record: 22345
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21188v$fao@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: True, but unless the CPU spends a fair portion of its time in chip RAM,
: the performance hit will be less noticeable than you might think.

: And consider this: once the ST feeds, say, the 56001 DSP a program and data,
: it runs off at 20MIPS, and independently does its work internally and in
: chip RAM.

Well, internally and in its own little segment of RAM that it can
access. Saying that the 56001 can access all of the ST ram would be a
mistake.

: The 68030 will be getting maximum performance out of TT RAM.

Correct.

: This occurring while the other custom chips are also functioning in a similar
: manner.

Correct. After all, that's what we're used to on the Amiga. However,
being familiar with this, we're all painfully aware of just how much
32-bit access helps when hitting chip ram--remember, we've lived with
this situation before. Just ask any A2000 accel. owner with an A3000 or
greater--we all know. Any time you update ANYTHING on the screen, you're
stepping down. Resolution affects the speed at which you do that,
additionally. On top of that, you've got all of the other things that
you need to access chip ram for.

Yes, it isn't often, but it's often enough to make a NOTICEABLE hit when
using an 030-accellerated 2000 and a full 32-bit 030 3000. Both have
full 32-bit fast-ram...

: All things being considered, you might want to consider the fact that the
: system's chipset has 32 bit access to RAM (something we still haven't heard

Perfectly aware of that.

: conclusively about on the A1200 yet), and with the inclusion of a burning

The chipset accesses it in 32-bits, yes. The blitter only deals with
16-bit sizes; however, Lisa (the graphics chip) deals with 64-bits at a
time, using page-mode in chip ram to get it in one shot. So, in effect,
it gives twice the bandwidth that a non-page/SC setup would.

: fast DSP as well as enhanced custom chips, it's going to deliver solid
: performance and features.

None of which can help the CPU, the mainstay of the real work that gets done on any particular system.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 916. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 22:53:38 UTC
From: cmedley@wam.umd.edu
Message-ID: <212e9i$f7s@cville-srv.wam.umd.edu>
Source record: 22346
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <212dj6INN899@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <2117ia$f0k@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>: Well, let's put it in terms you can relate to... :)
>
>Indeed.
>
>: When you chose the Amiga, you also claimed you chose it because of the
>: high performance of the system due to custom chips included as part of the
>: system.
>
>Actually, no. I chose it because it had a cool OS and fast response.
>The custom chips happen to be a part of that.
>

Well, why not buy a 486 with OS/2? What makes a cool OS with fast response?
Doesn't a NeXT do that, too? What about an SGI?

There's a lot of machines that would fit that description, and the clones
with OS/2 are even in most people's price ranges now.

>: So enjoy the fruits of C='s labors, and use your custom chipset. And were
>: a 56001 DSP among those custom chips, I'm sure you'd consider it an
>: advantage over a system that has no DSP.
>
>Yes, but I wouldn't consider it a _DESIGN FLAW_, which is what we were
>talking about. There is STILL a difference between an advantage or lack
>thereof, and a _DESIGN FLAW_.
>

Well, the only thing you have a gripe with on the Falcon that can even be
considered substantial is the 16-bit access to RAM which, depending on
who is doing the benchmarking in this discussion, has the Falcon either
15% faster or the A1200 up to 50% faster.

>And I do enjoy the fruits of my, and C='s labors, and am happy to do so.
>And when the time comes that I need or want a DSP, you can bet that I'll
>use the best one for the job. And for most jobs, I can already tell you,
>that isn't going to be a 56001.
>

Well, I'm sure that you're saying this totally objectively. :)

## 917. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 23:13:19 UTC
From: cmedley@wam.umd.edu
Message-ID: <212fef$g21@cville-srv.wam.umd.edu>
Source record: 22347
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <212du5INN899@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <211801$f7s@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>: With a LOT of money, you should add. And you can't solve *all* of the
>
>Not a lot; 400 bucks can put you beyond the Falcon's capabilities by
>several megahertz, several megabytes, and give you SCSI to toy with.
>

Can it really? There's a lot of catching up to do, and I'm sure you're not
getting *everything* the Falcon offers for just $400 more.

I am familiar with the CSA board that has been mentioned, but there is still:

no DSP
no LAN capability
no 16-bit audio

To be completely fair, it has to be recognized that a 50mhz 68030 will
assuredly toast the 16mhz '030 in an unexpanded Falcon.

>: problems so easily.. and you can't make the devices standard for your base
>: model of machine, making it the LCD for which developers will design for.
>
>True. Then again, your DSP is a one-program, one shot deal, so that'll
>likely cut down on how often it is developed for. As well, the Amiga's
>market is larger, which means that it is more likely that Amiga users
>will get programs that take advantage of more advanced systems.
>

Market size has little to do with the sophistication of an application. I'm
sure there are far fewer NeXTs in use than Amigas or STs, but the applications
designed for it are quite advanced.

As for the DSP, using NeXT as an example, I do not see where this caused
a dearth of applications that used this resource for them. If we had
seen something like this happen on the NeXT or SGI, I'd potentially agree,
but this particular DSP has been used on multitasking machines before, and
in the case of the NeXT, I can personally say I've seen many applications
take advantage of it.

Also, although the Amiga's market is larger, I am not totally convinced it
will be a market that will flock to buying DSP expansions and the like unless
there are clear benefits for the end user. That being the case, if the DSP
doesn't sell to the A1200 owners who claim they don't need one to experience
computing bliss, then... there will be little or no DSP support, regardless

of the impressive specs of the AT&T 3210 DSP.

The only way to make serious headway with it would be to include it on a
new system, and offer an upgrade for 1200/4000 owners. But how long would
it take to build that kind of support?

Tools, bindings, etc.. exist NOW for the Falcon programmer who wants to write
applications for the 56001. Not to mention the fact that the machine has the
chip in it NOW.

>: For example, a lot of 1200 s/w is probably going to be distributed on d/s
>: disks because they will not assume you have a HD drive.
>
>Correct. But this has little impact; if you're using a system with a HD
>drive, it very, very, VERY likely came with a hard drive, and they'll be
>expecting you to use THAT. And MANY 1200 systems are shipping with them
>as well.

Well, it does when you go to install the application. :) Lots of disk
swaps. :)

Also, if we fall back into the old situation with many copy protected apps
(usually games), some do insist on being run from floppy, and that also
means more disk swaps. It's a matter of convenience, i guess.

One thing to consider is that most DOS and Mac users are porting data between
machines with 1.44MB disks. Because the A1200 lacks one built-in, out of
the box, it would be unable to read those disks despite having the ability
to handle multiple file systems like Atari's MultiTOS.

>
>: Also, 1200 s/w may not take advantage of the presence of a DSP when/if C=
>: gets around to releasing one because not everyone will own one. Every
>: application cannot assume it is present because of this.
>
>A DSP isn't something that every program needs; it is likely that such
>things will have applications geared specifically for it that integrate
>into the rest of the system. Voice recognition, modem emulation, and
>others are among this.

That's true. But these are applications that will be in greater abundance
on the Falcon than on, say, the Mac LC III, because the hardware is THERE
to do it.

(Actually, I cannot flame the Mac, as they have been moving towards integrating
sound input into the system for voice recognition with the advent of their
desktop mic system... and a DSP is not *required* for voice recognition, but
it surely is more suitable for the task (dealing with a stream of data) than
a normal CPU...)

>
>: This goes for the sound inputs (voice recognition and digital audio recording
>: s/w can assume they exist ont he Falcon... how to access that 3rd party

>: solution?).
>
>The Amiga is a multitasking system; to add functionality, you simply
>integrate it. Application software WILL exist for the DSP, that much is
>known.
>

Yes, but if there is a 1:10 ratio of A1200 DSP apps to Falcon DSP aware apps,
then I would say that the Amiga DSP would be an under-utilized and hence,
not quite as useful or flexible.

(However, one great application would redeem it... sheer numbers of apps don't
make the machine... otherwise, we'd all have PCs... :) )

>: The point I'm making is that even if you add all these things on to the A1200,
>: they are NOT standard hardware, and the price the A1200 pays for it will be
>: that software will not be developed for the Amiga that will assume the
>: presence of such devices when they do not exist on evry machine. The only
>: exception to this would vbe in the case of the SCSI-2, which would need only
>: a driver.
>
>A curious thought. It makes me wonder the wisdom behind releasing a
>1-megabyte Falcon. That WOULD be your lowest common denominator, a 1 meg
>Falcon without a HD. Interesting solution.

Well, I do know that no 1MB Falcons have shipped as of yet in the USA. So
the relevance of that is still up in the air until such a configuration
ships.

I would say that the people who buy the 1MB Falcon no HD are like the
people who buy A1200s with 2MB of chip RAM and no HD... they are likely
to upgrade to something else that is more cost effective soon.

Also, consider this... even the 1MB Falcon has the facilities to use all of
its custom hardware and DSP, and if used under the single-tasking TOS 4.0
and not MultiTOS, it might even (gasp!) be comfortable for someone whose
needs are minimal.

But this is all speculation, and until such a configuration is for sale in
America, it would be inappropriate to speculate on the impact of that.

## 918. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-02 23:25:01 UTC
From: cmedley@wam.umd.edu
Message-ID: <212g4d$gfj@cville-srv.wam.umd.edu>
Source record: 22349
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul02.210250.12042@microsoft.com> iank@microsoft.com (Ian Kennedy) writes:
>
>In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
>> AMIGAS 1200 SUCK TO DEATH!!
>At least I can run down to my dealer and buy one. Unlike the Falcon.

Where have you been? Falcons have been shipping for a while... really, honest,
and for true!

(seriously... they shipped about 1-1/2 months ago to dealers... but huge
quantities haven't been to the dealers yet... not in America at least)

>
>>Falcons have MIDI in/out, A1200s do not!
>Ohhhhh. $35.00 feature.

Every little bit helps! :)

>
>>Falcons have SCSI-II, A1200s do not!
>For all those cool SCSI-II drives that cost $1500.00.

Well, yeah, but as we all know in the industry, things get cheap quick.
In 2-3 years, a high capacity SCSI-2 drive that is $1500 now will be
quite affordable... probably $500-$700.

Also, I remember seeing a NEC double-speed CD-ROM that requird SCSI-2.
I doubt that runs off of IDE.

>
>>Falcons have LAN built in, A1200s do not!
>For all those networks of Atari computers! AppleTalk,
>the worlds slowest net.
>

Well, uhhh... maybe. Better 'n nothing, tho'! :)

## 919. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-03 00:21:31 UTC
From: fihsu@athena.mit.edu
Message-ID: <212jeb$1aj@senator-bedfellow.MIT.EDU>
Source record: 22350
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <212e9i$f7s@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
|> In article <212dj6INN899@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> >
|> >Actually, no. I chose it because it had a cool OS and fast response.
^^^^^
|> >The custom chips happen to be a part of that.
|>
|> Well, why not buy a 486 with OS/2? What makes a cool OS with fast response?

Maybe because when he bought his Amiga, OS/2 2.0 wasn't available?

|> Doesn't a NeXT do that, too? What about an SGI?

NeXT: Cool OS yes, quick response no.
As for SGI.. cool OS no, quick response yes? ;)
(The real reason for not SGI is probably the price, although he didn't mention this...)

|> There's a lot of machines that would fit that description, and the clones
|> with OS/2 are even in most people's price ranges now.

First, he gave reasons why he _chose_ the Amiga.. as in past tense.
As for OS/2... I wonder if its popularity will be damaged by NeXTstep. (Not that this has anything to do with the current topic of debate ;)

|> >And when the time comes that I need or want a DSP, you can bet that I'll
|> >use the best one for the job. And for most jobs, I can already tell you,
|> >that isn't going to be a 56001.
|>
|> Well, I'm sure that you're saying this totally objectively. :)

Well... all he said was that the 56001 wasn't the BEST one for most jobs.
Which is probably true.. just put a 96001 against it for all jobs. :)

Francis

# 920. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-03 05:30:44 UTC
From: ggg@kepler.unh.edu
Message-ID: <2135i4$jjj@mozz.unh.edu>
Source record: 22313
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'>As for OS/2... I wonder if its popularity will be damaged by NeXTstep.
'>Francis

Could be, but the hardware requirements for it are pretty steep. I
read somewhere that it needs a bare minimum of 16meg of ram and 120meg of
HD space. Although, OS2's requirements are pretty steep to a lot of people
also, at least their not that bad.
Besides, is NeXTstep capable of running DOS and Windows software as well
as OS2? I really don't know that much about it, thats why I'm asking. Does
it have something like OS2's boot manager, so if it doesn't run DOS or
Windows you can at least boot up a DOS partition?

Greg Greene
ggg@kepler.unh.edu

## 921. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-03 07:29:14 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C9KvGq.JzI@dscomsa.desy.de>
Source record: 22353
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <211uc5$h8l@kruuna.Helsinki.FI> juhmakin@kruuna.Helsinki.FI (Juha T Makinen) writes:
>> try to run vttest on NComm and CoNnect - you will see the difference ;-)
>
> I don't own any, I believe in you. But as I wrote, it
> has not caused any harm for me in the real work.

I've tried to use emacs and vi using Ncomm and the result was awful.
If NComm really is the best vt100 emulator on an amiga the amiga is
useless for me working on Unix or VMS hosts.

> NComm has a support up to 115200 baud. I know one modem which
> uses it, but in the real world there is no need for higher
> baudrate than 38400. A1200 w/NComm will handle that very well.

In reals world there are direct lines which can run on higher speeds
like 38400. Transferring files with 14000cps to my other computer is
a wonderful thing - much faster than using disks ;-)

>> Using several ports at one time in differnt windows
>
> If I'll buy another modem, phoneline and multiple serialports,
> I could open multiple NComms. :)

This is a real difference. Using one program for many ports or having
several programs running, wasting scheduler time and memory. And you'll
need slow interprocess communication to transfer selections from one port
to another. Here in germany sysops like using connect to watch their atari
bbs on the midi port, or their DOS bbs using connects doorway mode while
beeing online in another box.

> I need only VT100 and V220 emulations. NComm for the VT100 and
> HandShake for VT220 (need for that is once in a month).

You only need. OK that's fine to hea. But up to now, you seem to agree
that the atari offers a better terminal emulator, right?

>> internal (very fast - see below) zmodem.
>
> Internal is not updateable. :(

Oh ;-) Of course connect offers you various possibilities to work
with all kinds of external protocols.

>> unix-like built-in shell which is able to learn shell-scripts
>> and lots of other small features... ;-)

>
> NComm has a very good script language which is used f.ex. by
> ReadMail and NComm Host. I think it's good enough for me..;)

Again ;-) good enough. Is NComm able to learn scripts?

>> > Does it transfer data faster when downloading with ZModem or what?
>> well if you think 14000cps (characters per second) on a TT or falcon
>> is fast ... ;-)))
>
> With 14400bps Supra V.32bis modem you can get theoretically
> 1740cps speed when transferring .ZIP/.LHA-files. I have got
> the speed of 1710cps with NComm by using baudrate of 38400 and
> 1690cps with baudrate of 19200.

Whats about direct lines, isdn or telebit worldblazer text downloads.
You could be abe to use much more than 1710 cps.

All you say now is - you don't need it. Might be. Other Amiga user are
very keen on getting a port for their computer, which will not be available.
But I think we agree, that atari offers better terminal emulator than
your systems. And CoNnect is quite cheap: 60DM shareware fee coming with
a 140pages manual.

> (Formula: Unpackable data with 2400bps and V.42bis goes 290cps,
> with 14400bps and V.42bis: 6x290cps=1740cps.)

Fine. You always forget direct lines and packable v42bis transfers. Even
the latter allow you to get 5000cps with the online time saved for lharcing the
data.

> What about my another needs like text-editor, C-compiler etc.?

Text editors? Lots of powerful ones. What do you need? A simple ASCII-Editor or
text processing systems. And C-Compilers? Lets take PureC (ANSI).
Producing really good code (can sometimes even compete to gccs results but
has very fast turn-around times). Includes very powerful source-level
debugger and a very easy to use profiler.

Wolfgang

## 922. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-03 13:21:50 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jul3.072151.4303@msus1.msus.edu>
Source record: 22354
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21188v$fao@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
>In article <20vqltINNn5h@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article <20ubk1$19oo@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
>>: And:
>>: FIXABLE: 32bit Fast RAM for the Falcon. But that wasn't the point...
>>
>>That would only be true if adding 32-bit ram to the Falcon corrected the
>>problem with the ST ram. It cannot. And since you cannot AVOID using
>>that ST-ram, just as you cannot avoid using it on the Amiga, you cannot
>>correct the problem.
>>
>
>True, but unless the CPU spends a fair portion of its time in chip RAM,
>the performance hit will be less noticeable than you might think.
>
>And consider this: once the ST feeds, say, the 56001 DSP a program and data,
>it runs off at 20MIPS, and independently does its work internally and in
>chip RAM.
>
>The 68030 will be getting maximum performance out of TT RAM.
>
>This occurring while the other custom chips are also functioning in a similar
>manner.
>
>All things being considered, you might want to consider the fact that the
>system's chipset has 32 bit access to RAM (something we still haven't heard
>conclusively about on the A1200 yet), and with the inclusion of a burning
>fast DSP as well as enhanced custom chips, it's going to deliver solid
>performance and features.

On the A1200, the custom chips work like this: Alice, which operates
as the bus controller for CHIP RAM, as well as housing the blitter has
a 16 bit data bus, but directs 32 bit accesses as well as double CAS
accesses on this bus. Lisa, which is the display custom chip has a full
32 bit data bus and can use double fetches to grab 64 bits in one CHIP RAM
bus cycle.

----------------------------------------
LaMonte Koop -- SCSU Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
------------------------------------------------------------------------

## 923. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-03 13:25:16 UTC
From: chuck@cse.unsw.edu.au
Message-ID: <1993Jul3.132516.10186@usage.csd.unsw.OZ.AU>
Source record: 22356
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

NComm and whatever ... VLT rules. Simple, no bells and wistles. But
VT100 solid. VI works great. Try it, it's ... free

George

# 924. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-03 13:34:00 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jul3.073400.4304@msus1.msus.edu>
Source record: 22355
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul2.120558.2654@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
>>|> I'll assume you saw my previous posts discussing the memory access time,
>>|> the A1200 comes out faster by 15%,
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>> I would like to see from where you got this number... if it
>> is an A1200 without fast ram, it's believable, but then just a
>> things perhaps you don't know: the A1200 with chip ram only runs
>> (external access) @ 7.14 Mhz whereas as soon as you plugh in fast
>> ram it runs @ 14.28Mhz. I expect more than that 15% advantage.
>
>Well the calculations are very simple:
>
>Description A1200(Stock) A1200(FR) F030
>Bus speed 7.14mHz 14.3mHz 16mHz
>Clock cylce 140ns 70ns 62.5ns
>number clocks/32bit access 3 3 4 (2 syncronous accesses)
>Elapsed Time 32bit access 420ns 210ns 250ns

You're confused. I won't get into the other problems with what you have calculated above, but I will point out one very important one: The Falcon does not use 2 clock synchronous bus accesses. Let me explain; the 68030 has 3 basic modes of bus operation: Synchronous using *STERM, Synchronous using *DSACKx, and Asynchronous. The only mode to offer 2 clock bus accesses is Synchronous using *STERM. The Falcon cannot use this mode, as it does not allow the use of the 68030's dynamic bus sizing feature, and thus any memory being accessed in this fashion is required to have a 32 bit port. The other two modes, Synchronous using *DSACKx and Asynchronous both have a minimum 3 clock bus cycle. The only real difference with these is that in the synchronous *DSACKx bus cycle termination signals are synchronized with the clock, whereas in an asynchronous bus cycle these timing requirements do not exist.
With all this said, the 250ns time for a 32 bit bus access above is incorrect. If the Falcon is using a synchronous bus, it can only be using the mode utilizing the *DSACKx termination signals. This has a minimum 3 clock cycle time, and thus the time really should be: 6 clocks for a 32 bit access @ 62.5ns/clock which gives 375ns total.

---------------------------------------
LaMonte Koop -- SCSU Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
---

## 925. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-03 15:59:58 UTC
From: juhmakin@kruuna.Helsinki.FI
Message-ID: <214adu$3c6@kruuna.Helsinki.FI>
Source record: 22357
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Wolfgang Wander (wwc@dxhra1.cern.ch) wrote:
> I've tried to use emacs and vi using Ncomm and the result was awful.

Oh, I'm using emacs almost everyday with NComm without problems..:)

> If NComm really is the best vt100 emulator on an amiga the amiga is
> useless for me working on Unix or VMS hosts.

I have not claimed that it's the best, it's the one I'm using
by now.

> In reals world there are direct lines which can run on higher speeds
> like 38400. Transferring files with 14000cps to my other computer is
> a wonderful thing - much faster than using disks ;-)

I don't have access to direct lines. ;( NComm may transfer files
at 115200bps in theory - I have not tested it with two machines.

> Here in germany sysops like using connect to watch their atari
> bbs on the midi port, or their DOS bbs using connects doorway mode while
> beeing online in another box.

Ok, but needs for multiple connections in multiple windows are
very rare. Using multiple terminal-programs is (almost) the
same thing.

> You only need. OK that's fine to hea. But up to now, you seem to agree
> that the atari offers a better terminal emulator, right?

Comparing NComm to CoNnect - yes. But I need VT220-emulation only
when connecting to VAX-computers and I dislike the VMS, so I won't
do that very often..:)

> Oh ;-) Of course connect offers you various possibilities to work
> with all kinds of external protocols.

NComm also does, but I have need only for ZModem.

> Again ;-) good enough. Is NComm able to learn scripts?

You mean auto-scripts? - Answer is no. But, I have very good scripts
which came with Readmail (A mailer for NComm) and they work very
well when grabbing messages from varios BBS'es.

> Whats about direct lines, isdn or telebit worldblazer text downloads.
> You could be abe to use much more than 1710 cps.

Just now there are no direct lines available for me. All data
I'll download is already packed (if it's not, I'll do that).
When using baudrate of 38400 you should have no overflow
errors.

> Fine. You always forget direct lines and packable v42bis transfers. Even
> the latter allow you to get 5000cps with the online time saved for lharcing the
> data.

You may guess my aswer to this question..;)

> Text editors? Lots of powerful ones. What do you need?

Something like CygnusEd or Turbotext. A very good ASCII-editor.

> And C-Compilers? Lets take PureC (ANSI).
> Producing really good code (can sometimes even compete to gccs results but
> has very fast turn-around times). Includes very powerful source-level
> debugger and a very easy to use profiler.

I have SAS-C 6.3 (a commercial product) and an unregisted DICE-C.
They are very good products. Althought DICE is not a commercial
product (it's shareware) it'll do thighter and faster code than
SAS.

> Wolfgang
--
_
-Jim- Juha Makinen (juhmakin@cc.helsinki.fi) _ // Amiga -
Major in CS, University of Helsinki \X/ A Personal Workstation

## 926. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-03 19:28:22 UTC
From: cmedley@wam.umd.edu
Message-ID: <214mkm$bts@cville-srv.wam.umd.edu>
Source record: 22361
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2727254f@ofa123.fidonet.org> Aric.Caley@ofa123.fidonet.org writes:
>The advantages of the 030 over the 020:
>
>* 256 byte data cache.
>* Built in MMU (provides no speed increase)
>* Burst mode.
>* A few other assorted optimizations.
>
>The Falcon can't use burst mode, because of the 16 bit bus.
>
>The Falcon probably cannot use the data cache, since all the standard
>memory is accessable by the custom chips, thus making the data cache
>useless because data could be changed at any time, invalidating the cache.
>

I was under the impression that locations affected by the custom chips
were specifically mapped out of the CPU's data cache by the onboard MMU
since these were subject to change.

>
>
>I would say that, overall, in real-world speed of applications (not
>counting things using the DSP), the A1200 and Falcon are probably very very
>close CPU-speedwise (depending on graphics mode, since the Falcon suffers
>more from high bandwidth modes).
>

I'll agree simply on the basis of the specs and what I've seen of both
machines.

# 927. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-03 20:46:04 UTC
From: sys1@exnet.co.uk
Message-ID: <C9LwCv.Cn@exnet.co.uk>
Source record: 22362
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20q55t$qik@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>In article <C9Dqqv.C05@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:
>> >>
>> >>Eh? 1) A1200's use an IDE adapter, HD's exist; but that's PROBABLY not
>> >>what you meant. You were likely referring to SCSI, and then you're still
>> >>wrong, because they DO exist. They don't come from C=, but there are
>> >>others.
>> >
>> not for the A1200
>>
>Call CSA, they have a really nice SCSI interface, called the 12-Guage. As
>an extra bonus, it comes with a 50 mhz. 030, 50 mhz. 882, and 4 megs of
>32 bit RAM.
>

I sit here with Amiga format and cannot see your advert.

>You could also check with Microbotics and GVP, since their SCSI interfaces
>that they made for the 1200 seem to work quite well, too.

I sit here looking at the GVP advert in above mentioned magazine and *still*
there is no SCSI for the A1200.

Hmmm, maybe next time:)

>
>> Xavier
>
>--
>Danimal on IRC
>djm2@ra.msstate.edu
>

# 928. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-03 21:05:04 UTC
From: sys1@exnet.co.uk
Message-ID: <C9Lx8J.FF@exnet.co.uk>
Source record: 22363
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <210ht9$a3q@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>In article <C9GBvz.BG@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:
>>
>
>>
>>
>> The F' 030 vs A1200 debate is kind of stale and useless, for me the
>> oodles of options, techie stuff (DSP programming would look ok on
>> my CV, as would writing device drivers for SCSI interfaces) and so on
>> on the F'030 *make* the machine. For the A1200 the graphics make the
>> machine. Beyond this basic point everything is just hot air
>>

>devices, etc. Be careful, you may just make a lot of good, successful
>Amiga developers's jobs meaningless and non-existant.. :)
>

The jobs exists because the market exist because the options *I* *like*
are not standard. I am very tempted by the A4000 030 but the cost of adding
the bits I want to play with will be prohibative in the short term (but not
for that long:) ). The F' 030 have them as standard. That is important to
me.

The basic thrust of my argument is that just as the A1200 fans
start to lose an argument they change the basis of the argument.

>> Xavier
>
>--
>Danimal on IRC
>djm2@ra.msstate.edu
>

X

# 929. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-04 00:06:45 UTC
From: csmith@terapin.com
Message-ID: <csmith.4dq8@terapin.com>
Source record: 22364
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:

>
>
>
> AMIGAS 1200 SUCK TO DEATH!!
>
> BUY A GOOD COMPUTER, BUY A FALCON!
>Falcons have a 68030 processor 16Mhz, A1200s do not!
>Falcons have a socket for a MC68882 coprocessor, A1200s do not!
>Falcons can easily have games with 65536 colours, A1200s do not!
>Falcons have a DSP processor 32Mhz, A1200s do not!
>Falcons have 8 16bit sound channels, A1200s do not!
>Falcons have MIDI in/out, A1200s do not!
>Falcons have SCSI-II, A1200s do not!
>Falcons have LAN built in, A1200s do not!
>
>A1200s SUCK TO DEATH, Falcons do not!
>
>
>
>+--------------------------------------------------+ # # # Atari=A wise
>| The SpaceWalker . * _@ . .| # # # Minority
>|Walkin' thru Cyberspace..... . o . </_ o | ## # ## Motorola=How
the
>|..aahhh! at home at last!!! . \/\ ' o| ## # ##Future should
be
>|->s_samso@iravcl.ira.uka.de o . / .
|Intel+IBM+Apple+Microsoft=
>+--------------------------------------------------+The Decadence of the
World
Tell me, Is the data path from the 030 to the rest of the computer 16 or 32
bit?

Tell me, Can you upgrade to a 50mhz 030?

Tell me, what would be the use of making 65536 color games? First, your
hampered 030 would have trouble runnuing these games. second, graphics would
require lots o Hd/disk space. Multiple 256 color pallet games are much more
reasonable.

true, but it is comming out. When? God only knows.

Got me there.

SCSI-II is out for the 4000 and will be for the 1200. (if it isn't already..)

Not sure what lan is.

Get with the program. Falcon has advantages, so does the 1200. I must ask why, so I will. Why an 030 with only a 16 bit data bus? Good gruef that was stupid..

## 930. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-04 06:53:14 UTC
From: thom@crayfish.ucsd.edu
Message-ID: <215uoqINNo5g@network.ucsd.edu>
Source record: 22365
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In my humble judgment, VLT is the best VT100/Tektronix emulator for the Amiga (indeed, it was designed specificially for that by Willy Langeveld of the Stanford Linear Accelerator Center).

Among general terminal programs, I like Term. It has a VT100 mode, but I do not believe it is full featured (read: won't please those who know the difference between 'real' VT100 and it's demonic imitators). What it is is pure Amiga: indescribably flexible and powerful in terms of setup, options, protocols, etc. It uses the same XPR libraries as]

does VLT.

Thom

--
Thom Cleland \ /^^/ >Biological systems, neural network physiology <
(619) 453-7516 \OO/ >Those who wish to be fooled, will be <
tcleland@ucsd.edu ++ >B3 f cdv g++ k+(+) m s+ r+ p growl+ purr++ zzz- <

# 931. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-04 17:23:44 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Jul4.172344.18570@monu6.cc.monash.edu.au>
Source record: 22372
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Randy Hoekstra (renfro@crchh610.NoSubdomain.NoDomain) wrote:
: Is the 16 bit access in the Falcon really so terrible for a home computer?
: Will it really make such a big difference if some operation takes 30 secs
: instead of 15 secs to complete? Is the average user really gonna suffer
: by the 'yet unproven' affects of this 16 bit access?

Yes, if the main processor performs slower than it should, being
constrained to a smaller than optimal bus size.

: How many 386 and 486 _SX_ type systems have been sold with similar crippled
: ... I mean computationally challanged ... architectures? I suppose all
: those people are just kicking themselves in the behind because their computer
: is useless.

The 486sx is 32bit chip, without the floating point unit. Everything
else works. The 386sx uses a 16bit data bus.

No, they're not kicking themselves because the computer is useless,
it's that they may have to pay more if they need a math co-processor
to speed up some programs.

With a 68030 you will have to purchase a separate maths co-processor,
so you would all be in the same boat.

Does the Falcon use an EC version of the 68030?

Jim Fang

## 932. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-04 17:34:07 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Jul4.173407.18777@monu6.cc.monash.edu.au>
Source record: 22374
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

'Flip' Medley (cmedley@wam.umd.edu) wrote:

[...]

: >> Falcons have a DSP processor 32Mhz, A1200s do not!
: >A crap Motorola 56000. Yes.
: >So what, you have one. We have a forthcoming one.
:
: This is the funniest argument I've ever heard in my life... it's like saying
: that having nothing is better than having something. Well, wait and wait
: and wait, and I'm sure when yours is available, it will be very nice and
: suit your needs. :)

Yes, it's silly saying that dsp's are useful and then saying we'll
have one rsn.

I think everyone has forgotten that you can get 12 bit and 16 bit
dsp from Sunrize Technologies, with profession recording tools.

: >An AT&T3210 which is able to totally whip ass with over 30MIPS!!!
:
: Yes. It's a nice DSP. And I like the floral arrangement around it. Is
: it currently shipping?
:
: (Was it officially announced, also?)

Not shipping. Announced.

: >All techies that I have talked to are very impressed by the AT&T...
: >its used in workstations that require POWER!
:
: Hmmm. Does this mean the SGI and NeXT had no power? They relied on the
: Motorola 56xxx series of DSP.

But would they continues using the Motorola series of DSP? Next don't
even make hardware now, so I wouldn't be using them as an example of
"good hardware", though nice operation system.

[...]

: >> Falcons have 8 16bit sound channels, A1200s do not!
: >tryed playing them all at once yet? Big samples?
: >our DSP could supply 12 16-bit channels in stereo.
:
: Our DSP?
:

: You got one? Wow! It's not even available! :)

Yes, see above.

: >> Falcons have SCSI-II, A1200s do not!
: >Oh dear. They've called it SCSI-II but it isn't full implementation.
: >Plug in a SCSI-II drive and it will be used as a SCSI-I
: >HARDLUCK.
:
: Got proof of this?

I've seen several posting detailing why it isn't true-blue scsi-2.
No-one has refuted those claims with any technical basis, only
"got proof?"

[...]

- Jim

## 933. Terminal Packages

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-04 17:48:06 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Jul4.174806.18989@monu6.cc.monash.edu.au>
Source record: 22373
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Wolfgang Wander (wwc@dxhra1.cern.ch) wrote:
: In article <211uc5$h8l@kruuna.Helsinki.FI> juhmakin@kruuna.Helsinki.FI (Juha T Makinen) writes:
: >> try to run vttest on NComm and CoNnect - you will see the difference ;-)
: >
: > I don't own any, I believe in you. But as I wrote, it
: > has not caused any harm for me in the real work.
:
: I've tried to use emacs and vi using Ncomm and the result was awful.
: If NComm really is the best vt100 emulator on an amiga the amiga is
: useless for me working on Unix or VMS hosts.

You're right. Ncomm has cr*p vt100. There are lots of packages with nicer Vt100 emulation, Jr-Comm and Jr-Comm II (terminus, hopefull, rsn), Vlt and Term.

[...]

: In reals world there are direct lines which can run on higher speeds
: like 38400. Transferring files with 14000cps to my other computer is
: a wonderful thing - much faster than using disks ;-)

Are you talking about null modem cables? I haven't heard of any modems capable of achieving 14000cps. Are you taking about bps?

: Whats about direct lines, isdn or telebit worldblazer text downloads.
: You could be abe to use much more than 1710 cps.

I haven't seen any significant differences between MS-DOS, Windows OS/2 or AmigaDOS cps rates when using z-modem. The cps rates are a function of the protocal and its overheads, the rate the system on the other end is sending stuff (related to cpu and storage medium) and the rate you can receive it (storage medium and cpu). The cpu does not play a significant part in the transfer times using z-modem. A 68000 can do just as well as a 486dx2/66 providing they are both storing the file to the same type of device, running at the same speed.

## 934. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-04 19:05:37 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <2179m1INNpuc@uwm.edu>
Source record: 22366
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <212e9i$f7s@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Well, why not buy a 486 with OS/2? What makes a cool OS with fast response?

OS/2 does. It may be a pig, but it's a rather nice pig, and yes, more
than once I've considered switching. But until my Amiga becomes a dead
corpse, I won't be switching.

: Doesn't a NeXT do that, too? What about an SGI?

Definitely not an SGI; however, I've thought of NeXTStep, too. OS/2 and
NeXTStep are the only two other OSes I'd switch to, commercially speaking.

: There's a lot of machines that would fit that description, and the clones
: with OS/2 are even in most people's price ranges now.

And yet, AmigaDOS still has several advantages over them. But since this
isn't an OS/2 discussion...

: Well, I'm sure that you're saying this totally objectively. :)

Actually, yes.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 935. Re: IDE HD price

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-04 23:53:25 UTC
From: turk@tree.SAC.CA.US
Message-ID: <1993Jul4.235325.14758@tree.SAC.CA.US>
Source record: 22294
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul1.014148.1063@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> Also, for those claiming that IDE drives are cheaper, the IDE
>version of the Quantum LPS105 lists locally here in Vancouver for
>$350CAN, compared to the scsi version at $395. Not really that
>significant a differrence.

Ouch! For $350 American dollars you can pick up a 300Mb IDE drives here in the Sacramento area. It probably a bit of a price war, though. Maxtor and Conner, I believe, were the ones being advertized. I threw out the magazine [California Computer News] in disgust after thinking about the $780 I spent for an 80Mb drive a few years ago. :) Oh, SCSI were $40 more, I think.

>--
>John Henders GO/MU/E d* -p+ c+++ l++ t- m* s/++ g+ w+++ -x+

--
Robert M. Turk turk@tree.sac.ca.usa
@ the UNIX Tree BBS, Sacramento, CA ucbvax!ucdavis!csusac!tree!turk
Economists know 103 ways to make love to a woman; They just do not know any.
-- Pete Wilson, Governor of California

## 936. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-04 23:57:32 UTC
From: sys1@exnet.co.uk
Message-ID: <C9nzw0.s4@exnet.co.uk>
Source record: 22375
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <SQUIGG.93Jul1095409@vicious.gssec.bt.co.uk> squigg@gssec.bt.co.uk (Stephen Quigg) writes:
>'Flip' Medley writes (comparing Falcon and A1200):
>
> >Still, add $$$.
> >Why didn't they put a 1.44 MB drive in the A1200? Any good excuse for C=?
> >For how much? $100?
> >Sure. Right. Add $20-$30.
>
>
>*YOU STATE YOURSELF* that to bring an A1200 up to a Falcon, you need to
>spend, and I quote, "$$$"
>
>In the UK, where Commodores real markets are now, an A1200 with 2MB Chip
>Ram retails for #300, ok?
>
>A 1MB (unusable) Falcon costs *NEARLY #300 quid DEARER!*

I think we can ignore the person who wrote the above tripe.

I have in front of me Amiga Format (where did I put Amiga Shopper?) and the price of the standard A1200 is about 360-380 UKL. The companies I have looked at are The First Computer Centre (leeds), Pheonix computer world and Gordon Harewoods computers.

From Atari St User I get 550UKL for the basic model (Gasteiner) and the same price from WeServe of Hampshire.

Was the person who wrote

>A 1MB (unusable) Falcon costs *NEARLY #300 quid DEARER!*

being deliberately dishonest? I think we should be told.

Xavier

# 937. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 00:05:07 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.741830707@DMI.USherb.CA>
Source record: 22367
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

-> There is a PD midinet system available for the ST for 2.50 from one of
-> the Libraries.. It's in ST review this month..

That seems very interesting !

What kind of performances you get with ?

-> Depends on what you're doing some of us have more than one computer and
-> don't feel like wasting diskspace...

Hey! ;-) How many have more than one computer ??

I've never be able to get more than one at time ... i sell one for getting
the new one.

Anyway, i think i have correctly show my point :

Many ATARI users said that Amiga can't do Networking, and that's very
false. Amiga CAN DO Networking, and at a very low price.

Bye!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA

## 938. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 00:10:19 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.741831019@DMI.USherb.CA>
Source record: 22369
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
-> Well, this happens under MiNT also. For example, I've been compiling,
-> and unzipping files simultaneously on the same drive and same partition
-> with no problems as long as I do this from two seperate shells.

No! On Amiga, you can do this two task , in same time, from the same
shell. You must use the 'RUN' command to start your tasks.

bye!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA
```

## 939. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 00:27:10 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.741832030@DMI.USherb.CA>
Source record: 22368
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Thank you for your ICD performances posting !

It would be interesting to see what perfs an equivalent ICD controler
and HD do on an Amiga.

Bye!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA

## 940. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 01:01:06 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.741834066@DMI.USherb.CA>
Source record: 22370
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

-> Sure. Right. Add $20-$30.

-> Where does your clock plug in, by the way? (Don't waste your PCMCIA on a
-> clock... or even worse, your 32-bit slot on that!)

;-) Many point in many messages make me very smiling ...

... C= have included an internal slot for plugging the clock !

I have a clock from Microbotics that go in that slot.

$20-$30 more on a complete computer system, that's nothing.

I did not understand why all ATARI people talk again and again about
the clock. That's not a disavantage at all.

Some users that won't have it can not pay for it.

You must understand that C= won't make prices useless highly for
anybody that want an A1200, since that computer is intended essentially
for the home market.

So, here is two A1200 configuration intended by C= :

A1200 , with no HD and and no many things with, but VERY LOW priced,
for first-time users, or gamers. So if that users want to get a more
powerfull computer, they can add many things to it.

A1200/HD. Offered with a HD, users can add all things necessary to
make it complete with more memory, and a clock. C= DID NOT SELL
memory or clock. That explain WHY they're not selling a basic config
with all those things. C= have intended to give that market to
hardware developpers. So, vendors can offer you a config that fits
all your needs.

What is the problem here ?

You pay for what you want, and you get it !

I did not suffer that the basic A1200 that i have get have not a clock
built-in !!! I only tell to vendor to add one, after his suggestion,
and i've received a computer with a clock,(same as it is built-in) and that's all !!!!

Hey !!! is a PC user sad because he must choose a VGA card for his computer?
The vendor make a kit for him, and print a price sheet after, and
anybody is very pleased ... ! ;-)

-> >FIXABLE: Buy a SCSI subsystem for your 1200. > For how much? $100?

HEY !!!! I DON'T WANT A SCSI DRIVE !!!!

The mine (IDE) is VERY ADEQUATE ! ;-)

And i did not think that many A1200 users would want it.

Remember that A1200 is a home computer , and the priorities aren't same
that on other kind of market. The price is a good point in home computer
market, and A1200 got it. Falcon ????? ;-]

But, if i take the same kind of args for the market of A4000, i'm very
unpleased to see that C= haven't included a scsi controller, but i
did not find that dramatical.

Another point :

In what direc-to-disk recording is usefull for a 'homer' computer user?

It seems that's the *ONLY* point that seems to justify using of scsi
by ATARI FALCON users/advocacers !!

Ok, you can get scanners for scsi, and other things ... but we
will be able to get them via pcmcia in a near time, probably at a
much lower price, since PCMCIA is supported on compatible platform.

Bye!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA

# 941. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 01:14:16 UTC
From: huots00@DMI.USherb.CA
Message-ID: <huots00.741834856@DMI.USherb.CA>
Source record: 22371
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
-> HAM8 uses 262,144 colors. Besides, since when do fast moving games
-> require hi-color? Higher color modes would slow a game down to where you
-> couldn't have smooth action. For slow, strategy-type games, HAM8 is
-> perfect.

;-) Anyway, you can use a part of the screen for ham-8 , and anohter
with 1-256 colors for fast animations.

-> There's no high-end Falcon, there's no low-end Falcon. Everyone pays the
-> same, whether they use something or not.

Anybody that want a real low-end Falcon can't.
They MUST pay HIGH PRICES of their 'extras'.
Anybody that want a real high-end Falcon can't
They can't have a computer with REAL slots, and they can't go
higher than 16 bits.

Bye!

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA
```

## 942. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 07:55:24 UTC
From: djm2@ra.msstate.edu
Message-ID: <218mpc$3me@Tut.MsState.Edu>
Source record: 22376
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9LwCv.Cn@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:

> >Call CSA, they have a really nice SCSI interface, called the 12-Guage. As
> >an extra bonus, it comes with a 50 mhz. 030, 50 mhz. 882, and 4 megs of
> >32 bit RAM.
> >
>
> I sit here with Amiga format and cannot see your advert.

To be honest, I don't recall seeing any CSA adverts recently. However,
mail-order ads do have them. Look in AmigaWorld, July 1993:

Memory World:
CSA 12 Guage A1200 68030
50 mhz Accelerator
with SCSI and optional networking controller
$639.00 with 4 meg add $159
with 882 add $135

>
> >You could also check with Microbotics and GVP, since their SCSI interfaces
> >that they made for the 1200 seem to work quite well, too.
>
> I sit here looking at the GVP advert in above mentioned magazine and *still*
> there is no SCSI for the A1200.
>

Creative Computers:
GVP 1200 SCSI/RAM/FPU Board
0 meg RAM/no FPU $299
4 meg RAM/33mhz FPU $499

> Hmmm, maybe next time:)

Ok, you got me on the Microbotics. Their product id's are so similar to
GVP, that I got them confused and thought Microbotics had a SCSI too. As
hard as they work, though, I'd expect to see one soon.

>
> >
> >> Xavier
>

--
Danimal on IRC
djm2@ra.msstate.edu

## 943. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 08:33:19 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <218p0f$koi@info2.rus.uni-stuttgart.de>
Source record: 22378
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <214adu$3c6@kruuna.Helsinki.FI> juhmakin@kruuna.Helsinki.FI (Juha T Makinen) writes:
>> Text editors? Lots of powerful ones. What do you need?
>
> Something like CygnusEd or Turbotext. A very good ASCII-editor.
>
>> And C-Compilers? Lets take PureC (ANSI).
>> Producing really good code (can sometimes even compete to gccs results but
>> has very fast turn-around times). Includes very powerful source-level
>> debugger and a very easy to use profiler.
>
> I have SAS-C 6.3 (a commercial product) and an unregisted DICE-C.
> They are very good products. Althought DICE is not a commercial
> product (it's shareware) it'll do thighter and faster code than
> SAS.

Well, wasn't you intention in your first mail, that Amiga software is better than Atari's?
I don't wanna post all the Text-Editors or C compilers again... There are approximatly 20 good editors for the Atari platform, 80 % of them Shareware. Every time i show them to my friend, which ownes an Amiga, he is very impressed (and then he bought an Atari just because of Tempus Word...).

There are three well known C compilers. They were good enough to knock out all other competitors. GEM bases on C and programming in C is a pleasure on the Falcon.

I know, that most of the software is not available in the USA, but this will hopefully change...

Ciao, Heiko.

>
>> Wolfgang
>--
> _
>-Jim- Juha Makinen (juhmakin@cc.helsinki.fi) _ // Amiga -
> Major in CS, University of Helsinki \X/ A Personal Workstation
>

# 944. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 08:46:44 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <218ppk$4kr@info2.rus.uni-stuttgart.de>
Source record: 22379
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <C92CAREN.93Jul2155420@astmatix.IDA.LiU.SE> c92caren@Und.IDA.LiU.SE writes:
> Is there anyone who is 110% sure of the inner workings in
> A1200/F030 out there, so we at least can get all the facts
> straight...?

Same with the Falcon :)
There are absolutely NO informations about the size of the adress bus. The well
known german magazine c't writes: ...we have thought that RAM access is in
16 bit but benchmarks showed that it is in fact with 32 bit...
(It's obvious that DMA, Blitter and Video access is with 16 bit, there is also
the processor slot with only 16 bit - BUT: no informations about RAM access.
I want to hear where all you Amiga freaks get those informations!)

Second: Burst Mode is possible, even with 8 bit RAM! Please read the Technical
Data from Motorola! Only synchronus Access needs a 32bit adress bus.

Ciao, Heiko

# 945. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 08:56:30 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <218qbu$i71@info2.rus.uni-stuttgart.de>
Source record: 22381
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <csmith.4dq8@terapin.com> csmith@terapin.com (Colin Smith) writes:
>World
>Tell me, Is the data path from the 030 to the rest of the computer 16 or 32
>bit?

This question cannot be answered. There ar no informations available about
that. Everyone who maintains that it has 16bit access to the RAM has to give
reasons for this! I'm waiting...

>Tell me, Can you upgrade to a 50mhz 030?

Sure. Why not??

>Tell me, what would be the use of making 65536 color games? First, your
>hampered 030 would have trouble runnuing these games. second, graphics would
>require lots o Hd/disk space. Multiple 256 color pallet games are much more
>reasonable.

The reason is: it's faster. You don't have to calculate planes.
Don't worry about the disk space. Falcons have HD-drives... :)

Ciao, Heiko.

## 946. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 08:57:41 UTC
From: djm2@ra.msstate.edu
Message-ID: <218qe5$3me@Tut.MsState.Edu>
Source record: 22380
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <211p1k$ro0@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
> >
> >> Falcons have a socket for a MC68882 coprocessor, A1200s do not!
> >Ah-ha. sorry, but they do!! Its about 1.2 cm away from the CPU.
> >check before you speak!
>
>
> I'd heard it didn't have a dedicated socket. But now you say it does.
> Does it?

It has a space for one, but not a socket. To put one directly on the
motherboard, it has to be soldered. Dealers can do this easily, with
another option being that pretty much every expansion card has one.
>
>
> Well, if you were weaned on an Atari 2600 or Intellivision early in life,
> you'd have greater respect for even 16 colors! I remember the days when
> I had to trudge 5mi. to use a VIC-20 in the snow... uphill... both ways! :)

Nice one.. :)
> >
> >> Falcons have MIDI in/out, A1200s do not!
> >Any amiga owners can CHOOSE which midi interface to get
> >(thats if they want to use it for MIDI)
>
>
> Well, that's very nice. I hope they enjoy spending the extra money. :)

Why not? If they need it, they buy it. Unlike Falcon users who don't
have a use for MIDI. I hope THEY enjoy spending the extra money.. :)

>
>
> >Anyway, a CSA twelvegauge will provide
> >1) 50MHz 030 with 50Mhz 68882.(which will blow away a Falcon)
>
> That surely would. :)
>
>
> >2) a 10MB/sec SCSI-II port
>
>
> Ooooooooooooh! :)

Nice, eh? :) Actually, I don't know how accurate that is, but if so,
it'd be great for realtime HD animation playback.

>
> Well, nah. We have a board that lets us go to 128MB, but don't let that
> mess up your groove. :)

Amigas do too, but I can't imagine spending the kind of money that much
memory must cost. Most of us aren't THAT fanatical.. :)

--
Danimal on IRC
djm2@ra.msstate.edu

# 947. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 09:12:49 UTC
From: djm2@ra.msstate.edu
Message-ID: <218rah$3me@Tut.MsState.Edu>
Source record: 22382
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <211ndl$fe@crchh327.bnr.ca> renfro@crchh610.NoSubdomain.NoDomain (Randy Hoekstra) writes:
>
> What was this I saw about the A1200 running memory access at ~7 Mhz _out of
> the box_? So you can fix that by adding chip ram? Why is it you need to
> add soooo much to the A1200?

The slower speed is due to the CPU and custom chips having to use the same memory. By adding FAST RAM, the CPU has it's on little personal playground and can run full speed. You add soooo much to the 1200 because it's a low-end, affordable machine, and because you can. BTW, doesn't the standard Falcon come with only 1 meg of RAM itself?

>
> Is the 16 bit access in the Falcon really so terrible for a home computer?

YES! I *hate* it when my 030-equipped Amiga 500 has to dip into my 16 bit RAM.

> Will it really make such a big difference if some operation takes 30 secs
> instead of 15 secs to complete? Is the average user really gonna suffer
> by the 'yet unproven' affects of this 16 bit access?

Oh, it's proven alright. It makes a really big difference, when, say, you're rendering frames of a 3d animation, and you have a deadline to meet. Do you _really_ want each frame to take twice as long? I think not, especially when some more sophisticated frames take several minutes, or even hours.

>
> How many 386 and 486 _SX_ type systems have been sold with similar crippled
> .... I mean computationally challanged ... architectures? I suppose all
> those people are just kicking themselves in the behind because their computer
> is useless.

We don't say the _computer_ is useless. We say having a 32 bit CPU running with 16 bit access is a terrible design. We Amiga guys know- a lot of us have accelerators in our older, 16 bit accessing Amigas. It can be *very* frustrating when the 32 bit RAM runs out and 16 bit RAM is used.

>
> Oh well, flame on...

I intend to. Until you guys realize that we know what we're talking about..
--
Danimal on IRC
djm2@ra.msstate.edu

# 948. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 10:04:29 UTC
From: chuck@cse.unsw.edu.au
Message-ID: <1993Jul5.100429.22833@usage.csd.unsw.OZ.AU>
Source record: 22383
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>
>The basic thrust of my argument is that just as the A1200 fans
> start to lose an argument they change the basis of the argument.

Well my first attempt to this discussion is that ... I have never seen
the real falcon. I have never met anybody peronaly that has seen one. No adds.
So I guess tha falcon does not exist in Australia. Even if it does, that fact
that I would be a possible market and don't know it goes to show that they are
quite a flopp. C= can't fill demand here. Is that the word for Amiga in Europe
Not as well in the US But then again Atari has shut down in the US anyway ...
is that sort of a hint? I think atari is realy ownly woing well in the coin-op bussiness.
They are still trying to pass Atari ST machines in some stores.

>
>
>
George

>
>>> Xavier
>>
>>--
>>Danimal on IRC
>>djm2@ra.msstate.edu
>>
>
>X
>

# 949. Re: Terminal Packages

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 10:15:13 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C9osHE.7Gx@dscomsa.desy.de>
Source record: 22377
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

>: In reals world there are direct lines which can run on higher speeds
>: like 38400. Transferring files with 14000cps to my other computer is
>: a wonderful thing - much faster than using disks ;-)
>
>Are you talking about null modem cables? I haven't heard of any modems
>capable of achieving 14000cps. Are you taking about bps?

No I'm talking about null modem cables and telebit modems. And I'm talking
about Cps. I want to see that Amiga Z-modem capable of 14000 cps.

>I haven't seen any significant differences between MS-DOS, Windows
>OS/2 or AmigaDOS cps rates when using z-modem. The cps rates are a
>function of the protocal and its overheads, the rate the system on
>the other end is sending stuff (related to cpu and storage medium)
>and the rate you can receive it (storage medium and cpu). The cpu
>does not play a significant part in the transfer times using z-modem.
>A 68000 can do just as well as a 486dx2/66 providing they are both
>storing the file to the same type of device, running at the same
>speed.

You seem to be an expert. But certainly not for zmodem-protocols.
The cpu plays the most significant part when you have a good hardware
to handle the incoming data stream. The most time is spent in updating
crc-values (of course using tables) and handling io to and from disk /
serial device. Talking of an 8MHz 68000 at 115200 bps
would have about 100 instructions to handle one incoming character. Any
486 at 66MHz will do better. (even if talking about the same speed the
68040 or the 486 can execute their instructions in less cycles than
an 68000 which will give you up to a factor of 4).

Wolfgang

# 950. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 11:13:16 UTC
From: klump@kirk.fmi.uni-passau.de
Message-ID: <2192ccINNi7n@tom.rz.uni-passau.de>
Source record: 22384
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2124re$898@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:

>I'm curious as to the "real world" street prices on the A1200 and 4000/30 or
>4000/40. Also, are they using the LC040 or the full version of the 040?
It's a full version 040.
>(I ask because the Centris 610 w/ 68LC040 is only $1229 around here in a
>4/80 config... now... that's Falcon prices. If it weren't for the DSP
>and additional built in coprocessors for video and sound, I'd personally
>say this Mac kills it...)
>
>I *do* fully expect this Centris to slaughter both machins in the marketplace
>though. :)

We' re talking about prices?
Now, then compare apple soft to amiga- or atary-soft.

Ciao,
Karsten

Karsten Klump
klump@vati.fmi.uni-passau.de

# 951. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 11:39:24 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <2193tc$fm0@msuinfo.cl.msu.edu>
Source record: 22385
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

chuck@cse.unsw.edu.au (Mark Andrew Hawling) writes:

>Not as well in the US But then again Atari has shut down in the US anyway ...
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Where did you hear this?

You might want to check your facts before you report 'em.
--
=-=-=-

# 952. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 15:27:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <219h88$78d@cville-srv.wam.umd.edu>
Source record: 22287
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul5.100429.22833@usage.csd.unsw.OZ.AU> chuck@cse.unsw.edu.au (Mark Andrew Hawling) writes:
>>
>>The basic thrust of my argument is that just as the A1200 fans
>> start to lose an argument they change the basis of the argument.
>
> Well my first attempt to this discussion is that ... I have never seen
>the real falcon. I have never met anybody peronaly that has seen one. No adds.
>So I guess tha falcon does not exist in Australia. Even if it does, that fact
>that I would be a possible market and don't know it goes to show that they are
>quite a flopp. C= can't fill demand here. Is that the word for Amiga in Europe
>Not as well in the US But then again Atari has shut down in the US anyway ...
>is that sort of a hint? I think atari is realy ownly woing well in the coin-op bussiness.
They are still trying to pass Atari ST machines in some stores.
>

Well, Atari hasn't shut down in the USA, although at time we wish they could be sent packing to the Bahamas like C= 's management likes to do. :)

The Atari coin-op company is not the Atari computer maker. The down side of this is that Atari computer is also making videogame consoles (Jaguar) and the old days of knowing 100% that an Atari coin-op would be ported to the home system are dead.

(Interestingly enough, does anyone here remember when Nintendo made coin-ops? They haven't done one in YEARS... Sega is the only company still doing both... well, other than Neo-Geo :) )

Anyways, Falcon from what is *rumored*, is doing well. Reports here and there of US dealers selling out of them (even at the "high price" of the machine we've discussed).

I don't expect the Falcon to sell millions right off the bat, though. They don't have a large enough dealer base right now in the USA to pull that off. However, they do seem to be getting healthier (as a corporation) and it will be interesting to see if they continue to support the Falcon as they begin their first foray into videogame consoles in almost a decade.

P.S., Commodore, despite selling plenty of A1200s (relative to prior sales figures of other C= machines) has not really recovered yet from their $177 million loss... and I've seen postings about an attempt to remove the current management and try to rejuvenate the Amiga before the company dies... So neither company is terribly healthy.

# 953. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 15:32:52 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jul5.093252.4311@msus1.msus.edu>
Source record: 22386
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <218ppk$4kr@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>In article <C92CAREN.93Jul2155420@astmatix.IDA.LiU.SE> c92caren@Und.IDA.LiU.SE writes:
>> Is there anyone who is 110% sure of the inner workings in
>> A1200/F030 out there, so we at least can get all the facts
>> straight...?
>
>Same with the Falcon :)
>There are absolutely NO informations about the size of the adress bus. The well
>known german magazine c't writes: ...we have thought that RAM access is in
>16 bit but benchmarks showed that it is in fact with 32 bit...
>(It's obvious that DMA, Blitter and Video access is with 16 bit, there is also
>the processor slot with only 16 bit - BUT: no informations about RAM access.
>I want to hear where all you Amiga freaks get those informations!)

I'm not sure what machine you are referring to here, as it is not clear in your article. If you are referring to the A1200, the technical data for it is rather readily available to developers, and the data for it released to the public in general comes from that. I'm not sure about c't, but it would seem that a "well known" magazine would be a little better informed than what is portrayed above. If you are referring to the Falcon, yes, there is plenty of information about the internals of the machine available for development and the like, just as with the A1200.

>Second: Burst Mode is possible, even with 8 bit RAM! Please read the Technical
>Data from Motorola! Only synchronus Access needs a 32bit adress bus.

Not quite. In order to support BURST mode operations, the memory must operate (for the BURST mode transfer) in synchronous tranfer mode using *STERM. This removes the possibility of using anything other than a 32 bit port to memory, as this transfer mode requires it. Thus, BURST mode cache line filling requires a 32 bit port to memory be utilized. And in the above, I believe you meant "data" bus where you said address bus.

---
LaMonte Koop -- SCS Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
---

# 954. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 16:32:16 UTC
From: gerrymon@eng.umd.edu
Message-ID: <219l2gINNigo@mojo.eng.umd.edu>
Source record: 22288
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul02.193058.35228@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>
> Yes it is IMPORTANT. But I think you are missing something somewhere.
>I have already had the experience of having a 68030 talking to 16-bit memory
>(CSA mega-midget racer, disabling the 32-bit memory on my old A500) and
>it slows down like hell! IT'S NOT 15% DUDE, and I'm talking about
>REAL MARKS HERE.

I think it's dangerous to jump to conclusions about the impact of the Falcon030's 16-bit CPU to memory interface from your experience with the CSA mega-midget racer.

For example, Apple recently introduced new models of the LCII line which have a 32-bit interface to memory as opposed to the original 16-bit interface. I seem to remember that the speed increase was on the order of 15% to 30% (after taking into account the fact that the newer 32-bit LCII was driven at 24 Mhz as opposed to the 16 Mhz clock of the original 16-bit LCII).

The above is from my memory so I might have gotten some model numbers wrong.

--Gerry

## 955. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 18:01:36 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <219qa0INN65u@uwm.edu>
Source record: 22289
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <219l2gINNigo@mojo.eng.umd.edu>, Gerry Mon (gerrymon@eng.umd.edu) wrote:
: In article <1993Jul02.193058.35228@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
: >
: > Yes it is IMPORTANT. But I think you are missing something somewhere.
: >I have already had the experience of having a 68030 talking to 16-bit memory
: >(CSA mega-midget racer, disabling the 32-bit memory on my old A500) and
: >it slows down like hell! IT'S NOT 15% DUDE, and I'm talking about
: >REAL MARKS HERE.

: I think it's dangerous to jump to conclusions about the impact of the
: Falcon030's 16-bit CPU to memory interface from your experience with
: the CSA mega-midget racer.

: For example, Apple recently introduced new models of the LCII line
: which have a 32-bit interface to memory as opposed to the original
: 16-bit interface. I seem to remember that the speed increase was on
: the order of 15% to 30% (after taking into account the fact that the
: newer 32-bit LCII was driven at 24 Mhz as opposed to the 16 Mhz clock
: of the original 16-bit LCII).

: The above is from my memory so I might have gotten some model numbers
: wrong.

The Falcon is much closer to the CSA example than it is to the Mac, for
one very, very good reason.

The LC II had 32-bit access to ROM, where the Mac Toolbox resides. A
great deal of a program's time is spent in this code, and therefore, less
of a hit is taken by a 16-bit bus.

The Falcon is much closer to the CSA/Amiga example in that very important
respect.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 956. Re: STOP THIS! (was Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 18:29:58 UTC
From: renfro@bnr.ca
Message-ID: <219rv6$7qb@crchh327.bnr.ca>
Source record: 22290
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <210gt1$a3q@tut.msstate.edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>In article <20t0d3$2o8@irz401.inf.tu-dresden.de> mr2@irz.inf.tu-dresden.de (Matthias Rauhut) writes:
>>
>> I don't read postings with this subject anymore (and where are a lot of
>> them).Stop this and look out for other subjects - it's too boring to see
>> 40 messages with the same topic.
>
>I agree. But the Atari guys keep it going. I've TRIED and TRIED to explain
>the 16 bit bus thing, as well as others, but they just won't let it alone.
>They just keep pulling more and more BS out their asses about how 'in real-
>world applications, this won't mean so much,' but like I've told them, I run
>pretty much applications-only, and my 030 equipped 500 bottlenecks with
>the best of them. Running a 32 bit processor with ANY 16 bit memory is NOT
>the way to go...
>
>> Matthias
>
>--
>Danimal on IRC
>djm2@ra.msstate.edu
>

The Atari guys are not the only ones that keep it going, but we try to
do our part. It's funny that my 8 Mhz ST is quite acceptable for my
'average home user' type applications and I would imagine that even with
the as yet unclear effects of the memory setup on the F030 that machine
would be a significant improvement. I think we all agree that the A1200
(with FASTRAM ;) has a slight improvement over the F030 in the memory
system, but this does not make it an overall better computer (seesh, there
is no such thing as an overall better computer - there's always advantages
and disadvantages to any machine). Each machine has it's place and it
is really up to the user to decide which best fits his needs.

And I really don't think it is fair to compare the effects of dropping
your 030 A500 to 16-bit mode to the F030, since there are numerous other
things in the F030 that may affect overall system performance. Sorry,
I have no info to back this up, but there is more to the machine than
just 16-bit data access.

Yes it may not be a great as it could be, but hey it's not as great as
a Cray either. It's all relative and I would have to say that from the
limited info/experience I have, both the A1200 and F030 sound like
pretty decent machines. It really comes down to a matter of personal

choice.

Randy

## 957. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 21:22:22 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jul5.152222.14482@iscsvax.uni.edu>
Source record: 22295
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <219qa0INN65u@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
> In article <219l2gINNigo@mojo.eng.umd.edu>, Gerry Mon (gerrymon@eng.umd.edu) wrote:
> : In article <1993Jul02.193058.35228@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
> : >
> : > Yes it is IMPORTANT. But I think you are missing something somewhere.
> : >I have already had the experience of having a 68030 talking to 16-bit memory
> : >(CSA mega-midget racer, disabling the 32-bit memory on my old A500) and
> : >it slows down like hell! IT'S NOT 15% DUDE, and I'm talking about
> : >REAL MARKS HERE.
>
> : I think it's dangerous to jump to conclusions about the impact of the
> : Falcon030's 16-bit CPU to memory interface from your experience with
> : the CSA mega-midget racer.
>
> : For example, Apple recently introduced new models of the LCII line
> : which have a 32-bit interface to memory as opposed to the original
> : 16-bit interface. I seem to remember that the speed increase was on
> : the order of 15% to 30% (after taking into account the fact that the
> : newer 32-bit LCII was driven at 24 Mhz as opposed to the 16 Mhz clock
> : of the original 16-bit LCII).

Apple's LCIII is the new top of the line LC now. Has an 030 running at 25 MHZ
off a 32 bit data bus ot 16 bit...Street prices are low as $1100.00. However
this model is is supply constrained. Apparantly Apples manufacturing is
incapable of making more than 100,000 a month.

>
> : The above is from my memory so I might have gotten some model numbers
> : wrong.
>
> The Falcon is much closer to the CSA example than it is to the Mac, for
> one very, very good reason.

What do you mean.... An LCIII is cheaper than a Falcon and certain extent the
Amiga 1200.
>
> The LC II had 32-bit access to ROM, where the Mac Toolbox resides. A
> great deal of a program's time is spent in this code, and therefore, less
> of a hit is taken by a 16-bit bus.
>
> The Falcon is much closer to the CSA/Amiga example in that very important
> respect.
>

> Greg
>
> --
> (: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
> (: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
> (: of people who begin their existence on Amigas, and migrate. :)
> (: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

# 958. Re: STOP THIS! (was Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 21:26:56 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jul5.152656.14483@iscsvax.uni.edu>
Source record: 22296
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <219rv6$7qb@crchh327.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
> In article <210gt1$a3q@tut.msstate.edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>>In article <20t0d3$2o8@irz401.inf.tu-dresden.de> mr2@irz.inf.tu-dresden.de (Matthias Rauhut) writes:
>>>
>>> I don't read postings with this subject anymore (and where are a lot of
>>> them).Stop this and look out for other subjects - it's too boring to see
>>> 40 messages with the same topic.
>>
>>I agree. But the Atari guys keep it going. I've TRIED and TRIED to explain
>>the 16 bit bus thing, as well as others, but they just won't let it alone.
>>They just keep pulling more and more BS out their asses about how 'in real-
>>world applications, this won't mean so much,' but like I've told them, I run
>>pretty much applications-only, and my 030 equipped 500 bottlenecks with
>>the best of them. Running a 32 bit processor with ANY 16 bit memory is NOT
>>the way to go...
>>
>>> Matthias
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>>--
>>Danimal on IRC
>>djm2@ra.msstate.edu
>>
>
> The Atari guys are not the only ones that keep it going, but we try to
> do our part. It's funny that my 8 Mhz ST is quite acceptable for my
> 'average home user' type applications and I would imagine that even with
> the as yet unclear effects of the memory setup on the F030 that machine
> would be a significant improvement. I think we all agree that the A1200
> (with FASTRAM ;) has a slight improvement over the F030 in the memory
> system, but this does not make it an overall better computer (seesh, there
> is no such thing as an overall better computer - there's always advantages
> and disadvantages to any machine). Each machine has it's place and it
> is really up to the user to decide which best fits his needs.

There is no room for both machines on the market. Its either the A1200 or
the Falcon..... So far AGA Amiga machines have surpassed the 300,000 mark
versus 10,001 Falcons in user hands.....

>
> And I really don't think it is fair to compare the effects of dropping
> your 030 A500 to 16-bit mode to the F030, since there are numerous other
> things in the F030 that may affect overall system performance. Sorry,
> I have no info to back this up, but there is more to the machine than

> just 16-bit data access.
>
> Yes it may not be a great as it could be, but hey it's not as great as
> a Cray either. It's all relative and I would have to say that from the
> limited info/experience I have, both the A1200 and F030 sound like
> pretty decent machines. It really comes down to a matter of personal
> choice.
>
> Randy

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

# 959. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-05 22:09:04 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9ppJ4.Cy@netcom.com>
Source record: 22291
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2193tc$fm0@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
>chuck@cse.unsw.edu.au (Mark Andrew Hawling) writes:
>
>>Not as well in the US But then again Atari has shut down in the US anyway ...
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
>Where did you hear this?
>
>You might want to check your facts before you report 'em.

Mike, you forgot to put "facts" in quotes. :-)

Mark, my local dealer went down to Atari on Friday to pick up 17 Falcons.
He sold 5 by noon, and on Saturday only had 6 left. He also said that
Atari has more people working on the docks shipping products than he's
ever seen. In the past, he'd only see 2 people, but on Friday, he saw
whole crews testing Falcons and loading hard drives with software.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

# 960. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 01:06:26 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jul5.190626.14484@iscsvax.uni.edu>
Source record: 22297
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <ekrimenC9ppJ4.Cy@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:
> In article <2193tc$fm0@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
>>chuck@cse.unsw.edu.au (Mark Andrew Hawling) writes:
>>
>>>Not as well in the US But then again Atari has shut down in the US anyway ...
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>
>>Where did you hear this?
>>
>>You might want to check your facts before you report 'em.
>
> Mike, you forgot to put "facts" in quotes. :-)
>
> Mark, my local dealer went down to Atari on Friday to pick up 17 Falcons.
> He sold 5 by noon, and on Saturday only had 6 left. He also said that
> Atari has more people working on the docks shipping products than he's
> ever seen. In the past, he'd only see 2 people, but on Friday, he saw
> whole crews testing Falcons and loading hard drives with software.

Gosh, Atari is behind the times. In Apple's factories Macs test new Macs, not humans...

Peter Sinclair-Day The University of Northern Iowa Cedar Falls, Iowa

> --
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)

# 961. Re: STOP THIS! (was Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 05:06:12 UTC
From: djm2@ra.msstate.edu
Message-ID: <21b184$ehr@Tut.MsState.Edu>
Source record: 22292
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <219rv6$7qb@crchh327.bnr.ca> renfro@bnr.ca (Randy Hoekstra) writes:
>
> The Atari guys are not the only ones that keep it going, but we try to
> do our part. It's funny that my 8 Mhz ST is quite acceptable for my
> 'average home user' type applications and I would imagine that even with
> the as yet unclear effects of the memory setup on the F030 that machine
> would be a significant improvement. I think we all agree that the A1200

well, not _all_ of you.. there's Flip.. :)

> (with FASTRAM ;) has a slight improvement over the F030 in the memory
> system, but this does not make it an overall better computer (seesh, there
> is no such thing as an overall better computer - there's always advantages
> and disadvantages to any machine). Each machine has it's place and it
> is really up to the user to decide which best fits his needs.

I totally agree..

>
> And I really don't think it is fair to compare the effects of dropping
> your 030 A500 to 16-bit mode to the F030, since there are numerous other
> things in the F030 that may affect overall system performance. Sorry,
> I have no info to back this up, but there is more to the machine than
> just 16-bit data access.

Yes, but the thing is, the computer won't run without the CPU. It is the
single most important component in the computer. Once it is handicapped,
the computer as a whole will be crippled. Such problems at the very root
of the system should greatly affect it's potential overall performance.
And, I think it's very fair to compare my 030 to the Falcon's. It has a
very fast memory system (nearly twice as fast as the 4000's), plus I have
the OS ROM copied into the 32-bit memory. I'm sure the Falcon's ROM(s)
are in 32 bit memory as well-it's makes an incredible difference. So,
even when my computer has run out of 32 bit memory, it's still spending
most of it's time in the 32 bit OS code. Yet, the performance hit is still
very noticable and aggravating.
>
> Yes it may not be a great as it could be, but hey it's not as great as
> a Cray either. It's all relative and I would have to say that from the
> limited info/experience I have, both the A1200 and F030 sound like
> pretty decent machines. It really comes down to a matter of personal
> choice.
>
> Randy

I'll agree again. The Falcon sounds great, has a few good points and components, etc. But it is a matter of personal needs. Since I mostly do 3D rendering and graphics, I need computing speed and power. So, I'd definitely take an Amiga over the Falcon.

--
Danimal on IRC
djm2@ra.msstate.edu

# 962. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 08:11:40 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <21bc3s$1cfe@info2.rus.uni-stuttgart.de>
Source record: 22293
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul5.093252.4311@msus1.msus.edu> lkoop@TIGGER.STCLOUD.MSUS.EDU writes:
>In article <218ppk$4kr@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de
(Heiko Hartmann) writes:
> I'm not sure what machine you are referring to here, as it is not clear
>in your article. If you are referring to the A1200, the technical data for
>it is rather readily available to developers, and the data for it released to
>the public in general comes from that. I'm not sure about c't, but it would
>seem that a "well known" magazine would be a little better informed than
>what is portrayed above. If you are referring to the Falcon, yes, there is
>plenty of information about the internals of the machine available for
>development and the like, just as with the A1200.

I was referring to the Falcon (oups, i have forgotten to mention...).
C't is correspondant to the american magazine 'Byte' (they are exchanging
articles). I must admit that the article was printed before the Falcon
appeared in the german shops, at this time informations were very limited.
I find it very astonishing, that this article is the only one with informations
about the Falcons RAM access.

> Not quite. In order to support BURST mode operations, the memory must
>operate (for the BURST mode transfer) in synchronous tranfer mode using *STERM.
>This removes the possibility of using anything other than a 32 bit port to
>memory, as this transfer mode requires it. Thus, BURST mode cache line
>filling requires a 32 bit port to memory be utilized. And in the above, I
>believe you meant "data" bus where you said address bus.

(Second oups) Yes i meant data bus... sorry.
Hm. I have read it twice and there is no information like 'you need synchronus
access if you like to use Burst mode'. Well i have to check this out...

Ciao, Heiko.

## 963. Re: Terminal Packages

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 11:56:48 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Jul6.115648.14347@monu6.cc.monash.edu.au>
Source record: 22300
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Wolfgang Wander (wwc@dxhra1.cern.ch) wrote:

: >Are you talking about null modem cables? I haven't heard of any modems
: >capable of achieving 14000cps. Are you taking about bps?
:
: No I'm talking about null modem cables and telebit modems. And I'm talking
: about Cps. I want to see that Amiga Z-modem capable of 14000 cps.

I don't really see why it wouldn't. I have never heard of a modem
capable of obtaining 14,000 cps. That would mean you have your
serial port locked at 140,000 baud rate.

The Z-Modem is a proprietary protocal, not some arcane magic
that works on Falcons only. You can get the specs and source
code from a number of sources. Why would the Amiga version
be substantially different from the Falcon, or MS-DOS, or
Windows, or Unix, or... version?

Unless you think that there is something terribly wrong with the
rs-232 implementation supplied by Commodore. Or perhaps that
Motorola sell crippled CPU's to Commodore and souped-up ones
to Atari...

: >I haven't seen any significant differences between MS-DOS, Windows
: >OS/2 or AmigaDOS cps rates when using z-modem. The cps rates are a
: >function of the protocal and its overheads, the rate the system on
: >the other end is sending stuff (related to cpu and storage medium)
: >and the rate you can receive it (storage medium and cpu). The cpu
: >does not play a significant part in the transfer times using z-modem.
: >A 68000 can do just as well as a 486dx2/66 providing they are both
: >storing the file to the same type of device, running at the same
: >speed.

I should have added for "normal" modem speeds.

: You seem to be an expert. But certainly not for zmodem-protocols.
: The cpu plays the most significant part when you have a good hardware
: to handle the incoming data stream. The most time is spent in updating
: crc-values (of course using tables) and handling io to and from disk /
: serial device. Talking of an 8MHz 68000 at 115200 bps
: would have about 100 instructions to handle one incoming character. Any
: 486 at 66MHz will do better. (even if talking about the same speed the
: 68040 or the 486 can execute their instructions in less cycles than
: an 68000 which will give you up to a factor of 4).

I have not seen any problems with a 14.4k modem on a 8mhz A500 or an 486dx2/66 using z-modem. The cpu of both systems can handle this speed and obatain about 1680 cps. This speed is a limitation of the modem, not the cpu. But I agree, at 115200 bps, a 8mhz 68000 would not keep up.

But who gets 14,000 cps using a modem on their home computer? The fastest modems I have heard about are the ones at the Telecom (Australian Telecommunications Company) has 38400 bps, capable of getting 3840x4 througput (using on-the-fly data compression) using v42bis or mnp7.

I think most people would have 14.4k modems, with some having the faster zyxel 16.8k or 19.2k modems (including Sportsters, US Robotics, etc). How much would the 140k modem cost?

: Wolfgang

Regards,

Jim

# 964. Re: STOP THIS! (was Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 12:05:56 UTC
From: cmedley@wam.umd.edu
Message-ID: <21bpr4$c9@cville-srv.wam.umd.edu>
Source record: 22299
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21b184$ehr@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>In article <219rv6$7qb@crchh327.bnr.ca> renfro@bnr.ca (Randy Hoekstra) writes:
>>
>> The Atari guys are not the only ones that keep it going, but we try to
>> do our part. It's funny that my 8 Mhz ST is quite acceptable for my
>> 'average home user' type applications and I would imagine that even with
>> the as yet unclear effects of the memory setup on the F030 that machine
>> would be a significant improvement. I think we all agree that the A1200
>
>well, not _all_ of you.. there's Flip.. :)
>

Yep, there is me. :)

Please remember I did state (and for kicks, I'll say it again) "I may still wind up buying an A1200". Yes, this is after flaming the machine. All of my criticisms of the 1200 do not come solely as an advocate of another platform, but also as a potential buyer. I don't think any of the A1200 advocates in this discussion have seriously contemplated the Falcon (and hence, any of its merits) except as a box made by C='s competition, and as such, their loyalty to their native platform (and way of life, and amber waves of grain, for spacious... :) ) makes them dislike the Falcon.

So, please remember, I'm looking seriously at both the A1200, the Falcon, and also the PC clone world. In a few months, I hope to have picked 1 or 2 of these platforms to purchase.... and (surprise!) right now if I had to choose, I'd *prefer* to get a 486DX clone machine over either because of the speed and potential market for any software I developed (and the fact that for my current needs, I can do MIDI fine on my existing machine, a Mega 4).

*sigh*

But I do want direct-to-disk recording eventually... :)

o

# 965. Re: STOP THIS! (was Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 12:12:13 UTC
From: cmedley@wam.umd.edu
Message-ID: <21bq6t$j5@cville-srv.wam.umd.edu>
Source record: 22301
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul5.152656.14483@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>There is no room for both machines on the market. Its either the A1200 or
>the Falcon..... So far AGA Amiga machines have surpassed the 300,000 mark
>versus 10,001 Falcons in user hands.....
>

10,001? :) What an odd number! A palindrome! :)

I have to take issue with the statement that only one will survive. Both machines will have devoted followings, and the survival of the platform will partially be determined by who is using it. Like I said waaaaaaaaaay back in time, the machins were designed for different markets... so I'm sure each of these different markets can sustain enough interest in the machines to keep Atari and C= in existence, but not to the point where they prosper.

I think the MIDI market for the Falcon is THE selling point for them. The 1200 would probably be too "homey" for video pros who would want the A4000. But the niche is there, so it can sustain the machine.

Of course, no law says that either machine will be viable... it's not like one XOR the other, it may very while wind up being that neither one will succeed.

(notice that both companies are not hedging their bets, and are putting out game consoles?)

:)

## 966. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 12:27:55 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jul6.062755.4323@msus1.msus.edu>
Source record: 22298
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21bc3s$1cfe@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>In article <1993Jul5.093252.4311@msus1.msus.edu> lkoop@TIGGER.STCLOUD.MSUS.EDU writes:
>>In article <218ppk$4kr@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>> I'm not sure what machine you are referring to here, as it is not clear
>>in your article. If you are referring to the A1200, the technical data for
>>it is rather readily available to developers, and the data for it released to
>>the public in general comes from that. I'm not sure about c't, but it would
>>seem that a "well known" magazine would be a little better informed than
>>what is portrayed above. If you are referring to the Falcon, yes, there is
>>plenty of information about the internals of the machine available for
>>development and the like, just as with the A1200.
>
>I was referring to the Falcon (oups, i have forgotten to mention...).
>C't is correspondant to the american magazine 'Byte' (they are exchanging
>articles). I must admit that the article was printed before the Falcon
>appeared in the german shops, at this time informations were very limited.
>I find it very astonishing, that this article is the only one with informations
>about the Falcons RAM access.
>
>> Not quite. In order to support BURST mode operations, the memory must
>>operate (for the BURST mode transfer) in synchronous tranfer mode using *STERM.
>>This removes the possibility of using anything other than a 32 bit port to
>>memory, as this transfer mode requires it. Thus, BURST mode cache line
>>filling requires a 32 bit port to memory be utilized. And in the above, I
>>believe you meant "data" bus where you said address bus.
>
>(Second oups) Yes i meant data bus... sorry.
>Hm. I have read it twice and there is no information like 'you need synchronus
>access if you like to use Burst mode'. Well i have to check this out...

Please read under chapter 7, Bus Operation, section 7.2.6 "Cache Filling"
in the MC68030 User's Manual if you wish additional information on this topic.

----------------------------------------
LaMonte Koop -- SCS Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
----------------------------------------

# 967. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 14:14:34 UTC
From: proj@exnet.co.uk
Message-ID: <C9qy8B.Gos@exnet.co.uk>
Source record: 22302
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <20tkacINNams@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <C9GBvz.BG@exnet.co.uk>, Xavier Gallagher (sys1@exnet.co.uk) wrote:
>: Its just a basic fact that that the A1200 and the F' 030 are aimed at very
>: different markets that seems to be beyond the understanding of the A1200
>: users.
>
>Both are aimed at general computing, both have separate niches that the
>systems fit into. The F' 030 is ONE system; one architecture. It must
>take the place of an entire LINE of other systems, on the Amiga.

The point being?

You have stated a fact but what do you actually mean to imply?

>
>Just a sidenote, I have no intention of comparing it against anything
>other than a 1200.

So, what is the point of your first addition?

>
>: Actually it is quite annoying, super fast graphics and sprites they say
>: are *soooooo* important that any machine that does not match is crap and
>: then when someone points out that the A1200 has a pathetic range of I/O
>: and backup options they say that these things are not important.
>
>"pathetic range of I/O and backup options"? That's pretty rich, buddy.
>Add SCSI, its an option. Suddenly, disk IO gets a lot better, and you've
>got backup options galore. So perhaps you should take a little care in
>what you say...
>

As usual, you argue that money can fix the problem of the A1200 poor I/O
options. Of course you are right but money can fix any problem. Why
not keep to your word and compare the A1200 directly to the F' 030.

Pathetic?

>: The F' 030 vs A1200 debate is kind of stale and useless, for me the
>: oodles of options, techie stuff (DSP programming would look ok on
>: my CV, as would writing device drivers for SCSI interfaces) and so on
>: on the F'030 *make* the machine. For the A1200 the graphics make the
>: machine. Beyond this basic point everything is just hot air
>
>For the A1200, the MARKET makes the machine. The nice stuff about the
>1200, unlike the Falcon, isn't all from the parent company... Falcon

>support is in its infancy, while the Amiga, and the 1200, have options
>that the Falcon does not, and may not for some time due to the
>marketplace.
>
>And that is something to consider.

That is the reason for my hesitation

>
>Greg
>
>--
>(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
>(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
>(: of people who begin their existence on Amigas, and migrate. :)
>(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 968. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 17:52:52 UTC
From: thanatos@titan.ucs.umass.edu
Message-ID: <21ce5k$754@titan.ucs.umass.edu>
Source record: 22303
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
>
>: Actually it is quite annoying, super fast graphics and sprites they say
>: are *soooooo* important that any machine that does not match is crap and
>: then when someone points out that the A1200 has a pathetic range of I/O
>: and backup options they say that these things are not important.
>
>"pathetic range of I/O and backup options"? That's pretty rich, buddy.
>Add SCSI, its an option. Suddenly, disk IO gets a lot better, and you've
>got backup options galore. So perhaps you should take a little care in
>what you say...
>

As usual, you argue that money can fix the problem of the A1200 poor I/O
options. Of course you are right but money can fix any problem. Why
not keep to your word and compare the A1200 directly to the F' 030.

Pathetic?

Money can fix many problems, but not all. Unless you're talking about
a motherboard upgrade (which neither atari nor c= offers), you
can't buy your way out of basic architecture problems.

Like a 16 bit data bus. (you had to know it was coming)
```

## 969. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 18:27:12 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul06.182712.21945@rchland.ibm.com>
Source record: 22304
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <211ndl$fe@crchh327.bnr.ca>, renfro@crchh610.NoSubdomain.NoDomain (Randy Hoekstra) writes:
|> In article <20vvm7INNnto@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> |> IN THE INTERESTS OF EQUAL OPPORTUNITY, I'M TAKING AN EQUAL OPPORTUNITY TO
|> |> MAKE AN ASS OUT OF EVERYONE READING THIS.
|> |>
|> |> In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de>, |S| Hermann Samso (S_SAMSO@iravcl.ira.uka.de) wrote:
|> |> : AMIGAS 1200 SUCK TO DEATH!!
|> |>
|> |> Falcons are mindlessly crippled machines!!!
|> |> ^^^^^^^^
|>
|> You really shouldn't be calling the Falcon a crippled machine. I think
|> the more correct term should be 'computationally challanged'!
|>
|> What was this I saw about the A1200 running memory access at ~7 Mhz _out of
|> the box_? So you can fix that by adding chip ram? Why is it you need to
|> add soooo much to the A1200?

I'll borrow a term from Ian :-)

HOLY FLAMING COW! Don't you Atari people get it? The A1200 is about
half the price or even less of the Falcon.

Remember: $199 gets you an internal clock + 2 megs fast ram + 25 Mhz 68881 FPU

This is still FAR LESS than a Falcon!

If you guys don't care about the fact that the Falcon is more than
double the price of an A1200, then let's compare the Falcon against
an A4000 with a '040... The Falcon will lose big time.

|>
|> Is the 16 bit access in the Falcon really so terrible for a home computer?

Yes, considering that you have to pay over US $1,000.

This price is NOT EVEN in a 'home computer area'.

|> Will it really make such a big difference if some operation takes 30 secs
|> instead of 15 secs to complete?

Yes.

|> Is the average user really gonna suffer
|> by the 'yet unproven' affects of this 16 bit access?

^^^^^^^^^^^^^
/

YET UNPROVEN? GUYS, GET IT! I had a megamidget racer (68030 @ 38Mhz)
on my old A500, and disabling the 32-bit memory (using only 16-bit memory)
crippled the 68030 to a crawl. IT IS WELL PROVEN, STOP SAYING IT's NOT!

|>
|> How many 386 and 486 _SX_ type systems have been sold with similar crippled
|> .... I mean computationally challanged ... architectures? I suppose all
|> those people are just kicking themselves in the behind because their computer
|> is useless.

Well, ask anybody running a 386SX Windows and see if they like it.

Also, the 486SX *DOES NOT HAVE A CRIPPLED DATA BUS* The difference
is that it lacks an internal FPU, and for MOST APPLICATIONS, YOU DON'T
NEED THE FPU.

|>
|> Oh well, flame on...

Of course...

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 970. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 18:30:53 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul06.183053.11776@rchland.ibm.com>
Source record: 22305
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <C92CAREN.93Jul2155420@astmatix.IDA.LiU.SE>, c92caren@IDA.LiU.SE (Calle Englund 'CCIC93/94') writes:
|> In article <1993Jul2.120558.2654@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> > Well the calculations are very simple:
|>
|> > Description A1200(Stock) A1200(FR) F030
|> > Bus speed 7.14mHz 14.3mHz 16mHz
|> > Clock cylce 140ns 70ns 62.5ns
|> > number clocks/32bit access 3 3 4 (2 syncronous accesses)
|> > Elapsed Time 32bit access 420ns 210ns 250ns
|>
|> I thought that the '030 wasn't able to do sync. access to 16bit
|> memory... So it might be:
|> clocks/32bit access 6
|> ns/32bit access 375
|>
|> > So actually I was assuming the base A1200 had a 14mhz 0 wait state bus, so if
|> > you really have a 7Mhz bus, the base Falcon would be 40% faster on a 32 bit
|> > memory accesses. Thank you for this IMPORTANT piece of information!
|>
|> Is this correct? Does the A1200 really have a 7MHz bus??? I
|> thought that the bus was 14MHz and that ChipRAM accesses was
|> simply bounded to every other DMA slot, and that waitstates was
|> inserted to align the access to 280ns boundarys. The cycle
|> length would then be somewhere between 280ns and 420ns, but I
|> might be utterly wrong here thou...
|> *IF* I'm correct here, then that would make the A1200/F030
|> access time ratio somewhere between 0.75 and 1.12. Ie the
|> machines would be about equally fast in the stock A1200 case.
|> If FastRAM is added to the A1200 it would (depending of the
|> mix of Chip/Fast accesses) up to twice as fast as a stock A1200
|> (*BEST* case possible...)

Someone told me about the 7mhz and I am the one who mentioned it now.
My understanding is:

CPU access to chip ram goes @ 7Mhz and when you add fast ram, CPU
access goes to the FULL 7Mhz.

|>
|> Is there anyone who is 110% sure of the inner workings in
|> A1200/F030 out there, so we at least can get all the facts
|> straight...?

```
|>
|> > So, is it poosible to remove the chip ram, and replace it with fast ram?
|> > If so what does it cost?
|>
|> Well... I wouldn't recomend doing that... You might unplug all
|> `ST-ram' in a F' to get the idea of what would happen...
|> HINT: *BAD* picture quality >;-)
|> --
|> ==========================================================////=========
|> Calle Englund ////
|> CompSci Student @ University of Linkoping, Sweden ////
|> Email: c92caren@und.ida.liu.se ////\
|> ==========================================================\\\\=////\ \==========
|> Real-life(tm) coming to a dealer near you RSN. \\\X///--\ \MIGA NIL
|> ==========================================================\XXX/====\ \========

--
-------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail
```

## 971. atari, amiga or aatmairgia?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 18:35:42 UTC
From: zxmng01@studserv.zdv.uni-tuebingen.de
Message-ID: <zxmng01.741983742@studserv>
Source record: 22306

Howdy,

after wandering about this group for awhile, I couldn't help but wonder ...
if this is an atari or an amiga group.

Groetje
Geoff

/*********************************************************/
/* I can't complain, but sometimes I do anyway. */
/* Geoffrey Noyes: noyes@studserv.zdv.uni-tuebingen.de */
/*********************************************************/

# 972. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 18:47:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul06.184716.14741@rchland.ibm.com>
Source record: 22307
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul02.210250.12042@microsoft.com>, iank@microsoft.com (Ian Kennedy) writes:
|> In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
|> > AMIGAS 1200 SUCK TO DEATH!!
|> At least I can run down to my dealer and buy one. Unlike the Falcon.
|>
|> >Falcons have a 68030 processor 16Mhz, A1200s do not!
|> 030 on a 16bit bus. Kinda like listening to an audio CD over the
|> telephone.

Ian, you won the best flame-creative award, I'll love this one!

[stuff deleted]

|> --
|> ------------------------------------------------------------------------
|> |MAIL : IANK@MICROSOFT.COM| "Macross II", the "Highlander II" of Anime... |
|> |A1200/030-50/6/85 | -me |
|> ------------------------------------------------------------------------

--
------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 973. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 18:49:49 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul06.184949.14802@rchland.ibm.com>
Source record: 22308
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul2.180520.25153@src4src.linet.org>, breaker@src4src.linet.org (Guy Sisalli) writes:
|> In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
|>
|> >
|> > AMIGAS 1200 SUCK TO DEATH!!
|> >
|> > BUY A GOOD COMPUTER, BUY A FALCON!
|> > Falcons have a 68030 processor 16Mhz, A1200s do not!
|> > Falcons have a socket for a MC68882 coprocessor, A1200s do not!
|> > Falcons can easily have games with 65536 colours, A1200s do not!
|> > Falcons have a DSP processor 32Mhz, A1200s do not!
|> > Falcons have 8 16bit sound channels, A1200s do not!
|> > Falcons have MIDI in/out, A1200s do not!
|> > Falcons have SCSI-II, A1200s do not!
|> > Falcons have LAN built in, A1200s do not!
|> >
|> > A1200s SUCK TO DEATH, Falcons do not!
|>
|> Jeff Young, I presume? Naw, couldn't be.
|>
|> BUY GOOD CUMPUTER, YOU BUY FALCON!!

HA HA HA, I thought people forgot :-)

ATARI CHANGED DIAPER ALREADY, C= BIG TROUBLE, C= MUST CHANGE DIAPER

|>
|>
|> --
|> This opinion is mastered to Dolby "B" standards for flame reduction. Decrease
|> flame response when reading on non-Dolby equipment. ///
|> USENET: breaker@src4src.linet.org \\\///
|> ----------------------------------------------------------\XX/-------------

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 974. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 19:08:38 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul06.190838.34153@rchland.ibm.com>
Source record: 22310
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <C9LwCv.Cn@exnet.co.uk>, sys1@exnet.co.uk (Xavier Gallagher) writes:
|> In article <20q55t$qik@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.)
writes:
|> >In article <C9Dqqv.C05@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:
|> >> >>
|> >> >>Eh? 1) A1200's use an IDE adapter, HD's exist; but that's PROBABLY not
|> >> >>what you meant. You were likely referring to SCSI, and then you're still
|> >> >>wrong, because they DO exist. They don't come from C=, but there are
|> >> >>others.
|> >> >
|> >> not for the A1200
|> >>
|> >Call CSA, they have a really nice SCSI interface, called the 12-Guage. As
|> >an extra bonus, it comes with a 50 mhz. 030, 50 mhz. 882, and 4 megs of
|> >32 bit RAM.
|> >
|>
|> I sit here with Amiga format and cannot see your advert.
|>
|> >You could also check with Microbotics and GVP, since their SCSI interfaces
|> >that they made for the 1200 seem to work quite well, too.
|>
|> I sit here looking at the GVP advert in above mentioned magazine and *still*
|> there is no SCSI for the A1200.

This is NOT TRUE. GVP sells one for sure.

|>
|> Hmmm, maybe next time:)
|>
|> >
|> >> Xavier
|> >
|> >--
|> >Danimal on IRC
|> >djm2@ra.msstate.edu
|> >
|>
|>

--
-------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
```

\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 975. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 19:36:05 UTC
From: gjkst@pitt.edu
Message-ID: <15932@blue.cis.pitt.edu>
Source record: 22309
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'Flip' Medley (cmedley@wam.umd.edu) wrote:
: In article <212du5INN899@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: >In article <211801$f7s@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
: >: With a LOT of money, you should add. And you can't solve *all* of the
: >
: >Not a lot; 400 bucks can put you beyond the Falcon's capabilities by
: >several megahertz, several megabytes, and give you SCSI to toy with.
: >

: Can it really? There's a lot of catching up to do, and I'm sure you're not
: getting *everything* the Falcon offers for just $400 more.

: I am familiar with the CSA board that has been mentioned, but there is still:

: no DSP
: no LAN capability
: no 16-bit audio

While I agree with you on the DSP and audio ends, I really think that the LAN capability that you mentioned has no real place in any discussion of LCD machines. I can't see anyone buying a machine in the 1200's price range with the intention of networking the machine. Sure, it'd be nice to hook it up to the 500, or the 2000, or the ST that was going to go into the closet, but (at least on the amiga end) you'd have to go and buy a card just to get it going on both ends.

The target A1200 buyer has no need of networking - therefore, don't include it. The Falcon, however, is in a slightly different situation, at least for now. It is (right now) both the high and the low end machine in the Falcon line. Perhaps you could argue that every high end machine should come complete with the extra hardware built it. Here, I'd disagree. Most 486 owning home users don't need networking. If they do, then the hardware option is there for them. But rarely is an ethernet interface "on the motherboard" of any PC clone. It simply wouldn't be worth the cost of giving it to everyone, whether or not they need it.

I would like to see networking ability in the OS of any major machine, though. Hopefully 3.1 will be released with it as predicted.
--

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```

# 976. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-06 22:18:57 UTC
From: shobaki@cse.ogi.edu
Message-ID: <56034@ogicse.ogi.edu>
Source record: 22311
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <20vvm7INNnto@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:

>The 1200 has a 32-bit bus from computer to memory, the Falcon does not!
>That falcon may as well have a small, ugly frog as its main CPU, it'll go
>about as fast! ^^^^^^^^^^^^^^^^

Ha ha ha!
I saw this and I started busting up...
Dunno why...just sounded very funny to me! 8-)

As far as this whole 1200 vs. Flogger...er...Flagon....er...Falcon
debate, I really think it is a joke.

The Falcon has some interesting and possibly useful features, but, to use
a cliche (why not!) comparing the a1200 and Falcon is like comparing
apples and oranges.

The 1200 is meant to be a solid, somewhat expandable system, at a low cost.
In this it succeeeds admirably.

The Falcon is a hodge-podge of features, apparently meant to DO-IT-ALL (tm)
Unfortuntely it seems to be overpriced, under available, and poorly designed.

I'll stick to my old thrashed a2000... $-)

-kal

--
__/// 2000/040/28| Kal Shobaki | On Vacation | 'Slave screams but he's glad to
\XX/ SCSI-2/9MEG| mail to: shobaki@cse.ogi.edu | be chained to that wall' NIN
------I never thought I'd find you perfect in so many ways' Matthew Sweet------

# 977. More Jaguar info from MDRAEGER@SCU.EDU

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 00:09:55 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Jul07.000955.151612@zeus.calpoly.edu>
Source record: 22312

More Jaguar info (from Data Quest this monday)

ATARI HAS CONTRACTED IBM FOR MANUFACTURING
Atari has announced that they have selected IBM for manufacturing of their new 64-bit multimedia entertainment system dubbed Jaguar. The contract valued at $500 million is IBM's first entry into the mass consumer electronics market. The Jaguar is an interactive multimedia entertainment system featuring over 16 million colors in 24-bit color graphics with 3-D polygons for creation of "real world" in real time. The system comes with a 32-bit expansion port for connection into cable and telephone networks, a digital processing port for modem usage and connection to digital audio peripherals. The system also comes with a double-speed compact disc peripheral. Assembly of the Jaguar system will take place in IBM's 2.3 million square foot facility in Charlotte, North Carolina facility.

HMMM.... Pretty big contract for Atari. But this might help explain why their stock has gone up over %100 just this week (last week really).

It ended about 4.5. (Good news for me since I have a few shares....)

- mike

(more info soon!)

## 978. Re: atari, amiga or aatmairgia?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 02:21:41 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993Jul07.022141.464412@sue.cc.uregina.ca>
Source record: 22315

In article <zxmng01.741983742@studserv> zxmng01@studserv.zdv.uni-tuebingen.de (Geoffrey Noyes) writes:
>Howdy,
>after wandering about this group for awhile, I couldn't help but wonder ...
>if this is an atari or an amiga group.
>Groetje
>Geoff
>/**********************************************************/
>/* I can't complain, but sometimes I do anyway. */
>/* Geoffrey Noyes: noyes@studserv.zdv.uni-tuebingen.de */
>/**********************************************************/
This is *obviously* the Atari group as there are all kinds of posts
here by Amigans saying ATARI SUCKS, ATARI IS DEAD, etc.
Likewise amiga.advocacy s obvioussl the Amiga group as there are all
kinds of posts there saying AMIGA SUCKS, CBM IS DEAD, etc.
The only real difference is that the Amiga group attracts more MS-DOS
and Mac fans. Oh, also the Amiga group gets a lot more traffic. Thus
proving it is the cooler more popular machine and therefore showing that
ATARI SUCKS :-).
--
Jeremy Konopka | my own opinions | | Note: This post uses irony. |

# 979. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 02:35:40 UTC
From: fihsu@athena.mit.edu
Message-ID: <21dcps$3qi@senator-bedfellow.MIT.EDU>
Source record: 22314
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2135i4$jjj@mozz.unh.edu>, ggg@kepler.unh.edu (Gregory G Greene) writes:
|> '>As for OS/2... I wonder if its popularity will be damaged by NeXTstep.
|> '>Francis
|>
|> Could be, but the hardware requirements for it are pretty steep. I
|> read somewhere that it needs a bare minimum of 16meg of ram and 120meg of
|> HD space. Although, OS2's requirements are pretty steep to a lot of people

NS/FIP's requirements are pretty steep indeed. I believe you can do greyscale with 8 megs of RAM though. Also, NeXTstep's apps appear to be priced fairly higher than Windows/DOS (and I'll assume OS/2) apps. This is saddening, considering how much easier application development is supposed to be with NS.

Oh yeah, one big thing is that NS/FIP is rather picky about the hardware. Only certain graphics cards will work well, and you need a 486DX (or Pentium ;). I think NeXT is really going after the higher education market (as opposed to the average home user) along with businesses, and it's most likely those people who are willing to shell out the money needed to buy a machine that can run NeXTstep.

|> also, at least their not that bad.
|> Besides, is NeXTstep capable of running DOS and Windows software as well
|> as OS2? I really don't know that much about it, thats why I'm asking. Does

NeXTstep 3.1 comes with a demo version of SoftPCb I believe. SoftPCb is developed by the same company that's doing the Windows/DOS emulation for WindowsNT. NeXT people claim, therefore, that the future of Windows/DOS emulation for NeXTstep is assured and that the emulation will be as good as Window NT's. The future of OS/2's Windows compatibility is questionable though right? I think 3.2 will actually include a full version of SoftPCb. And the upgrade from 3.1 to 3.2 will be free (except for people who purchased the evaluation version of 3.1).

Oh yeah, NS is only distributed on CD so that's another thing you'd need to get, rent, or borrow.

|> it have something like OS2's boot manager, so if it doesn't run DOS or
|> Windows you can at least boot up a DOS partition?

I don't know about this. I do know that the package box claims that you can have partitions for Windows, DOS, OS/2 along with NS (to allow you to be able to run those also I assume?)

I don't doubt that NS/FIP has the capability to make a large impact (even posing a challenge to Windows NT). It's user interface and the ease of

developing applications for it are arguably the best. HP and NeXT have formed a mini-company to port NS to their PA-RISC machines. HP's PCs can already run NS/FIP, and they expect the workstations to be running it early next year.

Thank goodness C= isn't the one marketing it eh? ;) (Though some people wouldn't be surprised if Jobs screws up.)

|> Greg Greene
|> ggg@kepler.unh.edu

Francis

P.S. I am extremely tempted to get NS 3.1 for my dad's 66Mhz Gateway, since students get the full developer's version for ~$250 (the rest of the world gets to pay over $2k for it ;). Of course, I'd have to persuade my dad to get another 8 megs of RAM...

## 980. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 08:35:20 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <21e1s8$1cde@info2.rus.uni-stuttgart.de>
Source record: 22316
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul06.182712.21945@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> HOLY FLAMING COW! Don't you Atari people get it? The A1200 is about
>half the price or even less of the Falcon.

> Remember: $199 gets you an internal clock + 2 megs fast ram + 25 Mhz 68881 FPU

This is really a cool price...
But there a still things missing in the Amiga 1200...
No DSP (well, that will be expensiv...), no SCSI, no LAN , no HD-Drive, no MMU
and tell me about the Harddisk in your Amiga 1200...

> If you guys don't care about the fact that the Falcon is more than
>double the price of an A1200, then let's compare the Falcon against
>an A4000 with a '040... The Falcon will lose big time.

That's nice, because the Amiga 4000 also has a bundle of 'design flaws'.

>|> Is the 16 bit access in the Falcon really so terrible for a home computer?
>
> Yes, considering that you have to pay over US $1,000.
>
> This price is NOT EVEN in a 'home computer area'.

Amiga users should not argue with speed. Compared to other systems (you know
which i mean :), Commodore and Atari machines have only little speed...
The speed loss caused by the 16bit bus is minimal. Believe me. I have a
Falcon for 5 months and it is working fine and fast.

>|> Will it really make such a big difference if some operation takes 30 secs
>|> instead of 15 secs to complete?
>
> Yes.

Hm. The Amiga 1200 is NEVER duoble as fast as the Falcon 030. It's still not
clear which one is the faster machine.

>|> Is the average user really gonna suffer
>|> by the 'yet unproven' affects of this 16 bit access?
> ^^^^^^^^^^^^^
> /
>
> YET UNPROVEN? GUYS, GET IT! I had a megamidget racer (68030 @ 38Mhz)
>on my old A500, and disabling the 32-bit memory (using only 16-bit memory)
>crippled the 68030 to a crawl. IT IS WELL PROVEN, STOP SAYING IT's NOT!

I have already replied to your post. If you use the old 16bit memory in your Amiga 500 you will only have a 7.1 MHz bus. 38:7.1 = 5.35...
That means your 32bit memory is 5.35 times faster than the 16bit memory only because of the higher cycle rate. The bus in the Falcon has 16 MHz like the CPU and the whole board.
Second: There are a lot of other accesses on your 16bit RAM from the Blitter, DMA and Video. That slows the 16bit access down (a little bit).
So where is the proof?

> Well, ask anybody running a 386SX Windows and see if they like it.

I own a 386SX-33. And i DON'T like it.

> Also, the 486SX *DOES NOT HAVE A CRIPPLED DATA BUS* The difference
>is that it lacks an internal FPU, and for MOST APPLICATIONS, YOU DON'T
>NEED THE FPU.

But most of the 486 machines have only ISA-bus running at 8 MHz. That's crippled!

Ciao, Heiko.

# 981. Re: A1200 Flaws

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 11:00:17 UTC
From: S_SCHMIDT_S@rzmain.rz.uni-ulm.de
Message-ID: <1993Jul7.110017.23720@wega.rz.uni-ulm.de>
Source record: 22317

In <1993Jul1.185111.5121@seas.gwu.edu> gerald@seas.gwu.edu writes:

> >
> >Oh yes! Commodore should have used single sided floppys. The whole world is
> >using HD-disks except those little Amiga freaks. I think you don't know what
> >you are talking about! This DD drive is a MAJOR disadvantage.
>
> Why?
>

After posting my atricles to comp....arcorn, I ended up here ! ;)
My statement:
1.) The F030 has the better hardware (030, SCSI-II,...) than the
1200
2.) I have an A4000/040, which is better tahn both ... (although more
expensive, so don't say : my crimson is better, but more expensive :))
3.) My computer has a HD-Drive with 1.76 Mb (*Hihihi*)
4.) *END OF STATEMENT*

> -- Gerald

# 982. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 15:14:25 UTC
From: S_SAMSO@iravcl.ira.uka.de
Message-ID: <21ep8h$m4q@nz12.rz.uni-karlsruhe.de>
Source record: 22318
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1993Jul5.112202.12565@Informatik.TU-Muenchen.DE> scholz@Informatik.TU-Muenchen.DE writes:

>
> Well it's true. The name of the system is "CD32". It's hardware is
> exactly the same as the 1200. There are connections for S-VHS, an MPEG
^^^^^^^^^^^^^^^^^^^
So a poor 14Mhz 68020 running the box...

> player card, the ComputerBox (so you can turn it into a real computer), and
> several other display-connections (PAL/SECAM etc.) The big advantage is the
> CD Drive which reads the newly designed CD32 Disks, old CDTV disks, CD+G Disks
> and normal CD's. 16Bit stereo sound with 44kHz sampling rate, of course.
> The CD Drive is enhanced, so it is twice as fast as before. (so called
> top loading mechanism, as far as I remember). There is also a special
> designed 'Joypad' included. (As far as I'm concered: The whole thing
> looks like a Sega 32-Bit Giga Drive ;-) )
> ^^^^^^
"Only" 32 Bits???!?!?

> These are fakts, announced by Commodore Germany right this month. The CD32
> will be available August with one special CD. The price is 699DM which is
> about 400US$, but I think it'll be cheaper in the states. Several other
^^^^^
too expensive
> software producers have announced some titles for christmas. The MPEG
> video card will come out later this year.
>
> CU. Boerny.

Have you heard anything about Atari's Jaguar????
It will blow this 32bits thingy out of the water!
Go to comp.sys.atari and take a look at the Jaguar profile...

```
+-------------------------------------------------+ # # # Atari=A wise
| The SpaceWalker . * ~@ . .| # # # Minority
|Walkin' thru Cyberspace..... . o . </\_ o | ## # ## Motorola=How the
|..aahhh! at home at last!!! . \/\ ' o| ## # ##Future should be
|->s_samso@iravcl.ira.uka.de o . / . |Intel+IBM+Apple+Microsoft=
+-------------------------------------------------+The Decadence of the World
```

## 983. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 16:18:11 UTC
From: morton@wam.umd.edu
Message-ID: <21et03$5tg@cville-srv.wam.umd.edu>
Source record: 22319
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21ep8h$m4q@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
>
>In <1993Jul5.112202.12565@Informatik.TU-Muenchen.DE> scholz@Informatik.TU-Muenchen.DE writes:
>
>>
>> Well it's true. The name of the system is "CD32". It's hardware is
>> exactly the same as the 1200. There are connections for S-VHS, an MPEG
> ^^^^^^^^^^^^^^^^^^
> So a poor 14Mhz 68020 running the box...

>> The CD Drive is enhanced, so it is twice as fast as before. (so called
>> top loading mechanism, as far as I remember). There is also a special
>> designed 'Joypad' included. (As far as I'm concered: The whole thing
>> looks like a Sega 32-Bit Giga Drive ;-) )
>> ^^^^^^
> "Only" 32 Bits???!?!?
>
>> These are fakts, announced by Commodore Germany right this month. The CD32
>> will be available August with one special CD. The price is 699DM which is
>> about 400US$, but I think it'll be cheaper in the states. Several other
> ^^^^^
> too expensive
>> software producers have announced some titles for christmas. The MPEG
>> video card will come out later this year.
>>
>> CU. Boerny.
>
> Have you heard anything about Atari's Jaguar????
> It will blow this 32bits thingy out of the water!
> Go to comp.sys.atari and take a look at the Jaguar profile...
>
It is not a bad machine, if it is released along with a CD drive for
the AGA Amiga line at the same time. It is 32 bits which is quite acceptable
considering that the best now is 16. As for too expensive, it is a bit
pricey, but I assume you are comparing it to the Atari Jaguar with CD
(oh wait a second the Jag doesn't come with a CD drive of course that
will be high on the priority list at Atari). If Atari can advertise this
and make it known as much as Sega then they will have a contender. The
Lynx is the best hand-held system around. It is cheap and high quality,
it is a shame no one knows that. Also how easy is it to make the Falcon
use Jag stuff, and the other way around. My fault that is not possible.

Later,
Rob Morton
morton@wam.umd.edu

## 984. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 16:35:10 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <21etvv$sbj@Tut.MsState.Edu>
Source record: 22320
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul1.025134.8704@usl.edu> das9674@ucs.usl.edu (Stephenson Daniel A) writes:
>In article <20t50l$nke@Tut.MsState.Edu> skip@cy.cs.olemiss.edu (Skip Sauls) writes:

>>This is what has freaked me out the most about OS/2, it multitasks
>>even better than the Amiga. I've begun to use the GUI for copying
>>files very quickly, instead of resorting to opening a shell to do
>>so. The ability to use the GUI without lockups is quite nice, but
>>I'm not positive that a low-powered machine could handle it too well.
>
>Gads, Skip, are you being a MacWeenie and moving files, etc. with the
>Drives Folder?! :-)

Yeah, but it's more like the Amiga under 2.x or 3.0 than the Mac,
IMHO. In fact, one could simulate the Workbench by dragging the
drives onto the desktop and then using them instead of the folders
that are normally used.

>I only use the Drives Folder when I want to mass-Unzip something.
>(You know, selected a huge mass of .zip files, and drap them
>to the Unzip.exe program, let go.. and a zillion windows pop open!
>
>Hmm, there ought to be a way to keep those hidden... 'start minimized'?

Maybe, but it doesn't really bother me too much at the present. At
least you can continue working while the windows are opening... :-)

>>Skip Sauls
>>skip@cy.cs.olemiss.edu
>
>So, Skip, Amgians here are still waiting for your 'honeymoon' with your
>new computer to end. Anywhere close yet? <grins>

Heck, if anything, the honeymoon began when I finally got around to
installing OS/2. The DOS/Windows period was simply a courtship of
sorts... :-)

>Dan Stephenson das9674@usl.edu | "To conquer death, you only have to die" -JC

Skip Sauls
skip@cy.cs.olemiss.edu

## 985. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 17:00:14 UTC
From: cmedley@wam.umd.edu
Message-ID: <21eveu$8uo@cville-srv.wam.umd.edu>
Source record: 22321
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <56034@ogicse.ogi.edu> shobaki@cse.ogi.edu (Khaldoun Shobaki) writes:
>In article <20vvm7INNnto@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>>The 1200 has a 32-bit bus from computer to memory, the Falcon does not!
>>That falcon may as well have a small, ugly frog as its main CPU, it'll go
>>about as fast! ^^^^^^^^^^^^^^^^
>
>Ha ha ha!
>I saw this and I started busting up...
>Dunno why...just sounded very funny to me! 8-)
>

Now THAT was a creative flame! :) small ugly frog... heheeheh

>As far as this whole 1200 vs. Flogger...er...Flagon....er...Falcon
>debate, I really think it is a joke.
>

I agree, but then, as a participant, I kinda enjoy the sick creativity required
in a good debate! :)

>The Falcon has some interesting and possibly useful features, but, to use
>a cliche (why not!) comparing the a1200 and Falcon is like comparing
>apples and oranges.
>

Or Apples and DOS clones.

>The 1200 is meant to be a solid, somewhat expandable system, at a low cost.
>In this it succeeeds admirably.
>

It succeeds, but I wouldn't say admirably. The comparable Macs out there
are much much more expandable by virtue of the larger number of hardware
goodie to add.

>The Falcon is a hodge-podge of features, apparently meant to DO-IT-ALL (tm)
>Unfortuntely it seems to be overpriced, under available, and poorly designed.
>

It may *seem* overpriced, under available, and poorly designed, but so far,
I see no evidence that it is any of the above.

(at least, not moreso than the A1200)

I think for what the user pays, and the market it is aimed at, it fits just
fine. Sure, any computer could benefit from a price cut, but.... it's got

a ton of features geared towards the musician and hobbyist.

>I'll stick to my old thrashed a2000... $-)
>

I remember when a guy from the original A1000 design team told the world that the A2000 was not an improvement on the A1000 and that it wasn't capable of anything the 1000 couldn't have done.

:)

## 986. Re: atari, amiga or aatmairgia?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 17:02:12 UTC
From: cmedley@wam.umd.edu
Message-ID: <21evik$93j@cville-srv.wam.umd.edu>
Source record: 22322

In article <1993Jul07.022141.464412@sue.cc.uregina.ca> konopkjt@mercury.cs.uregina.ca (Jeremy Konopka) writes:
>In article <zxmng01.741983742@studserv> zxmng01@studserv.zdv.uni-tuebingen.de (Geoffrey Noyes) writes:
>>Howdy,
>>after wandering about this group for awhile, I couldn't help but wonder ...
>>if this is an atari or an amiga group.
>>Groetje
>>Geoff
>>/*********************************************************/
>>/* I can't complain, but sometimes I do anyway. */
>>/* Geoffrey Noyes: noyes@studserv.zdv.uni-tuebingen.de */
>>/*********************************************************/
>This is *obviously* the Atari group as there are all kinds of posts
>here by Amigans saying ATARI SUCKS, ATARI IS DEAD, etc.
>Likewise amiga.advocacy s obvioussl the Amiga group as there are all
>kinds of posts there saying AMIGA SUCKS, CBM IS DEAD, etc.
>The only real difference is that the Amiga group attracts more MS-DOS
>and Mac fans. Oh, also the Amiga group gets a lot more traffic. Thus
>proving it is the cooler more popular machine and therefore showing that
>ATARI SUCKS :-).
>--
>Jeremy Konopka | my own opinions | | Note: This post uses irony. |

Well, no... I think it just means that more people agree the Amiga sucks
and get into your newsgroup to tell you. :)

## 987. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 18:39:27 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul07.183927.16318@rchland.ibm.com>
Source record: 22323
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21e1s8$1cde@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
|> In article <1993Jul06.182712.21945@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> > HOLY FLAMING COW! Don't you Atari people get it? The A1200 is about
|> >half the price or even less of the Falcon.
|>
|> > Remember: $199 gets you an internal clock + 2 megs fast ram + 25 Mhz 68881 FPU
|>
|> This is really a cool price...
|> But there a still things missing in the Amiga 1200...
|> No DSP (well, that will be expensiv...), no SCSI, no LAN , no HD-Drive, no MMU
|> and tell me about the Harddisk in your Amiga 1200...

Well, like I said, the above price is still way beyond the falcon's and you get an FPU.

If I add $500 to the original price (to have a $1,000 A1200) I get a 68030 @ 50Mhz with at least 2 megs of fast Ram... want to compete against that?

|>
|> > If you guys don't care about the fact that the Falcon is more than
|> >double the price of an A1200, then let's compare the Falcon against
|> >an A4000 with a '040... The Falcon will lose big time.
|>
|> That's nice, because the Amiga 4000 also has a bundle of 'design flaws'.

And still eats the Flacon's shorts...

|>
|> >|> Is the 16 bit access in the Falcon really so terrible for a home computer?
|> >
|> > Yes, considering that you have to pay over US $1,000.
|> >
|> > This price is NOT EVEN in a 'home computer area'.
|>
|> Amiga users should not argue with speed. Compared to other systems (you know
|> which i mean :), Commodore and Atari machines have only little speed...
|> The speed loss caused by the 16bit bus is minimal. Believe me. I have a
|> Falcon for 5 months and it is working fine and fast.

Compared to an Atari ST, yes... compared to a non-crippled 68030 or '020 no.

|>
|> >|> Will it really make such a big difference if some operation takes 30 secs
|> >|> instead of 15 secs to complete?

```
|> >
|> > Yes.
|>
|> Hm. The Amiga 1200 is NEVER duoble as fast as the Falcon 030. It's still not
|> clear which one is the faster machine.

No, but I am not the one who (1) implied that or (2) who said that. Still is
much faster than the %15.

|>
|> >|> Is the average user really gonna suffer
|> >|> by the 'yet unproven' affects of this 16 bit access?
|> > ^^^^^^^^^^^^^
|> > /
|> >
|> > YET UNPROVEN? GUYS, GET IT! I had a megamidget racer (68030 @ 38Mhz)
|> >on my old A500, and disabling the 32-bit memory (using only 16-bit memory)
|> >crippled the 68030 to a crawl. IT IS WELL PROVEN, STOP SAYING IT's NOT!
|>
|> I have already replied to your post. If you use the old 16bit memory in your
|> Amiga 500 you will only have a 7.1 MHz bus. 38:7.1 = 5.35...
|> That means your 32bit memory is 5.35 times faster than the 16bit memory only
|> because of the higher cycle rate. The bus in the Falcon has 16 MHz like the
|> CPU and the whole board.
|> Second: There are a lot of other accesses on your 16bit RAM from the Blitter,
|> DMA and Video. That slows the 16bit access down (a little bit).
|> So where is the proof?

My proof? HERE: I had a GVP hardisk that had Fast RAM (80 ns) for my
A500 that is in no problem with the Video and DMA stuff. It still slowed
down the '030 to a crawl.

|>
|> > Well, ask anybody running a 386SX Windows and see if they like it.
|>
|> I own a 386SX-33. And i DON'T like it.

Thanks for proving my point. This is what I said.

|>
|> > Also, the 486SX *DOES NOT HAVE A CRIPPLED DATA BUS* The difference
|> >is that it lacks an internal FPU, and for MOST APPLICATIONS, YOU DON'T
|> >NEED THE FPU.
|>
|> But most of the 486 machines have only ISA-bus running at 8 MHz. That's
|> crippled!

I would say local bus now...

|>
|> Ciao, Heiko.
|>
|>
```

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 988. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 18:45:37 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul07.184537.27713@rchland.ibm.com>
Source record: 22324
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21ep8h$m4q@nz12.rz.uni-karlsruhe.de>, S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
|> In <1993Jul5.112202.12565@Informatik.TU-Muenchen.DE> scholz@Informatik.TU-Muenchen.DE writes:
|>
|> >

[stuff deleted]

|> > These are fakts, announced by Commodore Germany right this month. The CD32
|> > will be available August with one special CD. The price is 699DM which is
|> > about 400US$, but I think it'll be cheaper in the states. Several other
|> ^^^^^
|> too expensive

This is not expensive kid, is quite a good price.

|> > software producers have announced some titles for christmas. The MPEG
|> > video card will come out later this year.
|> >
|> > CU. Boerny.
|>
|> Have you heard anything about Atari's Jaguar????
|> It will blow this 32bits thingy out of the water!
|> Go to comp.sys.atari and take a look at the Jaguar profile...

Yep, and it was totally vaporware... 'till they announced IBM will
manufacture it... they now have a chance... let's see what happens.

|>
|>
|>
|> +--------------------------------------------------+ #  #  # Atari=A wise
|> | The SpaceWalker . * ~@ . .| #  #  # Minority
|> |Walkin' thru Cyberspace..... . o . </_ o | ## #  ## Motorola=How the
|> |..aahhh! at home at last!!! . \/\ ' o| ## #  ##Future should be
|> |->s_samso@iravcl.ira.uka.de o . / . |Intel+IBM+Apple+Microsoft=
|> +--------------------------------------------------+The Decadence of the World

--
---------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

## 989. OS/2 not Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 19:12:15 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jul7.191215.29779@seas.gwu.edu>
Source record: 22326
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

skip@cy.cs.olemiss.edu (Skip Sauls) writes:
>das9674@ucs.usl.edu (Stephenson Daniel A) writes:
>>I only use the Drives Folder when I want to mass-Unzip something.
>>(You know, selected a huge mass of .zip files, and drap them
>>to the Unzip.exe program, let go.. and a zillion windows pop open!
>>
>>Hmm, there ought to be a way to keep those hidden... 'start minimized'?
>
>Maybe, but it doesn't really bother me too much at the present. At
>least you can continue working while the windows are opening... :-)

Hmm, I thought a 66MHz 486 should be faster at opening windows, too. :-)
I was disappointed with the one at work. Are you using localbus video,
also?

-- Gerald

# 990. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 19:25:34 UTC
From: miked@areaplg2.corp.mot.com
Message-ID: <1993Jul7.192534.11536@lmpsbbs.comm.mot.com>
Source record: 22327
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21e1s8$1cde@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>In article <1993Jul06.182712.21945@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>> HOLY FLAMING COW! Don't you Atari people get it? The A1200 is about
>>half the price or even less of the Falcon.
>
>> Remember: $199 gets you an internal clock + 2 megs fast ram + 25 Mhz 68881 FPU
>
>This is really a cool price...
>But there a still things missing in the Amiga 1200...
>No DSP (well, that will be expensiv...), no SCSI, no LAN , no HD-Drive, no MMU
>and tell me about the Harddisk in your Amiga 1200...
>

Well, how much is the Falcon? Last I heard, the atari nuts were claiming
"all this for only $700". (This was a while ago, I guess the price went up
alot.)

Mike Danielsen
miked@areaplg2.corp.mot.com

## 991. Re: atari, amiga or aatmairgia?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 21:02:55 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jul7.150256.4367@msus1.msus.edu>
Source record: 22325

```
In article <21evik$93j@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
>In article <1993Jul07.022141.464412@sue.cc.uregina.ca> konopkjt@mercury.cs.uregina.ca
(Jeremy Konopka) writes:
>>In article <zxmng01.741983742@studserv> zxmng01@studserv.zdv.uni-tuebingen.de (Geoffrey
Noyes) writes:
>>>Howdy,
>>>after wandering about this group for awhile, I couldn't help but wonder ...
>>>if this is an atari or an amiga group.
>>>Groetje
>>>Geoff
>>>/*********************************************************/
>>>/* I can't complain, but sometimes I do anyway. */
>>>/* Geoffrey Noyes: noyes@studserv.zdv.uni-tuebingen.de */
>>>/*********************************************************/
>>This is *obviously* the Atari group as there are all kinds of posts
>>here by Amigans saying ATARI SUCKS, ATARI IS DEAD, etc.
>>Likewise amiga.advocacy s obvioussl the Amiga group as there are all
>>kinds of posts there saying AMIGA SUCKS, CBM IS DEAD, etc.
>>The only real difference is that the Amiga group attracts more MS-DOS
>>and Mac fans. Oh, also the Amiga group gets a lot more traffic. Thus
>>proving it is the cooler more popular machine and therefore showing that
>>ATARI SUCKS :-).
>>--
>>Jeremy Konopka | my own opinions | | Note: This post uses irony. |
>
>Well, no... I think it just means that more people agree the Amiga sucks
>and get into your newsgroup to tell you. :)
>

:) This has to be one of the better threads I've seen in a while. At
least some people still have a sense of humor in these 'advocacy' parts :)

----------------------------------------
LaMonte Koop -- SCS Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
------------------------------------------------------------------------------
```

# 992. Re: OS/2 not Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-07 22:37:47 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <21fj7r$ie6@Tut.MsState.Edu>
Source record: 22328
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul7.191215.29779@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
>skip@cy.cs.olemiss.edu (Skip Sauls) writes:
>>das9674@ucs.usl.edu (Stephenson Daniel A) writes:
>>>I only use the Drives Folder when I want to mass-Unzip something.
>>>(You know, selected a huge mass of .zip files, and drap them
>>>to the Unzip.exe program, let go.. and a zillion windows pop open!
>>>
>>>Hmm, there ought to be a way to keep those hidden... 'start minimized'?
>>
>>Maybe, but it doesn't really bother me too much at the present. At
>>least you can continue working while the windows are opening... :-)
>
>Hmm, I thought a 66MHz 486 should be faster at opening windows, too. :-)

It's very fast, especially if you turn off the sound effects and the
silly "zoom" effects. Of course, being a silly person who likes to
hear windows open and close and see them zoom open, I leave mine
turned on. :-)

>I was disappointed with the one at work. Are you using localbus video,
>also?

Yes, and coprocessed localbus video at that. The board cost a bit
more than the run-of-the-mill SVGA, but the speed makes it worth it,
IMHO.

>-- Gerald

Skip Sauls
skip@cy.cs.olemiss.edu

## 993. Re: atari, amiga or aatmairgia?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 00:51:11 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993Jul08.005111.557615@sue.cc.uregina.ca>
Source record: 22329

In article <21evik$93j@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <1993Jul07.022141.464412@sue.cc.uregina.ca> konopkjt@mercury.cs.uregina.ca
(Jeremy Konopka) writes:
>>In article <zxmng01.741983742@studserv> zxmng01@studserv.zdv.uni-tuebingen.de (Geoffrey
Noyes) writes:
>>>Howdy,
>>>after wandering about this group for awhile, I couldn't help but wonder ...
>>>if this is an atari or an amiga group.
>>>Groetje
>>>Geoff
>>This is *obviously* the Atari group as there are all kinds of posts
>>here by Amigans saying ATARI SUCKS, ATARI IS DEAD, etc.
>>Likewise amiga.advocacy s obviously the Amiga group as there are all
>>kinds of posts there saying AMIGA SUCKS, CBM IS DEAD, etc.
>>The only real difference is that the Amiga group attracts more MS-DOS
>>and Mac fans. Oh, also the Amiga group gets a lot more traffic. Thus
>>proving it is the cooler more popular machine and therefore showing that
>>ATARI SUCKS :-).
>>--
>>Jeremy Konopka | my own opinions | | Note: This post uses irony. |
>Well, no... I think it just means that more people agree the Amiga sucks
>and get into your newsgroup to tell you. :)
Makes sense. They can actually go to a local computer shop and try the
Amiga and decide they hate it...

# 994. Re: OS/2 not Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 01:17:23 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Jul8.011723.11630@seas.gwu.edu>
Source record: 22332
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

skip@cy.cs.olemiss.edu (Skip Sauls) writes:
>gerald@seas.gwu.edu (Gerald G. Washington) writes:
>>
>>Hmm, I thought a 66MHz 486 should be faster at opening windows, too. :-)
>
>It's very fast, especially if you turn off the sound effects and the
>silly "zoom" effects. Of course, being a silly person who likes to
>hear windows open and close and see them zoom open, I leave mine
>turned on. :-)

Ahh, that's the problem. I didn't know that zoom effect could be turned off. I've only played with OS/2 2.1 for about 10 minutes. Do you notice that lots of programs give application errors when quitting? The memory protection works great, though--freeing the offenders resources.

>>I was disappointed with the one at work. Are you using localbus video,
>>also?
>
>Yes, and coprocessed localbus video at that. The board cost a bit
>more than the run-of-the-mill SVGA, but the speed makes it worth it,
>IMHO.

Hmm, I think we have some ATI localbus card. I'll have to check. My office mate has a graphics accelerator in his Quadra, too. His machine only displays 16-bit graphics. My Quadra has 24-bit graphics with a 20" monitor. It is hard to say which I prefer. If I could have the speed and the size, 16-bit graphics would be plenty.

-- Gerald

## 995. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 03:17:29 UTC
From: pjotr@ludd.luth.se
Message-ID: <1993Jul8.031729.3207@ludd.luth.se>
Source record: 22330
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <21ep8h$m4q@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:

> Have you heard anything about Atari's Jaguar????
> It will blow this 32bits thingy out of the water!
> Go to comp.sys.atari and take a look at the Jaguar profile...

Get real, dude! Jaguar is a year away... I could say that CBM's
CD32 with AAA and 040 released next year would kill any console...

/Peter

## 996. False rumor article

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 03:50:41 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <21g5ih$ro5@usenet.INS.CWRU.Edu>
Source record: 22331
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.atari.advocacy

I wrote this several weeks ago for Z*Net, but it is now defunct and I don't think we will see it in AEO, so here it is...

The article was mainly to clear up some rumors.

False Rumors & News Tidbits
By Len Stys

If there is one thing that really hurts Atari Corporation, it is false rumors. These false rumors really can slow sales, drop the value of stock, discourage investment, and give everyone headaches. I have been hearing a lot of rumors as of late about Atari and I decided that it would be best just to go to someone who knows. I asked Bob Brodie (Director of Communications), Atari U.S. to either confirm or deny these rumors and that is exactly what he did. So let's crush some rumors before they really get out of hand...

The first rumor is about the Jaguar having NO memory. According to Bob, this rumor is absolutely untrue. The rumor was that in order to keep the price of the 64-bit video game console under $200, Atari had to take drastic steps and took out the memory. The memory was supposely going to be stored in cartridges and Atari would just charge more for games. But, the truth is that the cartridges will be priced similar to Super NES and Genesis cartridges. So if you were thinking that because the Jaguar is a 64-bit video game system, the cartridges would cost as much as NEO*Geo cartridges, you were mistaken.

Atari representatives have been saying that the Jaguar will be made in America. Is this true? Yes, Bob says that the Jaguar 64-bit video game console will actually be made in America. But he refused to say exactly where in the U.S. it would be made.

There was a rumor that the reason the Lynx cannot be found in many retail sotres is because Atari is requiring retailers to pay cash in advance. The retailers were not very happy with this and decided to stop carrying the Lynx and game cards. This is another untrue rumor. Atari only requires Atari computer dealers that have poor credit, no credit, or a history of late payments to pay in advance. This is absolutely untrue for Lynx dealers.

A rumor started by salespeople is that the Lynx is being discontinued. This is a false rumor as well. Bob said that Atari would not go through all of the trouble of a 800 line, 900 line, and an 8 page full color insert in national gaming publications if they planned to give up on the Lynx. Also, if you thought that this rumor might be true because you

haven't seen any new games for the Lynx, you'll be glad to hear that a few are on the way. Jimmy Connors Tennis, Gordo 106, and Lemmings are now being manufactured.

In an online conference a couple of months ago, Bob Brodie said that Garry Tramiel took a trip to bring back on board a number of dealers. Was he successful? Yes. We will see a number of Lynx dealers returning--especially a number of Electronic Boutique stores. Also, Garry Tramiel recently met with another firm, but since it was so recent, Bob did not know the outcome of the meeting.

There are a number of companies working on producing games for the Jaguar and the Lynx. This is another reason why you have not seen many new Lynx games lately. Everyone sees Jaguar games as their priority since the tabletop console market is much larger than the portable video game system market.

The Jaguar will be released this Fall in New York only. The Jaguar will have just under ten games when released (but this number may change as more games are being completed). Bob did not say this, but it is clear that Atari wants to make sure that there are a large number of games ready for when the company goes national with the Jaguar. I really doubt that New York is a "test market" since do you think a 64-bit video game system with 24-bit color and a DSP chip for under $200 needs to be tested? Nah...

Finally, it is unlikely that you will be able to expand your Falcon030 to have the Jaguar's 24-bit color and RISC chip. But, do not be surprised to see them used in future Atari products...

--

# 997. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 09:45:08 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <21gqb4$146v@info2.rus.uni-stuttgart.de>
Source record: 22333
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul7.192534.11536@lmpsbbs.comm.mot.com> miked@areaplg2.corp.mot.com (Mike Danielsen) writes:
>Well, how much is the Falcon? Last I heard, the atari nuts were claiming
>"all this for only $700". (This was a while ago, I guess the price went up
>alot.)

Well, see it from Atari's side:
Their Falcons are all sold out. Demand is much bigger than supply. Ataris main problem is the availabilty of the Falcon.
So tell me, why should they go down with the price?
Wouldn't this be economic nonsense?

Ciao, Heiko.

## 998. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 11:31:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <21h0ho$i2n@cville-srv.wam.umd.edu>
Source record: 22334
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul07.184537.27713@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <21ep8h$m4q@nz12.rz.uni-karlsruhe.de>, S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
>|> In <1993Jul5.112202.12565@Informatik.TU-Muenchen.DE> scholz@Informatik.TU-Muenchen.DE writes:
>|>
>|> >
>
>[stuff deleted]
>
>
>|> > These are fakts, announced by Commodore Germany right this month. The CD32
>|> > will be available August with one special CD. The price is 699DM which is
>|> > about 400US$, but I think it'll be cheaper in the states. Several other
>|> ^^^^^
>|> too expensive
>
> This is not expensive kid, is quite a good price.
>

Well, it may be a good price to you... but for a games machines, I think about $250 is the price point people are willing to pay.

Incidentally, I just heard that 3DO will be selling their games for between $19.95-$39.95 and will come with two controllers. But $700 is still too steep for someone interested in just games.

Anyways, what type of games will be out for the C= machine? Atari's big problem with the Jaguar (at least, until they can prove otherwise) is that I don't see them getting a major arcade hit to convert for it.

Also, for $400, a person can get a Sega Genesis w/ CD-ROM, right? It may not be better, but it is better supported.

# 999. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 11:34:26 UTC
From: cmedley@wam.umd.edu
Message-ID: <21h0o2$i9g@cville-srv.wam.umd.edu>
Source record: 22335
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul7.192534.11536@lmpsbbs.comm.mot.com> miked@areaplg2.corp.mot.com (Mike Danielsen) writes:
>
>
>Well, how much is the Falcon? Last I heard, the atari nuts were claiming
>"all this for only $700". (This was a while ago, I guess the price went up
>alot.)
>

Well, here's the catch...the MSRP for Falcons was something like this:

$799 Falcon 1/0
$1299 Falcon 4/80
$1899 Falcon 14/80 (maybe a bigger drive, not sure)

I may be wrong as I'm doing this from memory, and there were various other possible configurations, usuch as a 1/80, etc...

The thing is, no Falcon I've heard of being released here in the USA has less than 4MB.... and none have come without the HD as far as I know.

# 1000. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 11:51:39 UTC
From: cmedley@wam.umd.edu
Message-ID: <21h1ob$j7r@cville-srv.wam.umd.edu>
Source record: 22336
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul8.031729.3207@ludd.luth.se> pjotr@ludd.luth.se (Peter Sj|str|m) writes:
>In <21ep8h$m4q@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso)
writes:
>
>> Have you heard anything about Atari's Jaguar????
>> It will blow this 32bits thingy out of the water!
>> Go to comp.sys.atari and take a look at the Jaguar profile...
>
> Get real, dude! Jaguar is a year away... I could say that CBM's
>CD32 with AAA and 040 released next year would kill any console...
>
> /Peter

They are usign a 68040 in a game machine?

For $400?

Won't this kinda hurt A1200 sales as it is "only" a 68020 and one of the
markets the A1200 is aimed at is the gamers?

# 1001. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 13:07:21 UTC
From: freddy@sci.kun.nl
Message-ID: <C9uKG9.5vF@sci.kun.nl>
Source record: 22237
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <21h1ob$j7r@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:

>In article <1993Jul8.031729.3207@ludd.luth.se> pjotr@ludd.luth.se (Peter Sj|str|m)
writes:
>> Get real, dude! Jaguar is a year away... I could say that CBM's
>>CD32 with AAA and 040 released next year would kill any console...

>They are usign a 68040 in a game machine?

>For $400?

>Won't this kinda hurt A1200 sales as it is "only" a 68020 and one of the
>markets the A1200 is aimed at is the gamers?

Read again what he said. He said "with AAA and 040 released next year".
The current CD32 has neither a 040 nor AAA. But by the time the Jaguar
is released, Commodore might have a version that has both. Who can
say what the future will bring?

Freddy

# 1002. Re: A simple bus speed test

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 13:41:09 UTC
From: bpat@binkley.cs.mcgill.ca
Message-ID: <21h85l$p1t@binkley.cs.mcgill.ca>
Source record: 22238

In article <C9p4zK.I20@news.chalmers.se> d8klojo@dtek.chalmers.se (Johan Klockars) writes:
>
>Approximate cycles/long word (clw) calculation:
>clw = t * f / (500000 * 100 / 2)
>Where t is the running time of the program and f is the clock frequency.
>
>I hope someone can find something wrong with this program or the calculations
>above, since my Falcon takes about 18 seconds to run it. :-(
>This time indicates 11.5 cycles/long word.
>(My ST runs the same program in 29 seconds, 9.3 cycles/long word.)
>

Well, not really. You have it do 50M nops. At 16Mhz for the falcon, and
18 seconds, that means ~5.75 cycles per nop. But I seem to remember the
030 loads up a long word for instruction fetch no matter what. So it's
5.75 cycles/long word.

The ST, on the other hand has a 68000, so it loads up a word at a time.
it runs at 8Mhz, and takes 29 seconds. So we get 4.64 cycles/WORD. Since
it's not twice as bad for a longword, we could get away with
8-8.5 cycles/longword.

Patrick.

# 1003. Re: False rumor article

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 15:48:46 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Jul08.154846.122207@zeus.calpoly.edu>
Source record: 22239
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.atari.advocacy

In article <21g5ih$ro5@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>False Rumors & News Tidbits
>By Len Stys
>
>Atari representatives have been saying that the Jaguar will be made in
>America. Is this true? Yes, Bob says that the Jaguar 64-bit video game
>console will actually be made in America. But he refused to say exactly
>where in the U.S. it would be made.

As the press release I posted here said, at least the chip set will be made by IBM. (Presumeable in Arnok, MA - Spelling wrong of course!) The case I personally saw was made in Taiwan, but supposedly that too will be produced somewhere in the US. It is a whiteish case with lots of curves. (Looks fairly good)

>There was a rumor that the reason the Lynx cannot be found in many retail
>sotres is because Atari is requiring retailers to pay cash in advance.
>The retailers were not very happy with this and decided to stop carrying
>the Lynx and game cards. This is another untrue rumor. Atari only
>requires Atari computer dealers that have poor credit, no credit, or a
>history of late payments to pay in advance. This is absolutely untrue for
>Lynx dealers.

Toys R Us, one of the largest game retailers, stopped ordeing LYNXs because they were not selling. You are right about the above. Sam Tramiel said that when the Jaguar comes out, they will try to pull the LYNX along with it - but he also noted that the profit margin on portable game systems is almost nothing while desktops carry a fairly large profit margin.

>The Jaguar will be released this Fall in New York only. The Jaguar will

San Francisco as well.

# 1004. Re: OS/2 not Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 16:31:41 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <21hi5d$rjc@Tut.MsState.Edu>
Source record: 22240
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul8.011723.11630@seas.gwu.edu> gerald@seas.gwu.edu (Gerald G. Washington) writes:
>skip@cy.cs.olemiss.edu (Skip Sauls) writes:
>>gerald@seas.gwu.edu (Gerald G. Washington) writes:
>>>
>>>Hmm, I thought a 66MHz 486 should be faster at opening windows, too. :-)
>>
>>It's very fast, especially if you turn off the sound effects and the
>>silly "zoom" effects. Of course, being a silly person who likes to
>>hear windows open and close and see them zoom open, I leave mine
>>turned on. :-)
>
>Ahh, that's the problem. I didn't know that zoom effect could be turned
>off. I've only played with OS/2 2.1 for about 10 minutes. Do you notice
>that lots of programs give application errors when quitting? The memory
>protection works great, though--freeing the offenders resources.

So far, the only errors that I've seen have been due to the Windows crap that I've run, and certain DOS programs. I have managed to cause errors and near lockups when playing around with the sound, video, and network drivers, especially in a DOS box, but nothing has been fatal. Personally, I'm trying to rid myself of anything and everything related to MSDOS and Windows, as I feel that they have nothing which I want or need, and lots of things which I would rather avoid. I don't even have a silly FAT partition on my machine, and I'm tempted to delete all of the Windows crap that came with OS/2.

>>>I was disappointed with the one at work. Are you using localbus video,
>>>also?
>>
>>Yes, and coprocessed localbus video at that. The board cost a bit
>>more than the run-of-the-mill SVGA, but the speed makes it worth it,
>>IMHO.
>
>Hmm, I think we have some ATI localbus card. I'll have to check. My
>office mate has a graphics accelerator in his Quadra, too. His machine
>only displays 16-bit graphics. My Quadra has 24-bit graphics with a
>20" monitor. It is hard to say which I prefer. If I could have the
>speed and the size, 16-bit graphics would be plenty.

I've got the ATI Graphics Ultra Pro VLB 2M and it's very nice, but so far the drivers only support the 256 color modes under DOS. The 64k and 24bit drivers are supposed to be available RSN, but I'm not going to hold my breath waiting for them. Under Winslows, I was using the

16bit 1024x768 mode and found it offered the best combination of speed and quality, so I'll more than likely use it in the future. OS/2 is faster than Winslows with regard to graphics operations, and I would imagine that it will do well in the hi-color modes as well.

>-- Gerald

Skip Sauls
skip@cy.cs.olemiss.edu

# 1005. Re: False rumor article

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 16:54:52 UTC
From: il@bambam.u.washington.edu
Message-ID: <21hjgs$d45@news.u.washington.edu>
Source record: 22241
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.atari.advocacy

mcookson@flute.calpoly.edu (Mark Cookson) writes:
> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>False Rumors & News Tidbits
>>By Len Stys
>>
>>Atari representatives have been saying that the Jaguar will be made in
>>America. Is this true? Yes, Bob says that the Jaguar 64-bit video game
>>console will actually be made in America. But he refused to say exactly
>>where in the U.S. it would be made.
>
> As the press release I posted here said, at least the chip set will be
>made by IBM. (Presumeable in Arnok, MA - Spelling wrong of
>course!) The case I personally saw was made in Taiwan, but supposedly
>that too will be produced somewhere in the US. It is a whiteish case
>with lots of curves. (Looks fairly good)

Wasn't Motorola going to manufacture the very controversial 64-bit RISC
processor? I thought that IBM was doing the assembly.
--
Il Hwan Oh | "You live and learn.
Computer Facilities Manager | At any rate, you live."
University of Washington, Tacoma | -- Douglas Adams
iho@cac.washington.edu |

# 1006. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 17:38:30 UTC
From: djm2@ra.msstate.edu
Message-ID: <21hm2m$h8@Tut.MsState.Edu>
Source record: 22242
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21e1s8$1cde@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
> But there a still things missing in the Amiga 1200...
> No DSP (well, that will be expensiv...), no SCSI, no LAN , no HD-Drive, no MMU
> and tell me about the Harddisk in your Amiga 1200...
>
SCSI is available, HD drives are available, PCMCIA network cards are
probably available, and the dsp is coming soon. What about the hard disk
in the 1200? Doesn't the Falcon HD config. come with IDE too?

> Amiga users should not argue with speed. Compared to other systems (you know
> which i mean :), Commodore and Atari machines have only little speed...
> The speed loss caused by the 16bit bus is minimal. Believe me. I have a
> Falcon for 5 months and it is working fine and fast.

You have absolutely nothing to compare it to. How do you know it's fast?
When I was a kid, TRS-80's seemed fast, but then I had nothing else to
look at. When (if) Atari releases an all-32 bit Falcon, benchmark the two
side by side, then tell me how fast it is.

> I have already replied to your post. If you use the old 16bit memory in your
> Amiga 500 you will only have a 7.1 MHz bus. 38:7.1 = 5.35...
> That means your 32bit memory is 5.35 times faster than the 16bit memory only
> because of the higher cycle rate. The bus in the Falcon has 16 MHz like the
> CPU and the whole board.
> Second: There are a lot of other accesses on your 16bit RAM from the Blitter,
> DMA and Video. That slows the 16bit access down (a little bit).
> So where is the proof?

As far as I know, 16 bit FAST RAM is not addressable by the video chips.

> Ciao, Heiko.
>
>

--
Danimal on IRC
djm2@ra.msstate.edu

# 1007. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 17:46:58 UTC
From: djm2@ra.msstate.edu
Message-ID: <21hmii$h8@Tut.MsState.Edu>
Source record: 22243
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21eveu$8uo@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>
> >The Falcon is a hodge-podge of features, apparently meant to DO-IT-ALL (tm)
> >Unfortuntely it seems to be overpriced, under available, and poorly designed.
> >
>
> It may *seem* overpriced, under available, and poorly designed, but so far,
> I see no evidence that it is any of the above.

Oh really. Well, then, I guess I might as well run down to the local
computer store and have a look at one. Hmmm. Now how far would my local
Falcon dealer be? Europe?

> I think for what the user pays, and the market it is aimed at, it fits just
> fine. Sure, any computer could benefit from a price cut, but.... it's got
> a ton of features geared towards the musician and hobbyist.

Price cut, true, but with the low number of machines sold, can Atari afford
a cut? Doesn't look like it yet. A1200's have already dropped $100-$150,
after just a few months. Typical of C= machines, actually.

>
> I remember when a guy from the original A1000 design team told the world that
> the A2000 was not an improvement on the A1000 and that it wasn't capable of
> anything the 1000 couldn't have done.

Like bridgeboards, '040's, and Toaster/Opalvision/any 24 bit gfx card?
Ok, whatever..

>
> :)
>

--
Danimal on IRC
djm2@ra.msstate.edu

# 1008. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 18:31:38 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21hp6aINNm17@uwm.edu>
Source record: 22244
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9qy8B.Gos@exnet.co.uk>, Xavier Gallagher (proj@exnet.co.uk) wrote:
: As usual, you argue that money can fix the problem of the A1200 poor I/O
: options. Of course you are right but money can fix any problem. Why
: not keep to your word and compare the A1200 directly to the F' 030.

As a sidenote, if money could fix the problems of the Falcon, I'd consider it. But no amount of money short of hiring someone to redesign your motherboard for you will fix the problems created by the architecture of the Falcon itself. The Falcon will always be akin to an old, 68000 architected system with a 68030 thrown in, like the old A2000/500 systmes were when you tossed in an 030 board.

: That is the reason for my hesitation

The question is, will Atari's Falcon survive, or will it be held aloft by the sales of a Jaguar? Will Atari fall back to games systems simply because they cannot compete at their current level, and carry the Falcon along until they are a more capable company? Or will the Falcon disappear?

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1009. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 19:07:48 UTC
From: gerrymon@eng.umd.edu
Message-ID: <21hra4INNr24@mojo.eng.umd.edu>
Source record: 22247
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <219qa0INN65u@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <219l2gINNigo@mojo.eng.umd.edu>, Gerry Mon (gerrymon@eng.umd.edu) wrote:
>: I think it's dangerous to jump to conclusions about the impact of the
>: Falcon030's 16-bit CPU to memory interface from your experience with
>: the CSA mega-midget racer.
>
>: For example, Apple recently introduced new models of the LCII line
>: which have a 32-bit interface to memory as opposed to the original
>: 16-bit interface. I seem to remember that the speed increase was on
>: the order of 15% to 30% (after taking into account the fact that the
>: newer 32-bit LCII was driven at 24 Mhz as opposed to the 16 Mhz clock
>: of the original 16-bit LCII).
>
>: The above is from my memory so I might have gotten some model numbers
>: wrong.
>
>The Falcon is much closer to the CSA example than it is to the Mac, for
>one very, very good reason.
>
>The LC II had 32-bit access to ROM, where the Mac Toolbox resides. A
>great deal of a program's time is spent in this code, and therefore, less
>of a hit is taken by a 16-bit bus.
>
>The Falcon is much closer to the CSA/Amiga example in that very important
>respect.
>
>Greg

Greg,

How do you know that the Falcon030 doesn't also have 32-bit access to ROM? If you don't know for sure, then how can you criticize the Falcon030 in this regard? Weren't you the same person who criticized the ST BLiTTER for being non-DMA and only able to do simple block moves? Since you were wrong then, it's possible you're wrong now.

Having said this, I also want to make a comment about this 32-bit ROM thing. I think it's performance advantage might be a little exaggerated. Most ROMs have access times that are much longer than the access times for RAM chips. For example, there are a lot of PC clones that copy the ROM BIOS routines into RAM to get a performance boost. I would think that the slower access times of ROM chips would negate the advantage offered by being 32-bits.

In my opinion, the Falcon030 is closer to the Mac LCII example than the CSA/Amiga example. Why? Because the Falcon030 was designed with the 030 in mind. Sure, the 030 has to go through a 16-bit bottleneck. But the system was designed to lesson this bottleneck as much as possible. Just like the original Mac LCII.

By contrast, the 030 in the CSA/Amiga has to talk to chip RAM through a design that was optimized for a 68000 -- not a 68030.

--Gerry

# 1010. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 19:13:38 UTC
From: cmedley@wam.umd.edu
Message-ID: <21hrl2$kg1@cville-srv.wam.umd.edu>
Source record: 22246
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9uKG9.5vF@sci.kun.nl> freddy@sci.kun.nl (Frantic Freddy) writes:
>Read again what he said. He said "with AAA and 040 released next year".
>The current CD32 has neither a 040 nor AAA. But by the time the Jaguar
>is released, Commodore might have a version that has both. Who can
>say what the future will bring?
>
> Freddy

Well, the Jag is due in the Fall in N.Y., and released everywhere else in
early '94. Now, considering that Atari has shipped developer units of
their box, and are experiencing a surge in stock price, I think they
are considered (by those who are buying in) to be a viable contender
in the home console arena.

# 1011. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 19:18:31 UTC
From: cmedley@wam.umd.edu
Message-ID: <21hru7$kru@cville-srv.wam.umd.edu>
Source record: 22245
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21hmii$h8@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>In article <21eveu$8uo@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley)
writes:
>>
>> >The Falcon is a hodge-podge of features, apparently meant to DO-IT-ALL (tm)
>> >Unfortuntely it seems to be overpriced, under available, and poorly designed.
>> >
>>
>> It may *seem* overpriced, under available, and poorly designed, but so far,
>> I see no evidence that it is any of the above.
>
> Oh really. Well, then, I guess I might as well run down to the local
>computer store and have a look at one. Hmmm. Now how far would my local
>Falcon dealer be? Europe?
>

I doubt you care enough to look THAT hard. :)

Around here we've got 2 Falcon dealers around within 45 min. of me.

(these are computer stores, not music stores... I'm not even counting the
music outfits... )

>> I think for what the user pays, and the market it is aimed at, it fits just
>> fine. Sure, any computer could benefit from a price cut, but.... it's got
>> a ton of features geared towards the musician and hobbyist.
>
>Price cut, true, but with the low number of machines sold, can Atari afford
>a cut? Doesn't look like it yet. A1200's have already dropped $100-$150,
>after just a few months. Typical of C= machines, actually.
>

So C= routinely overcharges their initial customers? :) heheheheeh

Well, we'll see if they cut the price. Part of supply and demand is that
if the demand declines, the price will come down. This might just be
an indicator that the market Atari is aiming for is willing to buy all
of the currently manufactured units at a price dictated by Atari.

This is America... capitalism... money... want to make it? :)

# 1012. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 20:17:38 UTC
From: thanatos@titan.ucs.umass.edu
Message-ID: <21hvd2$ng8@titan.ucs.umass.edu>
Source record: 22248
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

[some LC II statistics removed]

[some other CSA/falcon stuff removed]

>Greg,
>
[stuff about greg possibly being wrong deleted]

[stuff about ROM being slow deleted]

>In my opinion, the Falcon030 is closer to the Mac LCII example than
>the CSA/Amiga example. Why? Because the Falcon030 was designed with
>the 030 in mind. Sure, the 030 has to go through a 16-bit bottleneck.
>But the system was designed to lesson this bottleneck as much as
>possible. Just like the original Mac LCII.
>
>By contrast, the 030 in the CSA/Amiga has to talk to chip RAM through
>a design that was optimized for a 68000 -- not a 68030.
>
>--Gerry

Gerry,

I am inclined to use your own argument against you. Has the
Falcon '030 been designed with the '030 in mind ? I just don't see
that. If you have a 32 bit processor 'in mind', it would seem to
follow that you at least give it a 32 bit bus. If you know of some
optimizations which the designers provided (besides the '030's cache),
I'd like to know them. Until then, I am still kind of in the dark as
to why Atari, and Apple, for that matter, would do such a thing to a
system. (other than cheepness)

## 1013. Re: False rumor article

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 20:42:47 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <21i0s7INNse6@golem.wcc.govt.nz>
Source record: 22249
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.atari.advocacy

```
] As the press release I posted here said, at least the chip set will be
] made by IBM. (Presumeable in Arnok, MA - Spelling wrong of

Lets just hope they don
don't try & stick any Intel chips into the thing!
```

# 1014. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-08 21:24:01 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21i39hINNoc1@uwm.edu>
Source record: 22250
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21hra4INNr24@mojo.eng.umd.edu>, Gerry Mon (gerrymon@eng.umd.edu) wrote:
: How do you know that the Falcon030 doesn't also have 32-bit access to
: ROM? If you don't know for sure, then how can you criticize the
: Falcon030 in this regard? Weren't you the same person who criticized
: the ST BLiTTER for being non-DMA and only able to do simple block
: moves? Since you were wrong then, it's possible you're wrong now.

I'll be blunt, this is silly and stupid. There is a great deal of
difference between what resides in ROM on an Amiga, a Mac, and a Falcon.
The REASON a 16-bit Mac can spend most of its time in rom is because the
Toolbox resides there; and most of the time, user code is in the toolbox
on a Mac. The Amiga and Falcon exist at a much closer level.

: the access times for RAM chips. For example, there are a lot of PC
: clones that copy the ROM BIOS routines into RAM to get a performance
: boost. I would think that the slower access times of ROM chips would

Yes, incredibly true. That, however, does not preclude the possibility
that ROM would be faster than 16-bit ram, does it not? See, that's what
is inevitably being discussed by that--two 16-bit fetches will be slower
than the 32-bit fetch to the rom, and therefore, less of a hit is taken
on Macs in the Toolbox.

: In my opinion, the Falcon030 is closer to the Mac LCII example than
: the CSA/Amiga example. Why? Because the Falcon030 was designed with
: the 030 in mind. Sure, the 030 has to go through a 16-bit bottleneck.
: But the system was designed to lesson this bottleneck as much as
: possible. Just like the original Mac LCII.

Ya. An expansion slot designed using 68000 signals, 14-MB address space,
16-bit access to ram... Sounds like a 68030 to me. Not. Everything
about the CPU end of the Falcon design says they designed it to use a
68000, and later tossed in a 68030.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: LEMMINGS: Like their computer counterpart, "lemmings" are a group :)
(: of people who begin their existence on Amigas, and migrate. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1015. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 02:28:51 UTC
From: cmedley@wam.umd.edu
Message-ID: <21il53$735@cville-srv.wam.umd.edu>
Source record: 22251
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21hp6aINNm17@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>The question is, will Atari's Falcon survive, or will it be held aloft by
>the sales of a Jaguar? Will Atari fall back to games systems simply
>because they cannot compete at their current level, and carry the Falcon
>along until they are a more capable company? Or will the Falcon
>disappear?

Greg, that's a pretty lame argument as you are advocating the A1200, which is being made by Commode...er...Commodore, a company that lost $177 million, has an extremely unpopular board of directors (at least among the users, possibly as bad as the view Atarians have of the Tramiels!), and is a public company (i.e., unlike Atari, a majority of the stock is not in the hands of a family or person).

On top of that, I could rephrase your argument against the A1200 as say... "Gee, well, is the CD32 Amiga game console going to carry them along until they become a more capable company?"

Let's face it.... Commodore has never before marketed a game machine. They have never made an arcade coin-op. The name Commodore is not even remotely associated with the videogame era, except perhaps as the company that made the computer (C64) that stole a lot of thunder from the game consoles of the early and mid-80's.

I think the Jaguar is a good move by Atari. Honestly, it won't help Falcon sales unless $$$ from the Jag profits finds its way into R&D or advertising for the Falcon. But your argument is simply ludicrous.

# 1016. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 02:34:24 UTC
From: cmedley@wam.umd.edu
Message-ID: <21ilfg$76o@cville-srv.wam.umd.edu>
Source record: 22252
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21i39hINNoc1@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>Ya. An expansion slot designed using 68000 signals, 14-MB address space,
>16-bit access to ram... Sounds like a 68030 to me. Not. Everything
>about the CPU end of the Falcon design says they designed it to use a
>68000, and later tossed in a 68030.
>

Ok, how much RAM does the A1200 go to, without going to 3rd party FastRAM?
The product literature says considerably less than the 128MB we both know
it can go to.

You're spreading lies and misinformation to claim the Falcon only hasa
14MB address space. The '030 is free to take advantage of as much TT-RAM
as is thrown at it.

# 1017. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 02:56:13 UTC
From: das9674@ucs.usl.edu
Message-ID: <1993Jul9.025613.22763@usl.edu>
Source record: 22253
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21dcps$3qi@senator-bedfellow.MIT.EDU> fihsu@athena.mit.edu (Hsu I-wei) writes:
>In article <2135i4$jjj@mozz.unh.edu>, ggg@kepler.unh.edu (Gregory G Greene) writes:
>|> '>As for OS/2... I wonder if its popularity will be damaged by NeXTstep.
>|> '>Francis
>|>
>|> Could be, but the hardware requirements for it are pretty steep. I
>|> read somewhere that it needs a bare minimum of 16meg of ram and 120meg of
>|> HD space. Although, OS2's requirements are pretty steep to a lot of people
>
>NS/FIP's requirements are pretty steep indeed. I believe you can do greyscale
>with 8 megs of RAM though. Also, NeXTstep's apps appear to be priced fairly

What IS it with Steve Jobs and no-color computers? huh? Get with the times,
I say. Even dopey CGA has been out for eons!

>higher than Windows/DOS (and I'll assume OS/2) apps. This is saddening,
>considering how much easier application development is supposed to be with
>NS.

As far as i can tell, OS/2 apps are priced about the same as Windows
apps, for the 'common', non-vertical kinds.

>Oh yeah, one big thing is that NS/FIP is rather picky about the hardware. Only
>certain graphics cards will work well, and you need a 486DX (or Pentium ;).
>I think NeXT is really going after the higher education market (as opposed to
>the average home user) along with businesses, and it's most likely those people
>who are willing to shell out the money needed to buy a machine that can run
>NeXTstep.

I should say so. NS/486 seems more of a pricey toy than a 'computer' as
we know them.

>|> also, at least their not that bad.
>|> Besides, is NeXTstep capable of running DOS and Windows software as well
>|> as OS2? I really don't know that much about it, thats why I'm asking. Does
>
>NeXTstep 3.1 comes with a demo version of SoftPCb I believe. SoftPCb is
>developed by the same company that's doing the Windows/DOS emulation for
>WindowsNT. NeXT people claim, therefore, that the future of Windows/DOS
>emulation for NeXTstep is assured and that the emulation will be as good
>as Window NT's. The future of OS/2's Windows compatibility is questionable
>though right? I think 3.2 will actually include a full version of SoftPCb.
>And the upgrade from 3.1 to 3.2 will be free (except for people who purchased
>the evaluation version of 3.1).

IBM has full Windows 3.1 support. It is excellent. I read in an article
in BYTE recently... an IBM rep. said they were considering putting in
Win32s, if an when IT ever shows it facemin the future. If ever. He
said 'compatibility with Windows isn't rocket science'. :-)

Of course, with those nice Lotus, CA, and WP apps out/coming out soon,
there'll be no need. :-)

>Oh yeah, NS is only distributed on CD so that's another thing you'd need
>to get, rent, or borrow.

How big is NS, anyway?

>|> it have something like OS2's boot manager, so if it doesn't run DOS or
>|> Windows you can at least boot up a DOS partition?
>
>I don't know about this. I do know that the package box claims that you can
>have partitions for Windows, DOS, OS/2 along with NS (to allow you to be able
>to run those also I assume?)

That would be wise. I for example, still run DOS games (shall I list them? :-)
from a pure DOS partition.

>I don't doubt that NS/FIP has the capability to make a large impact (even
>posing a challenge to Windows NT). It's user interface and the ease of
>developing applications for it are arguably the best. HP and NeXT have formed
>a mini-company to port NS to their PA-RISC machines. HP's PCs can already run
>NS/FIP, and they expect the workstations to be running it early next year.

I thought that was IBM's RS/6000s?!

Seriously, what makes it a great development system?

>Thank goodness C= isn't the one marketing it eh? ;) (Though some people
>wouldn't be surprised if Jobs screws up.)

Depends on how you measure success. If NeXT stays in business another year,
I'd call that success!

>|> Greg Greene
>|> ggg@kepler.unh.edu
>Francis
>P.S. I am extremely tempted to get NS 3.1 for my dad's 66Mhz Gateway, since
> students get the full developer's version for ~$250 (the rest of the
> world gets to pay over $2k for it ;). Of course, I'd have to persuade
> my dad to get another 8 megs of RAM...

Why did people buy NS on NeXT computers in the first place? Were they
'UNIX' boxes, then, or something? NS doesn't seem to have a 'purpose',
if you know what I mean.
--
Dan Stephenson das9674@usl.edu | "To conquer death, you only have to die" -JC

# 1018. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 04:04:15 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21iqnvINNrpv@uwm.edu>
Source record: 22254
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul9.025613.22763@usl.edu>, Stephenson Daniel A (das9674@ucs.usl.edu) wrote:
: >I don't doubt that NS/FIP has the capability to make a large impact (even
: >posing a challenge to Windows NT). It's user interface and the ease of
: >developing applications for it are arguably the best. HP and NeXT have formed
: >a mini-company to port NS to their PA-RISC machines. HP's PCs can already run
: >NS/FIP, and they expect the workstations to be running it early next year.

: I thought that was IBM's RS/6000s?!

: Seriously, what makes it a great development system?

What makes NeXTStep great? Interface Builder is powerful and quick, generates great code. NeXTStep itself is fully object-oriented, and programming for it is both quick and a dream. And the OS is very, very capable. The development tools available (IB being a part of that) are unsurpassed.

: Why did people buy NS on NeXT computers in the first place? Were they
: 'UNIX' boxes, then, or something? NS doesn't seem to have a 'purpose',
: if you know what I mean.

NeXTStep is BSD and Mach, yes. But NeXTStep is also amazing for itself. With an awesome collection of very advanced applications for it, it had a lot of potential. I do believe that's where Lotus Improv had its roots, and Mathematica isn't shabby there either. In the end, it makes for a wicked workstation; but it didn't make for a fast one, due to their architecture designs. When all of the workstations were doing fast RISC, the NeXT was using an 030 and later an 040.

I still think the NeXT was one of the best looking computers in existence, I thought the cube was fantastic. The OS was great. Display Postscript was a good idea, even if it was intensive. The system oozed with power from everywhere but the hardware itself, and that's what hurt them.

In my opinion, of course. There's no bias, I don't own one, I don't work for them; I've merely used them at the University, where we have several cubes in a lab.

Its also the reason I think NT has no hope. I always believed that in the end, Unix would triumph over NT. NeXTStep shows just how far Unix can go beyond the csh prompt.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1019. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 04:15:09 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21ircdINNrpv@uwm.edu>
Source record: 22255
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21il53$735@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Greg, that's a pretty lame argument as you are advocating the A1200, which
: is being made by Commode...er...Commodore, a company that lost $177 million,
: has an extremely unpopular board of directors (at least among the users,
: possibly as bad as the view Atarians have of the Tramiels!), and is a
: public company (i.e., unlike Atari, a majority of the stock is not in the
: hands of a family or person).

Yes, true. However, unlike Atari, Commodore doesn't have any plans on creating a separate line of systems to gain entry into the games market. Atari has a past of living off of games systems. Will they do it again? They could. At that point, the question becomes, what becomes of the Falcon?

: "Gee, well, is the CD32 Amiga game console going to carry them along until
: they become a more capable company?"

Commodore is proclaiming the CD32 as an Amiga. Will the Jaguar be a Falcon? CD32 will run the same OS as the rest of our Amiga systems, it will be integrated with the Amiga line. The Jaguar is a separate entity, a separate line. If the Jaguar does well, will they drop the Falcon for it? Who could say?

: Let's face it.... Commodore has never before marketed a game machine. They

Well, actually, that's all they've ever done. The problem was that they were doing it with a full-fledged computer system.

: have never made an arcade coin-op. The name Commodore is not even remotely
: associated with the videogame era, except perhaps as the company that made
: the computer (C64) that stole a lot of thunder from the game consoles of
: the early and mid-80's.

Well, Atari Games isn't exactly the same entity as Atari Corp., but granted. And they did do relatively well with the Lynx, which I still consider to be one of the best. Then again, one must also take into account that the Lynx was created by Epyx and bought by Atari. One can't really say that Atari has been successful with anything it has created of itself.

: I think the Jaguar is a good move by Atari. Honestly, it won't help
: Falcon sales unless $$$ from the Jag profits finds its way into R&D or
: advertising for the Falcon. But your argument is simply ludicrous.

Is it? If the Falcon swoops while the Jaguar soars, would they decide that they need to concentrate on the Jaguar and let the Falcon fall to

the wayside, or simply put it on hold? Would they take the chance of spreading their R&D away from the Jaguar when they so desperately need to take hold of the market, would they turn their money from the Jaguar into their other systems and risk that money on the swooning computer line rather than pouring that money back into what they're making the money in, the Jaguar, and its predecessors?

That's the question. CD32 is just another Amiga. The Jaguar represents a fork in the road for Atari, and the question becomes will they take the road led by the Jaguar, or will they follow both paths? Small companies often can't afford to follow both without compromising their efforts, and Atari can't afford to compromise their efforts; knowing this, the decision becomes less clear.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) :) Wubba :)

# 1020. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 04:24:02 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21irt2INNrpv@uwm.edu>
Source record: 22256
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21ilfg$76o@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: In article <21i39hINNoc1@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: >
: >Ya. An expansion slot designed using 68000 signals, 14-MB address space,
: >16-bit access to ram... Sounds like a 68030 to me. Not. Everything
: >about the CPU end of the Falcon design says they designed it to use a
: >68000, and later tossed in a 68030.
: >

: Ok, how much RAM does the A1200 go to, without going to 3rd party FastRAM?
: The product literature says considerably less than the 128MB we both know
: it can go to.

May I have a word in edgewise? You've fucked up again, thought I'd just
mention that the A1200 has nothing close to that address range.
Remember, it's an EC020, there are 24 address pins, not 32.

: You're spreading lies and misinformation to claim the Falcon only hasa
: 14MB address space. The '030 is free to take advantage of as much TT-RAM
: as is thrown at it.

The system is set up to take 14MB of ram, all ST ram. Adding it through
the slot may or may not work, which is why I didn't comment on it. It
would certainly work if you placed the CPU on that expansion bus, but
whether or not you could get 32-bit access to TT ram on that bus is very,
very questionable. That expansion setup is a straight 68000 set of
traces. Any CPU on the motherboard would only be able to access anything
in that expansion port in 16-bit increments. That doesn't even include
the fact that they've got a 16-bit bus to memory on that cpu, and the
fact that it's very likely that they've only put 16 bits of address as
well, to save board space (because it would be unneeded).

So, the real question becomes just how much did they cripple it? Do you
have 16-bits of address space, or did they divide it in half--16 for the
motherboard, and 16 for the expansion system. 'Fraid I can't answer
that. But I do fear that the answer will be the easiest one they could
give--16 bits of address. Actually, that would HAVE to be the way it
works; dumb, must be too late. You've got 16-bits to access the
motherboard with from the expansion bus, and it has to work in both
directions that way. Not the happiest answer, is it?

Moving the CPU to the expansion bus works just fine, yes, you get full
32-bit access and 32-bit address if they provide for it; but that doesn't
say anything about motherboard capabilities--the fact that the expander
is a set of 68000 lines says you've got limits on what you can do.

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1021. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 06:41:30 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <21j3uqlNNf60@tom.rz.uni-passau.de>
Source record: 22257
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <pvdh.0bor@motship.hacktic.nl> pvdh@motship.hacktic.nl (Paul van der Heu) writes:
>Besides no self respecting MIDI user actually uses the Atari MIDI ports since
>they are
>
> a/ have bad timing (>3 synths is a nono)
> b/ non-standard (combined out/thru)

Any self respecting MIDI users out there to prove it?
Yeah, hard work to split the combined out/thru into separate jacks, even requires a cable and some soldering :-).

>And most of all Bars & Pipes Pro 2.0 leaves Cubase eating dust! (as
>stated by a long time ST user now Amiga convert friend.. :^} )

Yeah, sure. Only musicians have different opinions on this, right?
And what do musicians know, after all?

Weregoose

BTW: Why was THIS posting restricted to c.s.amiga.a? Do you fear different opinions?

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

# 1022. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 06:44:02 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <21j43iINNf82@tom.rz.uni-passau.de>
Source record: 22258
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21ircdINNrpv@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <21il53$735@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>: Let's face it.... Commodore has never before marketed a game machine. They
>
>Well, actually, that's all they've ever done. The problem was that they
>were doing it with a full-fledged computer system.

>Greg

Greg, Greg :-(. This 'Amiga is a games machine' BS comes directly from YOU.
Seems you should check the meaning of what you write sometimes.

Gotcha!

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

# 1023. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 08:41:36 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <21jb00$53h@info2.rus.uni-stuttgart.de>
Source record: 22259
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21hp6aINNm17@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>As a sidenote, if money could fix the problems of the Falcon, I'd
>consider it. But no amount of money short of hiring someone to redesign
>your motherboard for you will fix the problems created by the
>architecture of the Falcon itself. The Falcon will always be akin to an
>old, 68000 architected system with a 68030 thrown in, like the old
>A2000/500 systmes were when you tossed in an 030 board.

Wrong. The Falcon motherboard was especially new designed. This is just another
ugly rumor which is definetly not true.
I think you are referring to the 16bit data bus (it's still not clear that the
Falcon really has a 16bit bus - no one has answered my question about their
source for this information yet) than you will have to know:
It is fixable (when necessary), ask GES*ft about their 32bit FastRAM.

>The question is, will Atari's Falcon survive, or will it be held aloft by
>the sales of a Jaguar? Will Atari fall back to games systems simply
>because they cannot compete at their current level, and carry the Falcon
>along until they are a more capable company? Or will the Falcon
>disappear?

Don't be so sure that the Amiga will live forever! You are speaking about
a serious problem here, which is not only one for Atari (Have you regarded
the games market the last two years? Have you noticed that things have
changed there, not only for Atari but also for Commodore? Do you know that
the games market is the most important section for the Amiga? Do you
know that Commodore can also not compete in the professional market, so their
games systems like the Amiga 500/600/1200 must held them aloft?)

Quite something to think about, isn't it?

Ciao, Heiko.

# 1024. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 08:50:02 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <21jbfq$146l@info2.rus.uni-stuttgart.de>
Source record: 22260
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21hra4INNr24@mojo.eng.umd.edu> gerrymon@eng.umd.edu (Gerry Mon) writes:
>Greg,
>
>How do you know that the Falcon030 doesn't also have 32-bit access to
>ROM? If you don't know for sure, then how can you criticize the
>Falcon030 in this regard? Weren't you the same person who criticized
>the ST BLiTTER for being non-DMA and only able to do simple block
>moves? Since you were wrong then, it's possible you're wrong now.

Shame on me, but this is the truth:
ROM access in the Falcon is really with 16-bit. This information comes from
Atari directly.
I'm more interested in how he knows that the Falcon has 16-bit access to RAM.
There is still no information about this. I think this is still a unproven
supposition (if not: give me mail).

Ciao, Heiko.

# 1025. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 12:43:24 UTC
From: cmedley@wam.umd.edu
Message-ID: <21jp5c$mf9@cville-srv.wam.umd.edu>
Source record: 22261
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21ircdINNrpv@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <21il53$735@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>: Greg, that's a pretty lame argument as you are advocating the A1200, which
>: is being made by Commode...er...Commodore, a company that lost $177 million,
>: has an extremely unpopular board of directors (at least among the users,
>: possibly as bad as the view Atarians have of the Tramiels!), and is a
>: public company (i.e., unlike Atari, a majority of the stock is not in the
>: hands of a family or person).
>
>Yes, true. However, unlike Atari, Commodore doesn't have any plans on
>creating a separate line of systems to gain entry into the games market.
>Atari has a past of living off of games systems. Will they do it again?
>They could. At that point, the question becomes, what becomes of the
>Falcon?
>

Well, odds are good that if the Tramiels are decisive (a facet of themselves
we've rarely seen, except during product announcements :) ), if the Falcon
does not sell, it'll either be supplanted by a new machine (Falcon040?) or
dropped. But considering how bad prior sales of Atari computers were
compared to the clones or Macs, I don't think the Falcon can do anything BUT
improve on this.

>: "Gee, well, is the CD32 Amiga game console going to carry them along until
>: they become a more capable company?"
>
>Commodore is proclaiming the CD32 as an Amiga. Will the Jaguar be a
>Falcon? CD32 will run the same OS as the rest of our Amiga systems, it
>will be integrated with the Amiga line. The Jaguar is a separate entity,
>a separate line. If the Jaguar does well, will they drop the Falcon for
>it? Who could say?
>

Well, if the Jaguar does great and the Falcon does about as good as the Mega
STe line, it's pretty clear that they won't drop it because regardless of
any other factors, it would be profitable.

<now, whether they would benefit from streamlining and becoming just a
videogame company is another thing... Atari has not shown any signs of
dropping the computer market at all...in fact, if they are smart, they'll
probably keep their hands in both as long as $$$ permits>

>: Let's face it.... Commodore has never before marketed a game machine. They
>

>Well, actually, that's all they've ever done. The problem was that they
>were doing it with a full-fledged computer system.
>

I'm not sure of that. With the C64, maybe. With the Amiga, I think they
were trying to find the heir apparent to the throne of the C64 as the
best selling PC out there...

>: have never made an arcade coin-op. The name Commodore is not even remotely
>: associated with the videogame era, except perhaps as the company that made
>: the computer (C64) that stole a lot of thunder from the game consoles of
>: the early and mid-80's.
>
>Well, Atari Games isn't exactly the same entity as Atari Corp., but
>granted. And they did do relatively well with the Lynx, which I still
>consider to be one of the best. Then again, one must also take into
>account that the Lynx was created by Epyx and bought by Atari. One can't
>really say that Atari has been successful with anything it has created of
>itself.
>

Did Commodore create the Amiga? :) I seem to remember a guy named Jay
Miner... :)

>: I think the Jaguar is a good move by Atari. Honestly, it won't help
>: Falcon sales unless $$$ from the Jag profits finds its way into R&D or
>: advertising for the Falcon. But your argument is simply ludicrous.
>
>Is it? If the Falcon swoops while the Jaguar soars, would they decide
>that they need to concentrate on the Jaguar and let the Falcon fall to
>the wayside, or simply put it on hold? Would they take the chance of
>spreading their R&D away from the Jaguar when they so desperately need to
>take hold of the market, would they turn their money from the Jaguar into
>their other systems and risk that money on the swooning computer line
>rather than pouring that money back into what they're making the money
>in, the Jaguar, and its predecessors?
>

How much money would need to be spent on the Jaguar R&D when the machine is
done, finished, and shipping? That seems a little odd. You don't
engineer the machine over after it ships (although you've suggested they
do this to remove the 16 bit access to chip RAM in the Falcon :) ).

>That's the question. CD32 is just another Amiga. The Jaguar represents
>a fork in the road for Atari, and the question becomes will they take the
>road led by the Jaguar, or will they follow both paths? Small companies
>often can't afford to follow both without compromising their efforts, and
>Atari can't afford to compromise their efforts; knowing this, the
>decision becomes less clear.
>

I don't that's a real problem. The Jaguar is aimed at one market, the Falcon at another. If one is more profitable, then they'll devote more resources to it, I'm sure.

In this day and age, I think we all agree the game console market is more open to new competition (who can break the hold of the Intel boxes? who'd want to see Atari and C= make Intel-based machines? And would that be "bad"?)

# 1026. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 12:53:01 UTC
From: cmedley@wam.umd.edu
Message-ID: <21jpnd$mrs@cville-srv.wam.umd.edu>
Source record: 22262
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21irt2INNrpv@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <21ilfg$76o@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>: In article <21i39hINNoc1@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>: >
>: >Ya. An expansion slot designed using 68000 signals, 14-MB address space,
>: >16-bit access to ram... Sounds like a 68030 to me. Not. Everything
>: >about the CPU end of the Falcon design says they designed it to use a
>: >68000, and later tossed in a 68030.
>: >
>
>: Ok, how much RAM does the A1200 go to, without going to 3rd party FastRAM?
>: The product literature says considerably less than the 128MB we both know
>: it can go to.
>
>May I have a word in edgewise? You've fucked up again, thought I'd just
^^^^^^
Naughty, naughty Greg! Let's be civil! These are only computers! Now go
say three "Hail Miners!" and beg the forgiveness of Irving Gould. :)

>mention that the A1200 has nothing close to that address range.
>Remember, it's an EC020, there are 24 address pins, not 32.
>

I did make one error... I forgot the built-in limitation of the A1200 to
16MB of RAM. Of course, that's a whopping 2MB more than the stock Falcon
specs call for (14MB) unless we add TT-RAM.

So, out the box, the Falcon can address more RAM. :)

Kidding aside, I slipped up... I was thinking of all the neato '020 and
'030 accelerator boards that can let the A1200 go beyond that 24-bit
addressing limit.

(please note that such a limit is not strictly enforced on either system
and 3rd party solutions already exist for both...)

>: You're spreading lies and misinformation to claim the Falcon only hasa
>: 14MB address space. The '030 is free to take advantage of as much TT-RAM
>: as is thrown at it.
>
>The system is set up to take 14MB of ram, all ST ram. Adding it through
>the slot may or may not work, which is why I didn't comment on it. It
>would certainly work if you placed the CPU on that expansion bus, but
>whether or not you could get 32-bit access to TT ram on that bus is very,

>very questionable. That expansion setup is a straight 68000 set of
>traces. Any CPU on the motherboard would only be able to access anything
>in that expansion port in 16-bit increments. That doesn't even include
>the fact that they've got a 16-bit bus to memory on that cpu, and the
>fact that it's very likely that they've only put 16 bits of address as
>well, to save board space (because it would be unneeded).
>

Ummmmmmm..... now, this is where we go into dangerous territory, so let's ask the people who know. :)

First of all, you are ASS-uming :) that the 128MB 32mhz 030 expansion goes on the 16-bit (ugh!) slot which has 24-bit addressing in the Falcon. But it might be a soldering hack 'n slash upgrade. The company's name is GESoft and until we know for sure how it is added to the system, and what the limitations may or may not be, I henceforth throw that argument out of this courtroom until you can provide evidence to the contrary.

For now, let's go to the facts... the board goes in the Falcon, gives it up to 128MB of RAM, most or all of which is known to be TT (CPU-only) RAM. This increases performance as this RAM would be accessed 32-bits at a time... with no contention with the remainder of the Falcon's chipset.

>So, the real question becomes just how much did they cripple it? Do you
>have 16-bits of address space, or did they divide it in half--16 for the
>motherboard, and 16 for the expansion system. 'Fraid I can't answer
>that. But I do fear that the answer will be the easiest one they could

Greg, you're grasping at straws, trying oh so hard to flame when you don't have facts. Please do more research. If this were a court of law, this evidence would be thrown out as mere speculation. And if you're speculating, and spreading it as if it were the gospel, you're misleading people.

Don't let personal bias for or against the platform make you look silly. :)

# 1027. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 15:55:35 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Jul09.155535.194484@zeus.calpoly.edu>
Source record: 22263
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy&#65533;B&#65533;B&#65533;A&#65533;

In article <21jb00$53h@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>Wrong. The Falcon motherboard was especially new designed. This is just another
>ugly rumor which is definetly not true.
>I think you are referring to the 16bit data bus (it's still not clear that the
>Falcon really has a 16bit bus - no one has answered my question about their
>source for this information yet) than you will have to know:
>It is fixable (when necessary), ask GES*ft about their 32bit FastRAM.

In the old days, chips had 16 bit registers (like the 8080 in 1970s) and an 8 bit data bus. This was due to the "silicoln" real-estate and the number of pins. That meant to read a word, you had to take two bus cycles for reads . This continued. I.e. the 68000 is 32bit with 16 bit data bus (and 16 pins).

The 030 HAS 32 bits for the data bus. If Atari truely has a 16 bit bus on the Falcon, it is just because they were excesively cheap. (And it wouldnt even cost that much). I will assume that it really does have only a 16 bit bus, as everyone seems to say it does. It STILL has 32 pins. That means that the memory controller must have a 16 bit latch, and when a read is asserted, it reads and latches 16 bits, then reads the other 16 bits (and places them on the other 16 pins/bus) and THEN assert DTACK which tells the 030 that the data on the 32 lines is valid.

What does this mean? For one, the reading time is probably not doubled, although it is definately slower. An aside: I guess it is possible that Atari left 16 pins not connected and wrote its software to prohibit any 32 bit access. But that would be ludicrous and slow the machine by 6 to 8 times I would imagine. So I assume that they do it with a memory controller that latches 16 bits.

Anyhow, if you had VERY fast RAM (i.e. 10 to 20ns) there would be no slow down, as the controller could have all 32 bits valid is less time that the 030 could recognize the DTACk and other handshaking. But I am sure that it has 80ns RAM. (at best).

In any case, just some more info to mull about. The speed would not go to hell, although it would be slower.

(Oh yeah, anyone with some time on their hands could take out the existing memory and controller and redo it (with the memory map the Atari expects in mind) so that all 32 pins were directly hooked to memory. It would take some effort, but not cost very much.) (You would also have to be a very good wirer (wire - er : one who wires?)

-= mike

# 1028. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 16:00:27 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Jul09.160027.195960@zeus.calpoly.edu>
Source record: 22264
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21jbfq$146l@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>Shame on me, but this is the truth:
>ROM access in the Falcon is really with 16-bit. This information comes from
>Atari directly.
>I'm more interested in how he knows that the Falcon has 16-bit access to RAM.
>There is still no information about this. I think this is still a unproven
>supposition (if not: give me mail).

If it truely has 16 bit ROM, I am sure the RAM is 16 bits. It wouldn't make much sence to have a 32 bit data bus hogging up space on the circuit board, and then only grab 16 lines for ROM. I am sure that it is either both 16 bit or both 32 bit. (more likely 16 from what Ive seen)

- mike

# 1029. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 17:12:36 UTC
From: gerrymon@eng.umd.edu
Message-ID: <21k8u4INN78e@mojo.eng.umd.edu>
Source record: 22265
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Jul06.182712.21945@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>
> YET UNPROVEN? GUYS, GET IT! I had a megamidget racer (68030 @ 38Mhz)
>on my old A500, and disabling the 32-bit memory (using only 16-bit memory)
>crippled the 68030 to a crawl. IT IS WELL PROVEN, STOP SAYING IT's NOT!
>

When you say 16-bit memory, what do you mean? Is this the Chip RAM on the A500's motherboard? If so, then this is precisely the reason why I feel that accelerators such as the megamidget racer is a poor example.

Sure the 68030 is crippled to a crawl. It not only has to go through a 16-bit bottleneck but it has to talk to memory that was designed for a 7.16 Mhz (or something like that) 68000 -- not a 38 Mhz 68030!

In other words, there are two bottlenecks. The speed of the memory chips _and_ the 16-bit data path. That's why you guys are experiencing 4 or 5 times the slowdown.

I'm claiming that the Falcon030 is more like the Mac LCII. In that situation, the original 16-bit Mac LCII only experienced a 15% to 30% slowdown from the newer 32-bit Mac LCIII.

--Gerry

## 1030. Falcon & 8 track HDD recording: When ?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 18:22:44 UTC
From: c92hk@comlab
Message-ID: <C92HK.93Jul9182244@msc3.comlab>
Source record: 22266

I'm wondering wether the Falcon will support full 8 channel digital audio
IO with hard disc recording (like the session 8, soundscape, protools etc).
I know there exist D2D, but it is limited to 4 tracks.

Thanks and Cheers,
Henrik@robots.ox.ac.uk

# 1031. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 19:05:55 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul09.190555.10330@rchland.ibm.com>
Source record: 22267
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul8.031729.3207@ludd.luth.se>, pjotr@ludd.luth.se (Peter Sj|str|m)
writes:
|> In <21ep8h$m4q@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso)
writes:
|>
|> > Have you heard anything about Atari's Jaguar????
|> > It will blow this 32bits thingy out of the water!
|> > Go to comp.sys.atari and take a look at the Jaguar profile...
|>
|> Get real, dude! Jaguar is a year away... I could say that CBM's
|> CD32 with AAA and 040 released next year would kill any console...

Dude, the Jaguar will be out THIS FALL in New York, and then next year
later on. And do you think C= will release a CD32 with AAA and a '040?
Dream on...

|>
|> /Peter

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 1032. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 19:46:46 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul09.194646.19097@rchland.ibm.com>
Source record: 22268
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21gqb4$146v@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
|> In article <1993Jul7.192534.11536@lmpsbbs.comm.mot.com> miked@areaplg2.corp.mot.com (Mike Danielsen) writes:
|> >Well, how much is the Falcon? Last I heard, the atari nuts were claiming
|> >"all this for only $700". (This was a while ago, I guess the price went up
|> >alot.)
|>
|> Well, see it from Atari's side:
|> Their Falcons are all sold out. Demand is much bigger than supply. Ataris main
|> problem is the availabilty of the Falcon.
|> So tell me, why should they go down with the price?
|> Wouldn't this be economic nonsense?
|>
|> Ciao, Heiko.

Don't justify Heiko, the point was that the machine is far more expensive than
the A1200.

|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 1033. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 19:49:42 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul09.194942.37590@rchland.ibm.com>
Source record: 22269
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21h0ho$i2n@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <1993Jul07.184537.27713@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> >In article <21ep8h$m4q@nz12.rz.uni-karlsruhe.de>, S_SAMSO@iravcl.ira.uka.de (|S|
Hermann Samso) writes:
|> >|> In <1993Jul5.112202.12565@Informatik.TU-Muenchen.DE>
scholz@Informatik.TU-Muenchen.DE writes:
|> >|>
|> >|> >
|> >
|> >[stuff deleted]
|> >
|> >
|> >|> > These are fakts, announced by Commodore Germany right this month. The CD32
|> >|> > will be available August with one special CD. The price is 699DM which is
|> >|> > about 400US$, but I think it'll be cheaper in the states. Several other
|> >|> ^^^^^
|> >|> too expensive
|> >
|> > This is not expensive kid, is quite a good price.
|> >
|>
|> Well, it may be a good price to you... but for a games machines, I think
|> about $250 is the price point people are willing to pay.

No, it's not. Considering a Genesis + Sega CD is about that price ($400),
and the SEGA CD has sold a lot.

|>
|> Incidentally, I just heard that 3DO will be selling their games for between
|> $19.95-$39.95 and will come with two controllers. But $700 is still too
|> steep for someone interested in just games.
|>
|> Anyways, what type of games will be out for the C= machine? Atari's big
|> problem with the Jaguar (at least, until they can prove otherwise) is
|> that I don't see them getting a major arcade hit to convert for it.

True and I agree.

|>
|> Also, for $400, a person can get a Sega Genesis w/ CD-ROM, right? It may
|> not be better, but it is better supported.
|>

|>
|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 1034. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 19:51:06 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul09.195106.37396@rchland.ibm.com>
Source record: 22271
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21h1ob$j7r@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <1993Jul8.031729.3207@ludd.luth.se> pjotr@ludd.luth.se (Peter Sj|str|m)
writes:
|> >In <21ep8h$m4q@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso)
writes:
|> >
|> >> Have you heard anything about Atari's Jaguar????
|> >> It will blow this 32bits thingy out of the water!
|> >> Go to comp.sys.atari and take a look at the Jaguar profile...
|> >
|> > Get real, dude! Jaguar is a year away... I could say that CBM's
|> >CD32 with AAA and 040 released next year would kill any console...
|> >
|> > /Peter
|>
|> They are usign a 68040 in a game machine?
|>
|> For $400?
|>
|> Won't this kinda hurt A1200 sales as it is "only" a 68020 and one of the
|> markets the A1200 is aimed at is the gamers?
|>
|>

I think he was just joking...

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD

# 1035. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 19:52:18 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul09.195218.34896@rchland.ibm.com>
Source record: 22270
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <C9uKG9.5vF@sci.kun.nl>, freddy@sci.kun.nl (Frantic Freddy) writes:
|> In <21h1ob$j7r@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
|>
|> >In article <1993Jul8.031729.3207@ludd.luth.se> pjotr@ludd.luth.se (Peter Sj|str|m)
writes:
|> >> Get real, dude! Jaguar is a year away... I could say that CBM's
|> >>CD32 with AAA and 040 released next year would kill any console...
|>
|> >They are usign a 68040 in a game machine?
|>
|> >For $400?
|>
|> >Won't this kinda hurt A1200 sales as it is "only" a 68020 and one of the
|> >markets the A1200 is aimed at is the gamers?
|>
|> Read again what he said. He said "with AAA and 040 released next year".
|> The current CD32 has neither a 040 nor AAA. But by the time the Jaguar
|> is released, Commodore might have a version that has both. Who can
|> say what the future will bring?
|>
|> Freddy

God! If C= releases a CD-32 with a '040 and AAA next year....
Sounds like I need some serious drugs for that!

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 1036. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 21:14:29 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul09.211429.11982@rchland.ibm.com>
Source record: 22274
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21jbfq$146l@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
|> In article <21hra4INNr24@mojo.eng.umd.edu> gerrymon@eng.umd.edu (Gerry Mon) writes:
|> >Greg,
|> >
|> >How do you know that the Falcon030 doesn't also have 32-bit access to
|> >ROM? If you don't know for sure, then how can you criticize the
|> >Falcon030 in this regard? Weren't you the same person who criticized
|> >the ST BLiTTER for being non-DMA and only able to do simple block
|> >moves? Since you were wrong then, it's possible you're wrong now.
|>
|> Shame on me, but this is the truth:
|> ROM access in the Falcon is really with 16-bit. This information comes from
|> Atari directly.
|> I'm more interested in how he knows that the Falcon has 16-bit access to RAM.
|> There is still no information about this. I think this is still a unproven
|> supposition (if not: give me mail).

Of course there is proof. A WHIIIILE AGO people posted in the ATARI groups
with information from ATARI themselves... this is a long-known fact.
Falcon has 16-bit access to RAM.

|>
|> Ciao, Heiko.
|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 1037. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 21:24:19 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul09.212419.31063@rchland.ibm.com>
Source record: 22275
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21jpnd$mrs@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <21irt2INNrpv@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> >In article <21ilfg$76o@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
|> >: In article <21i39hINNoc1@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:

[stuff deleted]

|>
|> First of all, you are ASS-uming :) that the 128MB 32mhz 030 expansion goes
|> on the 16-bit (ugh!) slot which has 24-bit addressing in the Falcon. But
|> it might be a soldering hack 'n slash upgrade.
^^^

# 1038. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 21:33:03 UTC
From: cmedley@wam.umd.edu
Message-ID: <21ko6f$jq1@cville-srv.wam.umd.edu>
Source record: 22272
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <pvdh.0bor@motship.hacktic.nl> pvdh@motship.hacktic.nl (Paul van der Heu) writes:
>Aric.Caley@ofa123.fidonet.org wrote:
>
> : > Falcons have MIDI in/out, A1200s do not!
>
> : Add to A1200 for cheap if you really want it!
>
>Besides no self respecting MIDI user actually uses the Atari MIDI ports since
>they are
>
> a/ have bad timing (>3 synths is a nono)

Say what? I've been running 5 MIDI modules for the past 2-3 years with NO PROBLEMS.

(I'd love to see the source for this claim!)

> b/ non-standard (combined out/thru)
>

This is true. But it hasn't prevented the machine from becoming the #1 music computer.

>most external MIDI interfaces for the Atari are expensive too!
>
>And most of all Bars & Pipes Pro 2.0 leaves Cubase eating dust! (as
>stated by a long time ST user now Amiga convert friend.. :^} )
>

He must have been thinking of Cubase 1.0? :)

# 1039. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 21:38:12 UTC
From: cmedley@wam.umd.edu
Message-ID: <21kog4$jva@cville-srv.wam.umd.edu>
Source record: 22273
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <475725ca@ofa123.fidonet.org> Aric.Caley@ofa123.fidonet.org writes:
>> Organization: University of Maryland, College Park
>> From: cmedley@wam.umd.edu ('Flip' Medley)
>> Message-ID: <211p1k$ro0@cville-srv.wam.umd.edu>
>> Newsgroups: comp.sys.atari.advocacy,comp.sys.amiga.advocacy
>>
>> In article <1993Jul1.165841.12006@syma.sussex.ac.uk>
>> kcci1@syma.sussex.ac.uk (Alan Buxey) writes:
>> >
>> >A badly disabled 16MHz 030! It resides on a 16-bit bus.
>> >The 32-bit 14Mhz 020 in the A1200 is only 1/3 slower
>>
>> Hold on... so is this to say the 14mhz 68020 on the A1200 is indeed, out
>> of the box, slower than the 16mhz 68030 on the Falcon even with the 16-bit
>> data buss argument we've been having in this newsgroup?
>
>A stock A1200 with no fast ram is probably slower than a stock Falcon.
>
>However, add fast ram, and it should easily meet and exceed the speed of
>the Falcon.
>

I'll agree with that one. But only in the case of a Falcon with no
TT-RAM.

>
>> Well, if you were weaned on an Atari 2600 or Intellivision early in life,
>> you'd have greater respect for even 16 colors! I remember the days when
>> I had to trudge 5mi. to use a VIC-20 in the snow... uphill... both ways! :)
>
>Jeese, I used to have (still do in fact) a Timex-Sinclair 1000 -- black and
>white with 64 x 48 pixels!
>

Well...hmph... I remember playing on a Coleco Telstar as a child!

:)

>> Well, I wouldn't laugh if I made a boo-boo like that. :) You mean
>> 320x480, don't you?
>
>Curious: Can you do 640 x 200? 320 x 480 could still be at VGA rates, but
>640 x 200 could not.

640x200 is done on the Falcon by "line-doubling" which is just sending out
the same scanline twice.

>
>At any rate, I'd take 640 x 480 x 262144 colours anyday.

So would I. :)

>
>Well there are third party DSP cards, but I think the best one can do only
>8 voices at 16 bits at 44Khz sampling rate direct to hard disk.
>

This is what the Falcon does OUT OF THE BOX. :)

# 1040. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 21:53:32 UTC
From: fihsu@athena.mit.edu
Message-ID: <21kpcs$mhh@senator-bedfellow.MIT.EDU>
Source record: 22276
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul9.025613.22763@usl.edu>, das9674@ucs.usl.edu (Stephenson Daniel A) writes:
|> In article <21dcps$3qi@senator-bedfellow.MIT.EDU> fihsu@athena.mit.edu (Hsu I-wei) writes:
|> >
|> >NS/FIP's requirements are pretty steep indeed. I believe you can do greyscale
|> >with 8 megs of RAM though. Also, NeXTstep's apps appear to be priced fairly
|>
|> What IS it with Steve Jobs and no-color computers? huh? Get with the times,
|> I say. Even dopey CGA has been out for eons!

Er.. NS/FIP can do color if you have 16 megs of RAM. Though it does 16-bit color, no support for 24-bit yet I don't believe...

|> >Oh yeah, one big thing is that NS/FIP is rather picky about the hardware. Only
|> >certain graphics cards will work well, and you need a 486DX (or Pentium ;).
|> >I think NeXT is really going after the higher education market (as opposed to
|> >the average home user) along with businesses, and it's most likely those people
|> >who are willing to shell out the money needed to buy a machine that can run
|> >NeXTstep.
|>
|> I should say so. NS/486 seems more of a pricey toy than a 'computer' as
|> we know them.

I don't consider $250 for the full developer's version to be overpriced at all... of course, only students get to pay that little. :)

|>
|> >Oh yeah, NS is only distributed on CD so that's another thing you'd need
|> >to get, rent, or borrow.
|>
|> How big is NS, anyway?

I think on the order of 100 and 200 megs for the users and developer's version respectively.. keep in mind that this comes with applications like Emacs and the highly praised TeX package with graphical front end..,

|> >developing applications for it are arguably the best. HP and NeXT have formed
|> >a mini-company to port NS to their PA-RISC machines. HP's PCs can already run
|> >NS/FIP, and they expect the workstations to be running it early next year.
|>
|> I thought that was IBM's RS/6000s?!

Hmm... I doubt this.. why would IBM want to promote an OS that is a threat to OS/2? :)

|>
|> Seriously, what makes it a great development system?

I don't know very much about NeXTSTEP myself. But many people (businesses using NeXTSTEP, etc.) claim application development time to be on the order of 3-10x what it would have taken them with any other OS.

If you are truly curious, ask the people on comp.sys.next.advocacy.

|> Depends on how you measure success. If NeXT stays in business another year,
|> I'd call that success!

At first I thought their decision to go all out software was foolish, given that they'd be facing extremely tough competition from Microsoft and all the other UNIX variants out there. But now that I look back, I realize that the OS was what I liked the best about the NeXT systems.. sure the hardware was nice, but what really attracted me was that you get a concurrent multi-user OS with an awesome graphical interface on top. NT doesn't offer that, and neither does OS/2.

|> Why did people buy NS on NeXT computers in the first place? Were they
|> 'UNIX' boxes, then, or something? NS doesn't seem to have a 'purpose',
|> if you know what I mean.

I'm not quite sure what you are asking... all NeXT computers came with NeXTSTEP on it.. The purpose of NS (in my eyes anyways) is to offer the power of UNIX, but at the same time make it easy to use and program on.

The one big concern I personally have with NS is that the applications seem much more expensive. If applications are so much easier to develop, you'd think they would be priced a bit cheaper!

|> --
|> Dan Stephenson das9674@usl.edu | "To conquer death, you only have to die" -JC

Francis

# 1041. Re: ATARI! HA!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 22:02:45 UTC
From: fihsu@athena.mit.edu
Message-ID: <21kpu5$mhh@senator-bedfellow.MIT.EDU>
Source record: 22277
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21iqnvINNrpv@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|>
|> I still think the NeXT was one of the best looking computers in
|> existence, I thought the cube was fantastic. The OS was great. Display
|> Postscript was a good idea, even if it was intensive. The system oozed
|> with power from everywhere but the hardware itself, and that's what hurt
|> them.

Yeah, I agree completely (except for the part about the Cube.. I didn't think it was _that_ great, especially considering the cost...) Only now are we seeing hardware that can run NeXTstep reasonably fast for a somewhat reasonable price. I wouldn't mind an HP 9000/735 running NS myself. :)

|> Its also the reason I think NT has no hope. I always believed that in
|> the end, Unix would triumph over NT. NeXTStep shows just how far Unix
|> can go beyond the csh prompt.

I think NT does have hope. I don't feel it has a chance of overcoming Unix, the big thing being that NT doesn't allow multiple concurrent users at the moment. (Though the way NT was designed, supposedly multiple concurrent users is completely unecessary.) However, with faster hardware getting cheaper quickly I don't think it will be TOO long before a fast NT system will be affordable. And combine that with Microsoft marketing... NT has a good shot at dominating the PC world.. but I too believe that Unix's future is not threatened by NT.

|> Greg
|>

Francis

# 1042. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 22:44:01 UTC
From: ggg@kepler.unh.edu
Message-ID: <21ksbh$18h@mozz.unh.edu>
Source record: 22198
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'>ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
'> Dude, the Jaguar will be out THIS FALL in New York, and then next year
'>later on.

I don't get this, why just New York? Is this going to be the testing
ground for it?

Greg Greene
ggg@kepler.unh.edu

# 1043. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-09 23:04:43 UTC
From: hasse@krynn.solace.hsh.se
Message-ID: <21ktib$odt@krynn.solace.hsh.se>
Source record: 22278
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <1993Jul09.194646.19097@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

>In article <21gqb4$146v@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>|> In article <1993Jul7.192534.11536@lmpsbbs.comm.mot.com> miked@areaplg2.corp.mot.com (Mike Danielsen) writes:
>|> >Well, how much is the Falcon? Last I heard, the atari nuts were claiming
>|> >"all this for only $700". (This was a while ago, I guess the price went up
>|> >alot.)
>|>
>|> Well, see it from Atari's side:
>|> Their Falcons are all sold out. Demand is much bigger than supply. Ataris main
>|> problem is the availabilty of the Falcon.
>|> So tell me, why should they go down with the price?
>|> Wouldn't this be economic nonsense?
>|>
>|> Ciao, Heiko.

>Don't justify Heiko, the point was that the machine is far more expensive than
>the A1200.

Apparently since you get more for your money....

>-----------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>*don't e-mail me* -> I don't have a valid address nor can I send e-mail
>
>
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

# 1044. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 09:11:01 UTC
From: aga@qedbbs.com
Message-ID: <3osg7B2w165w@qedbbs.com>
Source record: 22191
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip' Medley) writes:
> Let's face it.... Commodore has never before marketed a game machine. They
> have never made an arcade coin-op. The name Commodore is not even remotely

Yes but you fail to realise that Jaguar is not being done by Atari the
Coin-op company. But by Tramiels band of jolly nosedivers. There is no
indication of ports from Atari Games. In face Electronic Engineering
Times said it would be highly unlikely. IMHO Jag/3DO/CD32 all have a high
likelyhood of flopping in the US market, all for different reasons.

---
aga@qedbbs.com (Peter Dilley) or qed!aga
The QED BBS -- (310)420-9327

# 1045. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 09:16:39 UTC
From: aga@qedbbs.com
Message-ID: <gysg7B3w165w@qedbbs.com>
Source record: 22192
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cmedley@wam.umd.edu ('Flip' Medley) writes:
>
> Ok, how much RAM does the A1200 go to, without going to 3rd party FastRAM?
> The product literature says considerably less than the 128MB we both know
> it can go to.

Get out your calculator. Do to being an mbeded Controller the address is
24bit.

Ok I'll save you some time. Sixteen Million Seven Hundred and Seventy
Seven Thousand Two Hundred and Sixteen bits.

A little over Two Million is given to Chip Ram
A little over Four Million is given to PC0: [PCMCIA version 2 slot] OR
FastRam
A little over Four Million is given for Fast Ram (over 8 if you eat the
PCMCIA ram allocation space, which you should do since PCMCIA ram cards
are 16 bit and not worth the money IMHO)

The remainder are address space for OS Routines/OrGodKnowsWhat.

At least they don't waste space on ROMS like Apple did with Quadra. Geez
3 whole GIF pictures of the design team.

Of course To add 8 megs of Fast Ram is a simple deal. If you can open a
NO SCREW plastic cover and slide in the card then hey!

Add $350+ depending on speed/ram/configuration for an 030 card and you
have the full 32bit address range of appx 3-4Gigs. Wouldn't want to spell
it out like above! Of course those features include more expansion slots
on the accelerators for SCSI-II/Networking/YouNameIt. The SCSI-II option
of one of the cards uses the knockout on the back of the 1200 to put the
external SCSI connector.

---
aga@qedbbs.com (Peter Dilley) or qed!aga
The QED BBS -- (310)420-9327

# 1046. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 16:45:22 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21mrn2INNjsl@uwm.edu>
Source record: 22279
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21j43iINNf82@tom.rz.uni-passau.de>, Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
: Greg, Greg :-(. This 'Amiga is a games machine' BS comes directly from YOU.
: Seems you should check the meaning of what you write sometimes.

: Gotcha!

Oh, boy. Okay, I'll try to _EXPLAIN_ jokes more often. Everyone, everyone, everyone has heard someone say to an Amiga user, when the computer is mentioned:

"The Oh-mee-ga? Isn't that a game machine?"

If I -EVER- say that it's because I expect it to immediately be seen as a joke. I get annoyed when someone says that to me, and so do others. So, we're left with a known Amiga lover making a satirical comment about his own computer.

Can ya handle that? If not, I'll stick a tree limb up my ass and try to be more politically correct.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1047. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 16:59:18 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21msh6INNjsl@uwm.edu>
Source record: 22280
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21jb00$53h@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: In article <21hp6aINNm17@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: >As a sidenote, if money could fix the problems of the Falcon, I'd
: >consider it. But no amount of money short of hiring someone to redesign
: >your motherboard for you will fix the problems created by the
: >architecture of the Falcon itself. The Falcon will always be akin to an
: >old, 68000 architected system with a 68030 thrown in, like the old
: >A2000/500 systmes were when you tossed in an 030 board.

: Wrong. The Falcon motherboard was especially new designed. This is just
: ugly rumor which is definetly not true.

Nobody can say how or when the actual motherboard design was finished.
Nobody can say that they didn't originally intend a 68000 for it. But by
looking at the design itself, one sees remnants of a 68000 architecture,
not a 68030 one.

: I think you are referring to the 16bit data bus (it's still not clear that the
: Falcon really has a 16bit bus - no one has answered my question about their
: source for this information yet) than you will have to know:

I've gotten mine from the net, as well as who I believe was the only
Falcon dealer in Wisconsin, who has since gone out of business. Which is
okay, 'cause here in Chickenmilk, we don't need Falcons. We've all got
Cray Y-MP systems sitting around in our living rooms to use as really,
really tall coffeetables. And since none of us drink coffee, it doesn't
matter HOW tall they are.

: It is fixable (when necessary), ask GES*ft about their 32bit FastRAM.

FastRAM will not FIX the ST-ram. I do understand -WHY- they gave it a
16-bit bus, I just don't agree with it. ST compatibility isn't important
enough to make me want to cripple an otherwise pretty cool design.

Because of the ST-ram, you will always access the motherboard, whether
from the expansion slot (guaranteed, that thing walks and talks like a
68000 is on the other end) or from the CPU, in 16 bits. On the 030,
that's a real penalty.

On an 040, it'll kill you. On the 030, the 030 will do two reads to
16-bit ram automatically, a single 32-bit longword.

On an 040, that 040 will make _8_ of them right away, to fill a full
cache line. Even if you won't be needing it. On _TOP_ of that, your bus
logic is EXTERNAL--the 040 no longer supports anything but 32-bit buses,

the bus-sizing logic was removed. So you'd better have fast logic,
or you'll be taking an even GREATER hit.

: Don't be so sure that the Amiga will live forever! You are speaking about

Who said I was?

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) :) Wubba :)

# 1048. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 17:09:56 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21mt54INNjsl@uwm.edu>
Source record: 22281
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21jp5c$mf9@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: In article <21ircdINNrpv@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: Well, odds are good that if the Tramiels are decisive (a facet of themselves
: we've rarely seen, except during product announcements :) ), if the Falcon
: does not sell, it'll either be supplanted by a new machine (Falcon040?) or
: dropped. But considering how bad prior sales of Atari computers were
: compared to the clones or Macs, I don't think the Falcon can do anything BUT
: improve on this.

But that was when there was only the ST line... Add a whole new line,
and they may choose one road instead of travelling both.

: Well, if the Jaguar does great and the Falcon does about as good as the Mega
: STe line, it's pretty clear that they won't drop it because regardless of
: any other factors, it would be profitable.

Unless they can only afford to do one of them. Or, by consolidating,
they could push one system into the market with enough force to roll a
big profit.

: <now, whether they would benefit from streamlining and becoming just a
: videogame company is another thing... Atari has not shown any signs of
: dropping the computer market at all...in fact, if they are smart, they'll
: probably keep their hands in both as long as $$$ permits>

Well, I'm not talking about demographics NOW, I'm talking about
demographics after the Jaguar release. That's why it's a difficult
prediction.

: I'm not sure of that. With the C64, maybe. With the Amiga, I think they
: were trying to find the heir apparent to the throne of the C64 as the
: best selling PC out there...

: Did Commodore create the Amiga? :) I seem to remember a guy named Jay
: Miner... :)

Yeah, but that C64 was Commodore's fault. :) So C= has been successful
with a system of their own. Actually, when you think about it, not one
system made by the ol' Amiga crew has ever done well.

First, they make the Amiga. Then they run out of money, and C= buys it.
Relatively speaking, it flops.

Then, they make the handheld system, later to be dubbed Lynx. Epyx runs
out of money, Atari buys it.
Relatively speaking, it flops.

Now, they've got their hands in 3D0...

I wanna know if it flops. Somebody flip to the last 10 pages of the book
and read them...

: How much money would need to be spent on the Jaguar R&D when the machine is

Not R&D, son, MARKETING. Like it or not, the Jaguar has stiff
competition, and it isn't even in the form of hardware. Sega and
Nintendo will market Atari into the bit bucket, and Atari will have to
compete.

That means they'll be throwing a LOT of money at the Jaguar, as a whole.
(sorry if I made it sound as if I had only meant R&D)

: done, finished, and shipping? That seems a little odd. You don't
: engineer the machine over after it ships (although you've suggested they
: do this to remove the 16 bit access to chip RAM in the Falcon :) ).

Actually, they probably should, several times. Keep cost reducing the
Jaguar, make it cheaper and cheaper with the same functionality and
compatibility, to compete more directly with everyone out there who does
the exact same thing. Reengineer it over, and over, and over.

: I don't that's a real problem. The Jaguar is aimed at one market, the Falcon
: at another. If one is more profitable, then they'll devote more resources to
: it, I'm sure.

To what extent, though? Will they kill the Falcon to save the Jaguar, if
the Jaguar grabs a chunk of the market?

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1049. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 17:19:12 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21mtmgINNjsl@uwm.edu>
Source record: 22282
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21jbfq$146l@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: I'm more interested in how he knows that the Falcon has 16-bit access to RAM.
: There is still no information about this. I think this is still a unproven
: supposition (if not: give me mail).

Well, my dealer seems to know, and what I've seen of the motherboard
agrees.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1050. Re: False rumor article

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 17:24:51 UTC
From: garth@splunge.uucp
Message-ID: <1993Jul10.172451.288@splunge.uucp>
Source record: 22193
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.atari.advocacy

For those of you wondering about some of the latest rumours etc.
concerning Atari and its plans for its various machines, here's the
latest OFFICIAL transcripts from GEnie, with Bob Brodie, the
sanctioned spokesperson for Atari USA:

**********

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type HHH (RETURN after that). Wait for the U#= prompt.Type XTX99437,GENIE
and press [RETURN]. The system will prompt you for your information.
==========

Special Friday Night Real Time Conference
Dateline Atari! with Bob Brodie
July 9, 1993

Host - Lou Rocha

<[Host] ST.LOU> Good evening to all our loyal GEnie members and
welcome to the July session of Dateline Atari! with Bob Brodie. I
hope you all had a great holiday last weekend and I am very happy
you all made it back safe and sound. Tonight Bob will bring us up
to date on the industry-setting news about the Jaguar - Atari's
64-bit game console - and the very promising arrangement with IBM.
I am sure we will also hear the latest on Falcon computers and
applications. Of course, Bob will also be ready to answer any
Atari-related questions, right Bob? So without further ado.....
ROUND 10 of Dateline Atari! with Bob Brodie..........

<BOB-BRODIE> Welcome to the July installment of Dateline Atari! I
trust that you have all enjoyed last weekend's holiday time. My
family and I used it for a much needed "get away" time to step
back from things, and enjoy each other's company.

I had hoped tonight to be able to discuss the Atari Jaguar in more
depth than we've done in the past, but I've been unable to hook up
with our technical staff to get the kind of information for you
that I'd really like to have. So, while I'm prepared to field some
questions on the Jaguar, I'll ask you to be understanding if I
cannot be as forthcoming as I had hoped to be tonight.

We gave one of the first demos of the Atari Jaguar at our recent shareholders' meeting, where we showed our stockholders that "futuristic" style housing, as well as demonstrated some of the software titles that we're working on. Be sure to check the last issue of Atari Explorer Online Magazine for all the details on that meeting...they had an excellent reporter hidden in the crowd! Most of the details reported by AEO are right on target. Especially of interest to some of the attendees at the meeting was the fact that the Jaguar does in fact have a 64 bit data bus.

On the Computer side of our business, we're continuing to get shipments of the Atari Falcon030 Computer in good quantity. We have finally seen the first shipments of the 1 meg no hard disk machines, and the four meg no hard disk units. We're still on back-order for the RAM boards that we're manufacturing, but the developers are supplying our customers with high quality 3rd party boards. I stopped by B & C ComputerVisions earlier this week to catch a first hand look at the RAM Gizmo Board from CHRO Magic. This board accepts regular SIMM modules in it, and looks terrific! The suggested retail price of the board is $99, without SIMMs. B & C had already installed a 14 meg upgrade into one of the units that they had for sale, and seemed quite pleased with the results!

For our part, we have been shipping MultiTOS and SpeedoGDOS. We had been shipping Atari Works as part of the Falcon030 shipments, but hadn't gotten the manuals in. There has been a significant demand for Atari Works, and in our zeal to meet the demand, there was a mistake made in the final process of preparing the product to be shipped. It seems that rather than package the 720K floppies that we had manufactured to go in the stand alone Atari Works package, the units inadvertendly went out with the High Density floppies that were supposed to go with the Falcon030. We apologize for the problems...the stand alone version of Works wasn't really quite ready to go out the door. We were waiting for the boxes to be manufactured...and we're a little red-faced about the mistake. Greg Labrec is hustling to make things right, and I'm sure that we'll have this straightened out in short order.

Our current inventory situation on the Falcon030 is quite strong, and our dealer base is still growing, albeit mostly in the music side of the business. On the computer side domestically, we're pleased that we were visited by our friends from Holland, Compo Software last week. They are preparing to bring into the US their high quality PC board, Falcon Speed, as well as the exciting Overscan product called Screen Blaster. I expect that they will also be importing in the product NVDI, a high quality screen re-draw accelerator. They were kind enough to provide me with copies of these products, and they look terrific! The Falcon Speed Board is a very clean "plug and play" type of design, and the Screenblaster plugs in to your monitor port, and then a cable to one of the joystick ports. Very nice results, and fully programmable. Be sure to check with COMPO here on GEnie for the

pricing and availability of these products.

I had a lot more to say in my opening remarks, but a hard disk demon seems to have stricken them from my files....

<[sTTeve] S.MILLER58> So MultiTOS is available now for the TT?

<BOB-BRODIE> Yes Steve, it is shipping. Works great, I use it everyday at work. I believe that the MSRP is $69

<[Yat@Lexicor] Y.SIU> Thanks, one thing that many people are fearing is that Atari will be concentrating more on the Jaguar and neglect the Atari Computer's series for a while? I hope that this fear is unjustified. Also, how long will Atari take to produce an '040 Computer? it doesn't appear to be planned and this is part of why some of those fears emerged...also, how supportive is Atari about Atari Clones made in both Germany and U.S. (unofficial yet).

<BOB-BRODIE> Yat, we've made it very clear that we intend to support the Falcon for a long, long time. We've indicated to you personally, repeatedly, that we will not discuss future products that have not been announced, and that I am an employee of the US, and not preparted to discuss European issues...three months running now.

<[Yat@Lexicor] Y.SIU> It's not about Europe...

<BOB-BRODIE> There is no question that the Jaguar is an important product for our product line, and that the Falcon is as well. We took pains at our recent shareholders meeting to showcase both machines to ensure that our shareholders understood that we are supporting both of the products to the fullest.

The only reason that I can think of that you are saying that an 040 appears to be unplanned is that we're unwilling to discuss future products.

<[Yat@Lexicor] Y.SIU> Ok..thanks, what is Atari's viewpoint about Clone Computers about Atari?

<BOB-BRODIE> I assure you that as Sam has indicated in the past, the Falcon is the first in a new family of computers. There will be updates to the line, and we'll continue to make computers for quite a while to come. As far as the clones go, we've worked closely with most of the so-called clones, and they are in many cases just a repacked Atari.

<[Die/!\Hard] PRESS-20> Can you tell us more about the IBM-Jaguar deal. Seems to me to be one of the most significant developments of the decade for Atari. An American made entertainment console is going to make a wonderful Christmas present.

<BOB-BRODIE> The contract is for 30 months, IBM will be sourcing the parts, doing the Q/A, building and distributing the product from their warehouse in North Carolina. Can you be more specific in your question?

<[Die/!\Hard] PRESS-20> So question one: any more details? Okay, any chance that IBM would build Falcons and TTs?

<BOB-BRODIE> Not at this time, we have other contracts in place for that. In the future, it's a possibility.

<[Die/!\Hard] PRESS-20> Any chance that STBooks may make it into production?

<BOB-BRODIE> Right now we're focusing on the Falcon and the Jaguar, Donovan. We are aware of the demand for the ST Book, but think that it will need a lot more re-working before it will be ready.

<[Sean@TWP] P-DIRECT> Hello, Bob. Fairly easy question - any news on when the software for the upgrade cards with the Falcon030 will be shipped?

<BOB-BRODIE> The software is shipping now, Sean. We sent out a mailing today with the material in it for the dealers.

<[Sean@TWP] P-DIRECT> Great News, Bob. Thanks.

<[Jeff] J.WHITE99> Since there seems to be a lot of question tonight concerning the TTs can you update us on the status of a several week old rumor of TTs coming into Sunnyvale?

<BOB-BRODIE> Hi Jeff, it's not a rumor at all. We're bringing the TT back into production. We have been told by our corporate officers to expect TT's sometime next month.

<[Jeff] J.WHITE99> OUTSTANDING!!!!!!!!!!!!

<[Sam030] SAM-RAPP> Hi Bob! I picked up Battle Wheels for the Lynx yesterday! Great game! Any news on Daemonsgate or others? What about the Joy stick/pad for Falcon? Same as Jaguar? Available when? My dealer had no cards for missing Falcon Software! Also, I have had a bad HD in my Falcon for a month! Why can't Atari Get me a replacement?

<BOB-BRODIE> Hi Sam....I agree, Battle wheels is a terrific game. The next ones that you should expect to see on the shelf are Gordo 106, Lemmings, and then Jimmy Connors Tennis. Sorry, no comment about Daemonsgate, still in beta. The joystick pad for the Jaguar is the same unit as for the Falcon, only a different color. Your dealer can get the cards he needs for the missing Falcon software by contacting Greg Labrec at Atari for them, or myself.

Re the hard drive, we had a few problems with some hard drives, and the manufacturers were here at Atari trying to figure out what

the problem was. It didn't make sense to send out more until we determined what the problem was. There was a concern that it might have been a software problem rather than a hardware one.

<[Sam030] SAM-RAPP> When on Falcon stick? My HD problem was DEFINITELY hardware! (bump...grind... etc!)GA and thanks!

<BOB-BRODIE> You'll have the Falcon stick when the games that use it are available, Sam. All of the game manufacturers have them, we won't be the only ones shipping them...and I know that you think it was a hardware problem...so did everyone else. :( But there is more to it than meets the eye and that's why the drive mfgs were called in.

<[James] J.VOGH> Can you describe some Jaguar games and How well suited is the Jaguar for 2D games like SF2 and sonic? Also, What FCC class is the new TT?

<BOB-BRODIE>Hi James, take a look at the last Atari Explorer Online Magazine here in the libraries on GEnie. It has a piece in it about the shareholders meeting where it talks about the games. They are truly stunning.

The Jag is better than 2D, it is well suited for 3D games. I'm not sure what class the TT will be in when we get it...good question. I'll ask.

Sorry I don't have the file number handy...

<[James] J.VOGH> About, the 2D stuff, is the Jaguar good at that type of stuff if that is what you want to do? Parallax scrolling etc.)

<BOB-BRODIE> We certainly don't want to restrict the machine in any way, James. That's why we've designed it to interact with both phone systems via modem, and cable TV systems.

<[Robb @ PAC] R.ALBRIGHT7> Hi Bob. Do you know of any Falcon-aware games , i.e., 256 colour, 16bit sound, etc., available now, and upcoming? Also, will there be a change in the TT MSRP with the new shipment, you could sell some serious units at around Falcon price!. And finally, what is the best source for apps available for the Falcon, esp. video, maybe an updated TOS catalog (ther e was a date on it, suggesting revision :') )

<BOB-BRODIE> Hey Rob, yes we are indeed aware of some Falcon specific games. Most of them are coming here from Europe. They look terrific, and really, really SOUND incredible as well. The DSP is well suited to the sounds used by many of the leading game developers.]

Re the TT, we're going to hold off on any price discussions on that until they get in hand. We will be updating our dealers via mailings and faxes as the new products become available...that's

what we did with the Ram GIZMO and it seemed to work nicely. Our users will continue to get the latest in news on the exciting new games and other Falcon products from Atari Explorer Online Magazine, available here on GEnie.

<[Yat@Lexicor] Y.SIU> Concerning the Jaguar: How many game producers plan/are developing for Jaguar? Any Famous Names (aside from Atari <grin>)? Is there or will there be a CDROM and CDROm games? (excuse my ignorance if this is already known) and will Atari and IBM maybe team up on distributing the Jaguar i.e. Advertisement?

<BOB-BRODIE> No comment re the developers. Sorry. We plan on doing our own press on the Jaguar. If you're in the area of the roll out (New York or San Francisco) I'm sure you'll be impressed with the results of the TV (yes, television) advertising that we'll have for the Jaguar. If you are not in those target areas....get cable or read Atari Explorer Online. They'll probably have GIFs of the ads in their issue.

<[DAVE] D.MUNSIE> Hi Bob, I'll make these quick...Will the letters IBM appear anywhere on the packaging? Also how many active users (ST/STe here in the states now andd oes Atari encourage ST/STe development still? Thanks...

<BOB-BRODIE> ST development makes no sense at all, not enough colors, not enough sound. We've said for about three years now that our developers should be making STE or greater products. Via our developer newsletter we've provided guidance on programming for compatibility (authored by Leonard Tramiel no less)and it is an obtainable goal. I think that the Falcon offers such exciting new capabilities that it makes sense to program with those in mind. As far as the number of users, sorry....no comment. ga

<[Jeff] J.WHITE99> Is there going to be an official attempt to gain some exposure in popular trades(reviews, comments, honorable mentions,) like New Media or other cross platform mags - or would it be appreciated if an anonymous letter to the pubs. suggested that they investigate the Falcon and or other Products? Has anyone in Sunnyvale looked at what Cupertino is proposing with the "Cyclone"?

<BOB-BRODIE> Jeff, we have gotten such press in the past, albeit not in New Media. We have seen write ups in Computer Reseller News, a very prestigous industry publication. And yes...they are officially sanctioned actions. I helped. :) New Media is neat, but it's new. It hasn't even published for a year yet, so let's not annoint it to the level of the Info World et als just yet. ga

<[Rob C.] R.COOPER2> Bob, I've heard a lot of talk regarding Falcons without HDs not having the s/w pkgs. Could you comment on this? Is the software extra for those who don't require the HD

space? If so, why is that? [a soon-to-be Falcon owner :) ]
...BTW, thanks for taking the time out to do this. It's
appreciated!

<BOB-BRODIE> Hi Rob, the Falcons without HDs will ship without SpeedoGDOS, Works, or Falcon D2D. The reason is that's part of the incentive to purchase the machine with the HD...that software will be pre-installed at the Factory (eventually), so there will be no need to include the floppies with the units. BTW, I enjoy this time, too. :)

<S.MERRILL1> What speed does the Jaguar run at?(mhz)

<BOB-BRODIE> Sorry, that's part of the info that I'd hoped to have on hand, but couldn't get together with our staff to have available for you tonight. Hopefully, we'll have a full spec sheet available soon. Look for it in the library, as well as in a future edition of Atari Explorer Online Magazine.

<[Die/!\Hard] PRESS-20> One question: What's the status of Atari Explorer, the magazine?

<BOB-BRODIE> Still up in the air. We had a proposal to have it done by Lindsay and company on the outside that looked like it was going to fly, but was rejected at the last moment. Not sure why.

<AEO.4> I was impressed by the article in "Electronic Engineering Times" dated July 5, 1993. Have you seen it? They gave a very positive view of the Jaguar, comparing it to mid-range 3-D workstations in power! It's nice to hear some positive news. I am new to the RT, having just come on to AEO. I write the article, "The Unabashed Atariophile."

<[Yat@Lexicor] Y.SIU> I read in STFormat issue 47 (june 1993) that the 520STFm is being reintroduced? I hope that isn't true....? Thanks

<BOB-BRODIE> Hi Yat, I read that too. Garry Tramiel and I had a good laugh about it. No, it's not.

<[Robb @ PAC] R.ALBRIGHT7> Bob, I realize it is still early in the game, but have there been any discussions with developers from IBM/Mac with established software about porting to the Falcon? Also, do you have any _names_ of the Falcon games I asked about before?

<BOB-BRODIE> Rob, most of the developers from the IBM/Mac world are going to want to see better sales of Falcons before they will be willing to port their stuff. We're continuing to work with our excellent developers association, The IAAD, to get the highest quality software produced for our customers, and our machines. We're grateful that we have such a dedicated organization of professionals to work with. re the game titles, hmmmmmm nah.

Better not. :)

<ARCHIVIST> Bob, just a little question about the IBM deal. Will they be making only the basic Jaguar or will they also be responsible for the add-on's like the CD-Rom, joypad, etc

<BOB-BRODIE> Good question, Charlie. To be honest, I'm not 100% sure. But in the past, we've always handed off the entire product line to a specific manufacturer. ga

<[David] D.FREELAND> Hi Bob. I just got my F030 about a week ago and after looking at the machine, speedo GDOS and Atari works, I am sure Atari is on its way to reclaiming a good portion of the market and attracting some NEW users to the platform. I was wondering what kind of incentive is Atari giving to make their programs work on the F030.

Also,is there any truth to the ST Format article that states Atari is projecting the sale of 100,000 F030's by Christmas?

<BOB-BRODIE> Basically, we're providing developers with an environment to produce products that are not possible to do on other machines right out of the box. Like Digital Sound, and other DSP kind of things. By giving them hardware that they can be creative in, we feel that we will continue to attract some of the very best/innovative minds in the world. Re the ST Format article, I'd rather not comment on that, since I haven't seen the article in question yet. I enjoy a pretty good relationship with ST Format, and don't know what their source was, or their intention...ie UK, Europe, worldwide, etc.

<[Chris] C.CASSADAY> The recent upload of the Develper CD ROM info gives some light to the possibility of new developers coming on board to the Atari platform. At least it gives the appearance that Atari recognizes the need to increase developer support in order to attract those folks... I know personally that Mike Fulton helped me out quite a bit a few weeks ago when I needed some help.

<BOB-BRODIE> Hi Chris, this is a project that we've wanted to do for a long time. You're right, we're certainly aware of the increase in support that is needed.

<R.HOUSE4> Three questions Bob - Do you have any information on 'Falcon Speed 486'? Are you aware of any Falcon specific accelerator boards? Lastly, is there any plan to standardize the look and feel of Atari specific software packages similar to Windows and Mac applications to their respective platforms?

<BOB-BRODIE> I personally own a Falcon Speed 286, I've been asked not to comment on the 486 product at this time. Yes, there is an accelerator board, I believe it is from Overscan, but not 100% certain about that. I was told that it was a 48Mhz board. Re the standardization...that is something that Bill Rehbock took up once

upon a time. It didn't meet with a lot of success. In Europe, they have an extra key to contend with that tends to mess up some of the common key combos that we'd like to see. Like using the ALT key for instance. It's evil. :) But certainly common things, like Control-O to open a file, that sort of stuff...should come in time.

<C.S.SMETON> Bob, Sales via the Distribution system have almost reached a standstill. Does Atari have a list of the 140+ Falcon approved dealers that you can give to developers for direct marketing?

<BOB-BRODIE> Charles, at this point I have been instructed not to release that list. Sorry. We are discussing other methods with the IAAD to aid in the sales, like putting them in contact with our rep firms to ensure that the reps are aware of the third party solutions that are available on the computer side of the business. Most of them have a high level of expertise on the music side, but couldn't un-lzh a file if their life depended on it. Or unzip one, right Jeff? <ducking>:-)

<C.S.SMETON> Bob, I would not expect a music dealer to un-zip or un-lzh a file. I just want to directly contact them about our products. How many of the Falcon ADA dealers are music specific or music intensive and how many are true computer stores? How does a user know where they can buy aFalcon?

<BOB-BRODIE> Charles, understood. My point is that since I cannot release the list directly, I want to do the next best thing...make sure that our sales reps can inform dealers of your products in a proper fashion. It's going to be an educational process for them, they are largely musically inclined. The dealers are running about 3-1 Music. A user can know where to buy one by contacting Atari, or by looking for a dealer's advertisment.

<[Splat!] DMJ> First, I heard a rumor that one dealer has 500 Falcons. If this is true, it's good news. I also read the Developer's CD info; it looks good.

<BOB-BRODIE> Not true.

<[Splat!] DMJ> Not true about the 500 Falcons? Oh well.

<BOB-BRODIE> 50 maybe, not 500. Sorry. Actually, most of the dealers report that their shipments come in, and go out pretty quickly.

<[Splat!] DMJ> Okay... about how much will the Developer CD cost?

<BOB-BRODIE> Sorry for the delay, had to double check with the Dev guys on that. No price has been announced at this time.

<[DAVE] D.MUNSIE> Bob, as a writer for a European magazine (ST REVIEW) I have to clarify this. When you said you laughed about

the ST Format article about the re-release of the STFM's are you going on record as saying there is no truth to that article what so ever? A lot of people in the media in the UK seem to think it's true. Thanks.

<BOB-BRODIE> Dave, when I was told about the rumor, I asked my immediate superior, Garry Tramiel. He is well informed on our companies plans world wide. He indicated that it was not true.

<[Host] ST.LOU> Well Bob it has been another wonderful evening and I would like to thank you for staying well beyond our usual time. Best wishes in the days ahead and I hope you get to spend some summer time with your family!

<BOB-BRODIE> Thanks, Lou. It's always a pleasure to spend this time on GEnie, our official online service with our users. I really look forward to this event that we've come to share each and every month exclusively here on our online network of choice, GEnie!!! I'm off to a weekend with my family for some of the summer fun, and hope that the rest of you have a wonderful weekend as well. Good night!!!

**********

Well, that's it. Hope this has helped clear up some rumours. If anyone's interested, I'd be happy to post the results of future conferences on GEnie as well. Let me know via mail, garth@splunge.uucp.

--
Garth Wood | "A witty saying of some kind."
garth@splunge.uucp |

# 1051. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 17:31:26 UTC
From: cmedley@wam.umd.edu
Message-ID: <21mude$i77@cville-srv.wam.umd.edu>
Source record: 22283
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21mt54INNjsl@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>In article <21jp5c$mf9@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>: In article <21ircdINNrpv@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>: Well, odds are good that if the Tramiels are decisive (a facet of themselves
>: we've rarely seen, except during product announcements :) ), if the Falcon
>: does not sell, it'll either be supplanted by a new machine (Falcon040?) or
>: dropped. But considering how bad prior sales of Atari computers were
>: compared to the clones or Macs, I don't think the Falcon can do anything BUT
>: improve on this.
>
>But that was when there was only the ST line... Add a whole new line,
>and they may choose one road instead of travelling both.
>

Guess what, Greg? That's speculation!!!!!!! :)

This is akin to me saying that Commodore would cease making high-end Amigas
(i.e., the A4000 series) because the A1200 and CD32 sell more units and so on.
We all know the main Amiga sales have been in the under-$1000 category. So
why do they even presume people would support their high end efforts? So why
not dump the high end Amigas after losing $177 million internationally and
being known as the 2nd worse managed company in the Western Hemisphere? :)

(the 1st being Atari :) )

>: Well, if the Jaguar does great and the Falcon does about as good as the Mega
>: STe line, it's pretty clear that they won't drop it because regardless of
>: any other factors, it would be profitable.
>
>Unless they can only afford to do one of them. Or, by consolidating,
>they could push one system into the market with enough force to roll a
>big profit.
>

But Greg, Greg, Greg... my boy... they apparently have planned to support both!
So sit down, rest easy in your chair, and don't worry... it's not your money!

>: <now, whether they would benefit from streamlining and becoming just a
>: videogame company is another thing... Atari has not shown any signs of
>: dropping the computer market at all...in fact, if they are smart, they'll
>: probably keep their hands in both as long as $$$ permits>
>
>Well, I'm not talking about demographics NOW, I'm talking about

>demographics after the Jaguar release. That's why it's a difficult
>prediction.
>

And that is precisely why your speculation on future events is so...
unwarranted.

>: I'm not sure of that. With the C64, maybe. With the Amiga, I think they
>: were trying to find the heir apparent to the throne of the C64 as the
>: best selling PC out there...
>
>: Did Commodore create the Amiga? :) I seem to remember a guy named Jay
>: Miner... :)
>
>Yeah, but that C64 was Commodore's fault. :) So C= has been successful
>with a system of their own. Actually, when you think about it, not one
>system made by the ol' Amiga crew has ever done well.
>

Well, that's true.... to an extent. If I remember correctly, many of them
were ex-Atari employees who helped out in the design of the Atari 8 bit, which
did quite good for a while. Until the C64 began to dominate the market, the
old 400/800/1200/XL machines were doing pretty good...

>First, they make the Amiga. Then they run out of money, and C= buys it.
>Relatively speaking, it flops.
>

Hmmmmmm. I wish you'd mentioned that when you were hyping how great the A1200
was in terms of software and support earlier. If I'd known it was a flop I
would have proclaimed victory in this discussion oh so much sooner. :)

>Then, they make the handheld system, later to be dubbed Lynx. Epyx runs
>out of money, Atari buys it.
>Relatively speaking, it flops.
>

Yep. Poor Atari. :)

>Now, they've got their hands in 3D0...
>
>I wanna know if it flops. Somebody flip to the last 10 pages of the book
>and read them...
>

The big difference between 3DO and the rest is simple: software. EA is
committed to it. They are big. Mammoth. Gigantic. Not on the order of
MS yet, but 3DO is their IBM PC. They wanna ride its coat-tails to glory.
Trip Hawkins wants to use 3DO to put EA in the same leauge as MS.

>: How much money would need to be spent on the Jaguar R&D when the machine is
>
>Not R&D, son, MARKETING. Like it or not, the Jaguar has stiff

>competition, and it isn't even in the form of hardware. Sega and
>Nintendo will market Atari into the bit bucket, and Atari will have to
>compete.

Excusez moi, but your original posting said R&D. Go back and check (unless
you cancelled it out of embarassment!).

My argument was that R&D time on the Jaguar is OVER. The machine is complete.
The issue now is marketing, as you so correctly point out. :)

>
>That means they'll be throwing a LOT of money at the Jaguar, as a whole.
>(sorry if I made it sound as if I had only meant R&D)
>
>: done, finished, and shipping? That seems a little odd. You don't
>: engineer the machine over after it ships (although you've suggested they
>: do this to remove the 16 bit access to chip RAM in the Falcon :) ).
>
>Actually, they probably should, several times. Keep cost reducing the
>Jaguar, make it cheaper and cheaper with the same functionality and
>compatibility, to compete more directly with everyone out there who does
>the exact same thing. Reengineer it over, and over, and over.
>

At $200 they won't need to devote a massive effort to re-engineering the
Jaguar initially. And it's pointless to throw money into it before you
know enough units will sell of the machine to justify keeping it competitive.

# 1052. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 17:42:15 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21mv1nlNNjsl@uwm.edu>
Source record: 22284
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21jpnd$mrs@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: >The system is set up to take 14MB of ram, all ST ram. Adding it through
: >the slot may or may not work, which is why I didn't comment on it. It
: >would certainly work if you placed the CPU on that expansion bus, but
: >whether or not you could get 32-bit access to TT ram on that bus is very,
: >very questionable. That expansion setup is a straight 68000 set of
: >traces. Any CPU on the motherboard would only be able to access anything
: >in that expansion port in 16-bit increments. That doesn't even include
: >the fact that they've got a 16-bit bus to memory on that cpu, and the
: >fact that it's very likely that they've only put 16 bits of address as
: >well, to save board space (because it would be unneeded).

: Ummmmmmm..... now, this is where we go into dangerous territory, so let's ask
: the people who know. :)

: First of all, you are ASS-uming :) that the 128MB 32mhz 030 expansion goes
: on the 16-bit (ugh!) slot which has 24-bit addressing in the Falcon. But
: it might be a soldering hack 'n slash upgrade. The company's name is GESoft

See, there's no reason. The 16-bit slot won't affect it WHATSOEVER.
You'll be accessing the motherboard at the same rate you would with a
hack and slash.

Seem, the problem is that you've got 16 bits of address, nearly all of
which is taken up by the system itself. You can't add ONLY fast ram to
the slot, because it wouldn't BE fast ram--you could only access it 16
bits at a time.

What you CAN do is do what was done with the Amiga on the old 16-bit
systems. Put a new processor on the same board as the memory, access
that memory at the full 32 bits at full speed, and drop back to access
chip ram.

So, it's perfectly possible and logical that it goes in the slot.

: For now, let's go to the facts... the board goes in the Falcon, gives it up
: to 128MB of RAM, most or all of which is known to be TT (CPU-only) RAM. This
: increases performance as this RAM would be accessed 32-bits at a time... with
: no contention with the remainder of the Falcon's chipset.

But it does so by adding a new CPU. You're not really adding ram, you're
adding a new subsystem. When I say "stick ram in the slot", I mean ONLY
ram. You can't add FAST ram to a Falcon, you've got to add Fast ram with
a new processor in order to access it at a faster speed. (And yes, I'm
much more coherent today. Much better grasp. ;)

: Greg, you're grasping at straws, trying oh so hard to flame when you don't
: have facts. Please do more research. If this were a court of law, this

I was trying to think it through logically.

: evidence would be thrown out as mere speculation. And if you're speculating,
: and spreading it as if it were the gospel, you're misleading people.

Okay, I'll take it down, and this time, step by step.

FACT 1: The falcon allows for 16-bits of address.
FACT 2: The Falcon's processor slot is a collection of 68000-compatible
signals pulled from the motherboard.
FACT 3: The Falcon's architecture maps out the entire 16 megabytes for
use, dedicating some portion of that to the expansion slot.

Now, here's where we get technical.

Postulate 1:
From FACT 2, we see that it is not possible for the on-board CPU to
access TT ram with any speed, becuase it would be restricted to 16-bit
access.

Postulate 2:
From FACT 3, we see that there isn't ROOM in the memory map to add any
sizeable amount of ram via the processor slot, and for a very good
reason--the reason it IS the way it is _IS_ because they worked so hard
at compatibility with their old architecture.

Conclusion 1, based on Postulates 1 and 2:
Therefore, it isn't possible to add TT ram without moving the processor
off of the motherboard. This can be done by designing it into the TT-ram
card and giving it full access.

And, here's something that Amiga users that used to own the old 16-bit
systems will appreciate.

Conclusion 2, based on FACT 2, FACT 3, and Postulate 2.
Because of FACT 2 and FACT 3, we see that it is impossible to use DMA to
get to TT ram. The DMA system is motherboard-based, and therefore,
cannot even SEE the TT-ram, which is totally out of its address range.

Crippled, plain and simple. All created by that 16-bit bus.

Conclusion 3, based on Conclusion 2:
Because of the nature of the SCSI-II controller, and its inability to
reach TT ram, any access to the drive must a) take place in ST-RAM,
slowing the system down considerably, and b)become, as a result, polled
IO when transferring anything from the drive into TT-RAM.

Conclusion 4, based on Conclusion 3:
So in order to get any good system throughput with a TT-RAM/processor
fitted system, you'll have to add a new SCSI connector on the local area
of the processor (which means, in effect, you've got to stick it on that
card with the ram and the processor).

None of this is new to Amiga users. The _EXACT_ same problems were encountered by A2000 and A500/A600 owners when they wanted to upgrade, and the multifunction cards came into existence rapidly. With the smaller market of the Falcon, there will be a greater amount of time, but that whole ordeal was the reason a lot of people upgraded to the A3000--to end that problem.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1053. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 17:46:37 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21mv9tINNjsl@uwm.edu>
Source record: 22285
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21k8u4INN78e@mojo.eng.umd.edu>, Gerry Mon (gerrymon@eng.umd.edu) wrote:
: When you say 16-bit memory, what do you mean? Is this the Chip RAM on
: the A500's motherboard? If so, then this is precisely the reason why
: I feel that accelerators such as the megamidget racer is a poor
: example.

: Sure the 68030 is crippled to a crawl. It not only has to go through
: a 16-bit bottleneck but it has to talk to memory that was designed
: for a 7.16 Mhz (or something like that) 68000 -- not a 38 Mhz 68030!

Except that BOTH systems, in this case, are limited by their respective
chipsets as to how fast they can access memory (which is why it only gets
about 4mb/s access). BOTH systems are limited to accessing that ram in
16-bit widths.

: In other words, there are two bottlenecks. The speed of the memory
: chips _and_ the 16-bit data path. That's why you guys are
: experiencing 4 or 5 times the slowdown.

We're not. Again, it's a problem of the nature of the shared bus, shared
by BOTH machines.

: I'm claiming that the Falcon030 is more like the Mac LCII. In that
: situation, the original 16-bit Mac LCII only experienced a 15% to
: 30% slowdown from the newer 32-bit Mac LCIII.

And that's because most code on the Mac runs out of the Toolbox, which
resides in the rom--and is 32 bits wide. Which makes it faster than the
actual ram in the system.

Which is why the Mac is nothing like the Falcon.

Additionally, the Mac still doesn't take shared ram into account, it uses
VRAM; the Falcon has to deal with a shared bus, owned by the chipset and
not the processor, just as the Amiga does.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1054. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 17:52:21 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21mvklINNjsl@uwm.edu>
Source record: 22286
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21kog4$jva@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: >A stock A1200 with no fast ram is probably slower than a stock Falcon.
: >
: >However, add fast ram, and it should easily meet and exceed the speed of
: >the Falcon.

I would hope so, because the only way you can have fast ram on a Falcon
is to upgrade the system so that the processor is local to the ram (that
means sticking it on the same card. ;)

With the A1200, you can stick fast ram, ALONE, right in, and have it go
faster than the chip.

: This is what the Falcon does OUT OF THE BOX. :)

Runs like a snail, and becomes instantly impossible to upgrade, that is.
;)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1055. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 19:04:21 UTC
From: cmedley@wam.umd.edu
Message-ID: <21n3rl$kk8@cville-srv.wam.umd.edu>
Source record: 22187
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21mv1nINNjsl@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>Okay, I'll take it down, and this time, step by step.
>
>FACT 1: The falcon allows for 16-bits of address.

Wrong. 16-bits of data. 24-bits of addressing.

16-bit address is 64k. This is not the Falcon 64, but the Falcon 030. :)
And you said you were coherent when you wrote this! Liar! Blasphemer! :)

But yeah, the Falcon, as it is designed (flawed? :) ) allows the 68030
to access system RAM 16-bits at a time.

No provision for FastRAM is available (as far as I know of) without using
some kind of 3rd party solution which also involves upgrading the CPU.

However, and this has been my main point, as pointed out by others, A1200
users have been availaing themselves of the option of doing just that...
upgrading their CPU with something like the CSA board to 50mhz 68030s. So
even though the A1200 is "just a brain dead EC020" we both know it can
be taken to far beyond that, and I believe even to '040 levels. The Falcon
is similar in that expansions exist NOW that can add the capabilities we've
been discussing, and since these are legitimate expansion options for users,
then they too reflect on the capabilities of the system.

>FACT 2: The Falcon's processor slot is a collection of 68000-compatible
> signals pulled from the motherboard.

This is correct. You're 1 out of 2 so far. :) But consider also that
this is done to make it easier to port from the MegaBus (A24/D16) and the
Mega STe VME (A24/D16) to the Falcon the various expansions out there. To
wit, some video add-ons have already been ported to the Falcon from the
aforementioned systems.

>FACT 3: The Falcon's architecture maps out the entire 16 megabytes for
> use, dedicating some portion of that to the expansion slot.
>

You're 2 out of 3! .667!

Ever consider a career in the majors? :)

>Now, here's where we get technical.
>
>Postulate 1:
>From FACT 2, we see that it is not possible for the on-board CPU to

>access TT ram with any speed, becuase it would be restricted to 16-bit
>access.

Well, remember a while ago you said you could throw money at the I/O problem
and the Falcon owner couldn't throw it at the 16-bit access "problem"?

Well, if he/she does and gets a board with a new CPU (not the on-board CPU,
granted) your Postulate 1 is rendered (i love this word) irrelevant.

:)

>
>Postulate 2:
>From FACT 3, we see that there isn't ROOM in the memory map to add any
>sizeable amount of ram via the processor slot, and for a very good
>reason--the reason it IS the way it is _IS_ because they worked so hard
>at compatibility with their old architecture.
>

That may indeed be correct. However the GESoft board comes with the ability
to slap in 128MB of RAM.

Also, remember if we're discussing built-in features, the EC020 in the
A1200 only addresses 24-bits (16MB) and you have to make provisions for
PCMCIA and your own ROMs. I am not sure about your 32-bit slot, so I will
refrain from speculation <-- I set an example. :)

>Conclusion 1, based on Postulates 1 and 2:
>Therefore, it isn't possible to add TT ram without moving the processor
>off of the motherboard. This can be done by designing it into the TT-ram
>card and giving it full access.
>

Conclusion 1 is correct! Wow! You get a Doctorate Of Advocacy (DOA) and
a free trip to the next C= board meeting in the Bahamas, where they will
no doubt make you feel at home! :)

But as stated earlier, this is a legitimate upgrade path available now to
Falcon owners, so it makes the importance of the other problems less
relevant as it can be "solved", much in the way the complaints others made
about the lack of a DSP, SCSI, and other I/O and features on the A1200
can be solved with money... even the pesky clock. :)

>And, here's something that Amiga users that used to own the old 16-bit
>systems will appreciate.
>
>Conclusion 2, based on FACT 2, FACT 3, and Postulate 2.
>Because of FACT 2 and FACT 3, we see that it is impossible to use DMA to
>get to TT ram. The DMA system is motherboard-based, and therefore,
>cannot even SEE the TT-ram, which is totally out of its address range.
>

Well, let's take this a step further.

By the definition of your chipRAM on the A1200, how would the DMA system see RAM in the rest of the machine? The custom chips cannot read or write to the system RAM, correct? How is this problem solved on the A1200? Can these chips reach into FastRAM?

>Crippled, plain and simple. All created by that 16-bit bus.
>

I love it when you're so authoritative, Greg. :)

>Conclusion 3, based on Conclusion 2:
>Because of the nature of the SCSI-II controller, and its inability to
>reach TT ram, any access to the drive must a) take place in ST-RAM,
>slowing the system down considerably, and b)become, as a result, polled
>IO when transferring anything from the drive into TT-RAM.
>

That's an interesting point. However, consider this also:

Unlike the Amiga, our "chipRAM" can go to 14MB. We also have the ability to determine (for compatibility OR speed) whether a program loads into the 14MB of 16-bit RAM accessible by DMA or whether it loads into TT-RAM (see TT docs for details and a free gift!). This means that if a disk intensive process is running and it does little computationally with the '030, the user can decide to run this application in the 14MB of RAM available to the chips.

Ideas for such uses: direct to disk recording, effects processing, etc...

14MB is ample space for such applications of 1993. :) In 2003 we'll all think of 14MB the way we used to think of 48k. :)

# 1056. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 19:08:13 UTC
From: cmedley@wam.umd.edu
Message-ID: <21n42t$kn7@cville-srv.wam.umd.edu>
Source record: 22188
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21mvklINNjsl@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
>: This is what the Falcon does OUT OF THE BOX. :)
>
>Runs like a snail, and becomes instantly impossible to upgrade, that is.
>;)
>
>Greg
>

1) So far, the only A1200 configuration I know of is a 2MB system loaded with chipRAM and no FastRAM.

2) The only Falcon configuration I've seen in the USA is the 4/80 systems.

3) Out of the box the Falcon is allegedly 15% faster (in terms of CPU performance, despite the 16-bit bus).

I may be incorrect about 1) but hey, there aren't that many Amiga dealers around advertising any other configurations. :)

(Does C= in fact sell an A1200 with FastRAM standard? And how much is the MSRP?)

# 1057. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 19:38:55 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21n5sflNNkvt@uwm.edu>
Source record: 22189
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21mude$i77@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Guess what, Greg? That's speculation!!!!!!! :)

Absolutely.

: This is akin to me saying that Commodore would cease making high-end Amigas
: (i.e., the A4000 series) because the A1200 and CD32 sell more units and so on.

No, that's different. Consolidating one line to feed a totally different
line of products is a lot different than removing a member of a line.
See my point?

: But Greg, Greg, Greg... my boy... they apparently have planned to support both!
: So sit down, rest easy in your chair, and don't worry... it's not your money!

No, it could be yours. One cannot say which directions a company whose
CEO's are as unpredictable as ours will do. They may just go for the
bucks, and there are more bucks in Jaguar, for the moment.

: And that is precisely why your speculation on future events is so...
: unwarranted.

It's an advocacy group! If you can't do it here, you can't do it
anywhere. And since what I'm saying is _OBVIOUSLY_ speculation I see no
problem in it.

Remember, YOU'RE the one making the buying decision, you're the one that
has to decide whether or not you'll be getting what you want in the
computer system you buy.

: Hmmmmmm. I wish you'd mentioned that when you were hyping how great the A1200
: was in terms of software and support earlier. If I'd known it was a flop I
: would have proclaimed victory in this discussion oh so much sooner. :)

4 million is a flop, as far as the world of computers go. If you can't
interest the big guys, you don't have a large enough user base.

And everyone here knows that the Amiga doesn't have a large enough user
base, that isn't news.

: The big difference between 3DO and the rest is simple: software. EA is
: committed to it. They are big. Mammoth. Gigantic. Not on the order of
: MS yet, but 3DO is their IBM PC. They wanna ride its coat-tails to glory.
: Trip Hawkins wants to use 3DO to put EA in the same leauge as MS.

We'll see. ;) I'd like for it to succeed.

: Excusez moi, but your original posting said R&D. Go back and check (unless
: you cancelled it out of embarassment!).

Embarassment. :)

: My argument was that R&D time on the Jaguar is OVER. The machine is complete.
: The issue now is marketing, as you so correctly point out. :)

My bag. It was late when I wrote the original. If they can cannabalize
the Falcon for the sake of the Jaguar, and succeed with the Jaguar, you
can bet they'll do it.

: At $200 they won't need to devote a massive effort to re-engineering the
: Jaguar initially. And it's pointless to throw money into it before you

Unless they're eating the machine at that cost. Who can say if they're
making a respectable profit. If they pull a profit, they can pull MORE
profit by reengineering it as soon as possible, doing a cost-reduced
version.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1058. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-10 20:02:09 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21n781INNkvt@uwm.edu>
Source record: 22190
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21n3rl$kk8@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: In article <21mv1nINNjsl@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: >
: >Okay, I'll take it down, and this time, step by step.
: >
: >FACT 1: The falcon allows for 16-bits of address.

: Wrong. 16-bits of data. 24-bits of addressing.

My god, I've gone 16-happy. Okay, translate. :)

: But yeah, the Falcon, as it is designed (flawed? :) ) allows the 68030
: to access system RAM 16-bits at a time.

Address; not data. There's 24-bits of ADDRESS.

FACT 1: The falcon allows for 16-MB of address space, 24 bits. Okay.

: No provision for FastRAM is available (as far as I know of) without using
: some kind of 3rd party solution which also involves upgrading the CPU.

Because it isn't POSSIBLE, that's why. There's no room in the address
space to add FastRAM because that could interfere with ST compatibility,
I imagine. The addressing range of the ST is protected from being TT ram
by nature.

: However, and this has been my main point, as pointed out by others, A1200
: users have been availaing themselves of the option of doing just that...
: upgrading their CPU with something like the CSA board to 50mhz 68030s. So

But they don't _HAVE_ to. They can outrun a falcon for much less cost
simply by putting real fast ram into the system.

Sure, the Falcon can have an accellerator dropped in. Then again, so can
the 1200. But a Falcon owner doesn't have the OPTION.

: even though the A1200 is "just a brain dead EC020" we both know it can
: be taken to far beyond that, and I believe even to '040 levels. The Falcon

Of course.

: is similar in that expansions exist NOW that can add the capabilities we've
: been discussing, and since these are legitimate expansion options for users,
: then they too reflect on the capabilities of the system.

And the higher you take the Falcon, the more you'll feel it.

: >FACT 2: The Falcon's processor slot is a collection of 68000-compatible
: > signals pulled from the motherboard.

: This is correct. You're 1 out of 2 so far. :) But consider also that
: this is done to make it easier to port from the MegaBus (A24/D16) and the
: Mega STe VME (A24/D16) to the Falcon the various expansions out there. To
: wit, some video add-ons have already been ported to the Falcon from the
: aforementioned systems.

I'm sure, but again, these are merely facts.

: >FACT 3: The Falcon's architecture maps out the entire 16 megabytes for
: > use, dedicating some portion of that to the expansion slot.

: You're 2 out of 3! .667!

: >Now, here's where we get technical.
: >Postulate 1:
: >From FACT 2, we see that it is not possible for the on-board CPU to
: >access TT ram with any speed, becuase it would be restricted to 16-bit
: >access.

: Well, remember a while ago you said you could throw money at the I/O problem
: and the Falcon owner couldn't throw it at the 16-bit access "problem"?

It can't.

: Well, if he/she does and gets a board with a new CPU (not the on-board CPU,
: granted) your Postulate 1 is rendered (i love this word) irrelevant.

No, it's not. You can never leave behind ST ram. Anytime you access the
custom chips, anytime you use the DSP, any time you access the HD, every
time you need something from the HD in TT ram, you fall back to ST ram.

Unavoidably. And in that, you cripple your computer system. It would
only be irrelevant if the TT ram was a "replacement" for ST ram, and it
isn't.

: >Postulate 2:
: >From FACT 3, we see that there isn't ROOM in the memory map to add any
: >sizeable amount of ram via the processor slot, and for a very good
: >reason--the reason it IS the way it is _IS_ because they worked so hard
: >at compatibility with their old architecture.

: That may indeed be correct. However the GESoft board comes with the ability
: to slap in 128MB of RAM.

Because the processor is, of course, local to it. It's not restricted by
the motherboard's addressability.

: Also, remember if we're discussing built-in features, the EC020 in the
: A1200 only addresses 24-bits (16MB) and you have to make provisions for
: PCMCIA and your own ROMs. I am not sure about your 32-bit slot, so I will
: refrain from speculation <-- I set an example. :)

And yet, you can add FAST ram into that system without compromising the system. And any accelerator put in can access chip ram in full 32-bit width, which is a big boon for the 030, a bigger one for the 040, and an even bigger one for the 060 when it's released.

: >Conclusion 1, based on Postulates 1 and 2:
: >Therefore, it isn't possible to add TT ram without moving the processor
: >off of the motherboard. This can be done by designing it into the TT-ram
: >card and giving it full access.

: But as stated earlier, this is a legitimate upgrade path available now to
: Falcon owners, so it makes the importance of the other problems less

It is the ONLY path. You MUST add an accelerator to get fast ram. It's one less option, and one that people that don't have a lot of money for a whole accelerator but want the speed fast ram would give should consider.

: relevant as it can be "solved", much in the way the complaints others made
: about the lack of a DSP, SCSI, and other I/O and features on the A1200
: can be solved with money... even the pesky clock. :)

And if you EVER get an accelerator, that SCSI is going to suck...

: >Conclusion 2, based on FACT 2, FACT 3, and Postulate 2.
: >Because of FACT 2 and FACT 3, we see that it is impossible to use DMA to
: >get to TT ram. The DMA system is motherboard-based, and therefore,
: >cannot even SEE the TT-ram, which is totally out of its address range.

: Well, let's take this a step further.

: By the definition of your chipRAM on the A1200, how would the DMA system
: see RAM in the rest of the machine? The custom chips cannot read or write
: to the system RAM, correct? How is this problem solved on the A1200? Can
: these chips reach into FastRAM?

The most obvious reason that the Falcon's DMA system is inapable of seeing TT ram is because the motherboard doesn't provide more than 24 bits of addressability, the only time that the dataspace widens out is on the accelerator's side of things.

That doesn't exist on the Amiga; DMA can take place within the full range.

Do note, however, that the same problem WILL exist on the 1200 when you go over the addressability of the motherboard.

: I love it when you're so authoritative, Greg. :)

(blush) oh, you kinky devil. ;D

: >Conclusion 3, based on Conclusion 2:
: >Because of the nature of the SCSI-II controller, and its inability to
: >reach TT ram, any access to the drive must a) take place in ST-RAM,
: >slowing the system down considerably, and b)become, as a result, polled
: >IO when transferring anything from the drive into TT-RAM.

: That's an interesting point. However, consider this also:

: Unlike the Amiga, our "chipRAM" can go to 14MB. We also have the ability

Great, 14MB of slow memory. ;)

: to determine (for compatibility OR speed) whether a program loads into the
: 14MB of 16-bit RAM accessible by DMA or whether it loads into TT-RAM (see
: TT docs for details and a free gift!). This means that if a disk intensive
: process is running and it does little computationally with the '030, the
: user can decide to run this application in the 14MB of RAM available to the
: chips.

: Ideas for such uses: direct to disk recording, effects processing, etc...

Absolutely. The same ability exists on the Amiga. However, those
programs will end up slowing down the entire system, because every time
they're task is switched in, whatever CPU you may be using becomes
bottlenecked by the slow 16-bit bus provided by the ST ram.

And any Amiga owner who owned an accelerated a2000 knows that it's much
better to just keep the program in the fastest ram you've got, and let it
drop back, because it would be slower to keep it in the slow stuff.

Because of the SCSI situation, you'll see the % CPU usage go up
DRAMATICALLY with HD access when working in Fast. A program could simply
set up its disk buffers and work out of those in chip; however, that
won't help you when applications are being loaded, saved, or when your
data is in the fast ram.

: 14MB is ample space for such applications of 1993. :) In 2003 we'll all
: think of 14MB the way we used to think of 48k. :)

Very likely. :)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1059. Graphics specs A1200/F030 (was Re: README!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-11 09:35:18 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <21omsmINNpa7@tom.rz.uni-passau.de>
Source record: 22194
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul09.191319.16352@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <21gfepINN72r@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>|> In article <3737257c@ofa123.fidonet.org> Aric.Caley@ofa123.fidonet.org writes:
>|> >> Falcons can easily have games with 65536 colours, A1200s do not!
>|> >
>|> >Your right! A1200's can easily have games with 262144 colours! And
>|> >they'll be faster! Your pitifull 16 bit CPU will have hard time pushing
>|> >around silly 16 bit-per-pixel graphics! Also A1200 can do 640 x 400,
>|> >Falcon only 320 x 200 with maximum colours!

>|> Ever seen HAM8? True, the CPU will not work as much as the Falcon's CPU
>|> (and Blitter), but there is SOME bus contention on the Amiga (i.e. all of
>|> the bus capacity will be used for displaying graphics, allowing the CPU
>|> to access during blanks ONLY).
>|> The max. rez of the Falcon's 16bit modes is 760*480 interlaced.
>|> (Maybe more w/ ScreenBlaster or BlowUp030, does anyone have facts?)

> True, but the bus-contention is not heavy (on the A1200) with an inter-laced
>screen. Also, you can use sprites, depends on the type of game you are making.

Not heavy? Wait a minute. The AGA chipset has a max. rez of about
1440*240*8@60Hz =>19.8 megs/second
This means full bus contention, the Amiga guys here tell me, at least if
HAM-8 and 256colours have the same bus contention (seems so :-)).

320*200*8@60Hz =>3.7 megs/second => ~20 percent bus contention

Okay, that WILL be enough for games.
But HAM-8 requires some more calculations because the colours influence each
other, that's why there won't be too many games using it. But this mode is
great for background graphics, at least. BTW, what are the specs for
sprites/bobs on the Amiga, are they independent from the background?

BTW: F030 graphics in comparison:

(Note: the built-in hard-/software does not give you that many modes where
you can use the bus to its limit, so I took the Screenblaster data I found
in an Atari mag)

1152*832*4@87Hz/2 =>19.9 megs/second
1024*656*4@61.4Hz =>19.6 megs/second
800*608*8@55.2Hz =>25.6 megs/second
896*496*8@60Hz =>25.4 megs/second
512*400*16@65.1Hz =>25.4 megs/second

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

# 1060. Atari SCSI (was Re: README!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-11 09:43:28 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <21onc0INNpgs@tom.rz.uni-passau.de>
Source record: 22195
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <jasonb.742295527@parma> jasonb@cs.uwa.oz.au (Jason S Birch) writes:
>In <21j3ldINNf02@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>
>>In article <21hfl4$b2k@haegar2.uni-paderborn.de> laire@haegar2.uni-paderborn.de (Ralph Schmidt) writes:
>>>>In article <3737257c@ofa123.fidonet.org> Aric.Caley@ofa123.fidonet.org writes:
>>'use the same HD type', sheesh. Do you really think anyone would buy a
>>Seagate 120meg SCSI? The A4000/040 comes with a Seagate 120meg AT, but
>>even with Dircache FFS it has transfer rates < 1meg/second.
>
>It would seem reasonable, if you are trying to compare the speed of
>controllers, to remove external factors eg. the speed of the hard drives.

Who has proven yet that the Seagate IDE drive is not technically different
from the Seagate SCSI drive?

>Hence using the same HD type for both SCSI and IDE controllers would be
>necessary to make a comparison between them. If, OTOH, you were interested
>in the actual speed of the machines as shipped it would make sense to test
>the whole system using, say, DiskSpeed on both machines.

Nope, using the fastest drive available would be necessary to compare
controllers. And I doubt Atari users have the money to hook an SCSI-II
drive to the Falcon. Has anyone out there made a speed test using e.g.
a Quantum LP240S?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

# 1061. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-11 10:11:57 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Jul11.101157.15133@mpifr-bonn.mpg.de>
Source record: 22196
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1993Jul09.155535.194484@zeus.calpoly.edu> mcookson@flute.calpoly.edu (Mark Cookson) writes:
>only a 16 bit bus, as everyone seems to say it does. It STILL has 32
>pins. That means that the memory controller must have a 16 bit latch,
>and when a read is asserted, it reads and latches 16 bits, then reads
>the other 16 bits (and places them on the other 16 pins/bus) and THEN
>assert DTACK which tells the 030 that the data on the 32 lines is valid.

This functionality is built into the 030 (and 020). It is called dynamic bus sizing. The CPU can accept 8, 16 or 32bit wide memory, when the memory responds with a width information on the DSACK[01] lines the CPU reruns the cycle with an updated address for the next bytes until everything is read in.

> Anyhow, if you had VERY fast RAM (i.e. 10 to 20ns) there would be no
>slow down, as the controller could have all 32 bits valid is less time
>that the 030 could recognize the DTACk and other handshaking. But I am
>sure that it has 80ns RAM. (at best).

That would indeed require an external memory controller as the 68030 will run a cycle in 3 clocks at best. There's the faster 2 clock synchronous cycle and the even faster 2-1-1-1 clock burst cycle, but both apply to 32bit ports only.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1062. Re: False rumor article

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-11 12:08:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <21ovslINN283@golem.wcc.govt.nz>
Source record: 22197
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.atari.advocacy

Well from what I read in the papers last week, that is here in N.Z.
B&C got robed of all its Rams...

They were stating this was a new type of crime in the USA..

any one like to comments on this one..??

may be Atari did so that the Falcons will be delayed again..??

or was it because they needed the Rams them selfes..:-)...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

# 1063. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-11 18:24:05 UTC
From: gerrymon@eng.umd.edu
Message-ID: <21pls5INNibt@mojo.eng.umd.edu>
Source record: 22199
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21mv9tINNjsl@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <21k8u4INN78e@mojo.eng.umd.edu>, Gerry Mon (gerrymon@eng.umd.edu) wrote:
>: When you say 16-bit memory, what do you mean? Is this the Chip RAM on
>: the A500's motherboard? If so, then this is precisely the reason why
>: I feel that accelerators such as the megamidget racer is a poor
>: example.
>:
>: Sure the 68030 is crippled to a crawl. It not only has to go through
>: a 16-bit bottleneck but it has to talk to memory that was designed
>: for a 7.16 Mhz (or something like that) 68000 -- not a 38 Mhz 68030!
>
>Except that BOTH systems, in this case, are limited by their respective
>chipsets as to how fast they can access memory (which is why it only gets
>about 4mb/s access). BOTH systems are limited to accessing that ram in
>16-bit widths.
>
>: In other words, there are two bottlenecks. The speed of the memory
>: chips _and_ the 16-bit data path. That's why you guys are
>: experiencing 4 or 5 times the slowdown.
>
>We're not. Again, it's a problem of the nature of the shared bus, shared
>by BOTH machines.
>

What is it are you trying to say? Are you saying that the Falcon030's
68030 is slowed down by 400% to 500% because of the 16-bit
CPU to ST-RAM memory interface (as in the case of the accelerated
A500 forced to use 16-bit memory)?

I just don't see this. To me, it should only be at most a slowdown
of 100% (i.e. twice as slow). And because of the 68030's cache, the
real world slowdown would be even less. For example, if the cache had
a 70% hit rate, then we would only experience a slowdown of 30% --
just like the Mac LCII.

What I'm trying to say is that the use of a 16-bit CPU to ST-RAM
interface, while unfortunate, is not as bad as you guys are making it
out to be. The Falcon030 is not "crippled" by 400% to 500% like an
accelerated A500 forced to use only 16-bit ram.

If anything, a bigger drawback on the Falcon030 is the lack of a
provision to add TT-RAM (FAST-RAM in your lingo). But there are
third party products which allow for this (but like you said, you
are basically adding a new processor with it too).

So, in summary what I'm trying to say is this:

Both the A1200 and Falcon030 have shared RAM. The A1200's CPU has
32-bit access to this ram while the Falcon030's CPU only has 16-bit
access. However...

The use of a 16-bit CPU to ST-RAM interface only imposes a real
world slow down of 15% to 30% on the Falcon030. At most, we would
experience a slow down of around 100%. If I remember correctly,
even if it had a 32-bit CPU to ST-RAM interface, it still couldn't
take advantage of the 68030's burst mode since this memory is
shared.

So, in terms of shared RAM, the A1200 and the Falcon030 are about
equal in my opinion. The 16-bit bottleneck on the Falcon030 is
partially offset by the 68030's cache and slightly faster clock speed.

The big advantage the A1200 has over the Falcon030 is its ability to
easily add FAST-RAM to it. However...

If you want to have the advantages of TT-RAM (FAST-RAM) on the
Falcon030, you can buy one of the accelerators available from a
third party. This is similiar to the ability of an A1200 owner to
later add a DSP to their computer.

It seems to me that a Falcon030 with TT-RAM (through the use of a
third party accelerator) isn't that much different from an A1200.

In my opinion both the A1200 and Falcon030 are fine machines (although
I don't like the shape of the Return key on the A1200 ;-)). I just
wish you guys weren't trying so darn hard to put down the Falcon030.

>: I'm claiming that the Falcon030 is more like the Mac LCII. In that
>: situation, the original 16-bit Mac LCII only experienced a 15% to
>: 30% slowdown from the newer 32-bit Mac LCIII.
>
>And that's because most code on the Mac runs out of the Toolbox, which
>resides in the rom--and is 32 bits wide. Which makes it faster than the
>actual ram in the system.
>
>Which is why the Mac is nothing like the Falcon.
>

I've never understood this claim of yours. To me, the Mac OS and GEM
on the ST are remarkably similiar. The ST ROMs contain the VDI
(analogous to Quickdraw) and the GEM AES libraries. These libraries
are responsible for menus, windows, dialog boxes, handling of
resources and events etc. Both are event driven environments where a
typical program just sits in a loop waiting for events to occur.

Isn't this essentially what the Mac Toolbox is? In my opinion, most
code on the ST make heavy use of the GEM libraries (Toolbox) too.

--Gerry

# 1064. Re: Graphics specs A1200/F030 (was Re: README!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-11 18:53:53 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Jul11.185353.20707@mpifr-bonn.mpg.de>
Source record: 22200
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <21omsmINNpa7@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>Not heavy? Wait a minute. The AGA chipset has a max. rez of about
>1440*240*8@60Hz =>19.8 megs/second
>This means full bus contention, the Amiga guys here tell me, at least if
>HAM-8 and 256colours have the same bus contention (seems so :-)).

>320*200*8@60Hz =>3.7 megs/second => ~20 percent bus contention

This would be true if 1440*240*8*60 Hz would be everything. Taking account
for blanking intervals will yield exact figures for memory bandwidth. Plus
'contention' does not mean 'used bandwidth' IF the other side couldn't
use that bandwidth anyway. 320x200x8 steals as many cycles from the CPU
as would a disabled display, i.e. none.

>But HAM-8 requires some more calculations because the colours influence each
>other, that's why there won't be too many games using it. But this mode is
>great for background graphics, at least.

No, it also works fine for precalculated images as in cell animations.
You can defeat the pixel dependencies to the background by using the
64 independent colors that are available in HAM8.

>BTW, what are the specs for
>sprites/bobs on the Amiga, are they independent from the background?

Sprites: Yes. Bobs are objects drawn onto the background.

>512*400*16@65.1Hz =>25.4 megs/second

As I said, you have to take account for blanking intervals. And this bandwidth
is just available for graphics refresh in the Falcon. You can't share it
with the CPU. The theoretical limit for the Falcon CPU is 10,7MB/s. I believe
a real Falcon offers is less (at least in a mode like 512*400*16).

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1065. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-11 19:55:06 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <21pr6qINN12f@uwm.edu>
Source record: 22201
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21pls5INNibt@mojo.eng.umd.edu>, Gerry Mon (gerrymon@eng.umd.edu) wrote:
: What is it are you trying to say? Are you saying that the Falcon030's
: 68030 is slowed down by 400% to 500% because of the 16-bit
: CPU to ST-RAM memory interface (as in the case of the accelerated
: A500 forced to use 16-bit memory)?

: I just don't see this. To me, it should only be at most a slowdown
: of 100% (i.e. twice as slow). And because of the 68030's cache, the

See, that would only be true IF THE RAM WAS OWNED BY THE CPU. This isn't
16-bit TT ram we're talking about, which _WOULD_ only be 100% or so.

The ST ram is owned, not by the CPU, but by the custom chips. Custom
chips always have first access to ram, and they decide when the CPU can
and cannot have the bus to do its ram work. That's why when you go to
high resolutions and high depths on the Falcon, like on the Amiga, the
custom chips steal cycles that would normally go to the CPU--they have
deterministic access. The custom chips determine who is allowed to use
the bus and when. They also give you a certain amount of time to do what
you want, and you can't keep it any longer than that.

If that wasn't true, you wouldn't have video. That cuts your time
roughly in half again. Both systems suffer this, so again, we only have
to deal with the percent lost between fast and chip ram. You've got to
deal with the extra 100% of being a 16-bit bus.

: What I'm trying to say is that the use of a 16-bit CPU to ST-RAM
: interface, while unfortunate, is not as bad as you guys are making it
: out to be. The Falcon030 is not "crippled" by 400% to 500% like an
: accelerated A500 forced to use only 16-bit ram.

Umm, actually, it's a lot like that. It's a lot like the 500 with an 030
accelerator but without any fast ram (and I do seem to remember that a
few of them did exist). It parallels very well.

: Both the A1200 and Falcon030 have shared RAM. The A1200's CPU has
: 32-bit access to this ram while the Falcon030's CPU only has 16-bit
: access. However...

: The use of a 16-bit CPU to ST-RAM interface only imposes a real
: world slow down of 15% to 30% on the Falcon030. At most, we would
: experience a slow down of around 100%. If I remember correctly,
: even if it had a 32-bit CPU to ST-RAM interface, it still couldn't
: take advantage of the 68030's burst mode since this memory is
: shared.

Correct. The deterministic access of the custom chips has a set limit of how long you can own that bus for, and that means no burst. If it wasn't that way, you'd have chunks of screen where it would be either black or the color would streak-simply because no new graphics data got fetched.

: So, in terms of shared RAM, the A1200 and the Falcon030 are about
: equal in my opinion. The 16-bit bottleneck on the Falcon030 is
: partially offset by the 68030's cache and slightly faster clock speed.

The 020 and the 030 have the same amount of cache when you've got to work out of chip. Data caches become useless, and they've both got 256 bytes. The only advantage the 030 has less is its internal optimizations of the instructions.

: If you want to have the advantages of TT-RAM (FAST-RAM) on the
: Falcon030, you can buy one of the accelerators available from a
: third party. This is similiar to the ability of an A1200 owner to
: later add a DSP to their computer.

: It seems to me that a Falcon030 with TT-RAM (through the use of a
: third party accelerator) isn't that much different from an A1200.

Again, there's the basic design difference between the two that will always separate them. That separation will get bigger, not smaller, as more advanced CPUs enter the design. 16 bits, as I said, is a loss at the 030 level. At the level of the 040, it's a crime, and it'll cost you a lot.

: I don't like the shape of the Return key on the A1200 ;-)). I just
: wish you guys weren't trying so darn hard to put down the Falcon030.

Well, if it helps someone decide on what they want, then it's worth it. I don't like the thought of buying crippled architectures, and I do my best to examine the flaws in a system before I buy it.

As some already know, it's why I bought an A3000T and not an A4000T; the A3000T suits my needs much better, in more than just a few cases.

Now all I need is another 12MB of ram, and I'll be useable. ;)

: Isn't this essentially what the Mac Toolbox is? In my opinion, most
: code on the ST make heavy use of the GEM libraries (Toolbox) too.

There is a rather big difference, though it does sound similar. Actually, in that sense, the Amiga is the same as the Falcon/ST in that respect. However, since I've later been told that the ROM on the Falcon is ALSO 16-bit, the point is moot, and it's still a drag.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1066. Re: Atari SCSI (was Re: README!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-11 20:06:55 UTC
From: djm2@ra.msstate.edu
Message-ID: <21prsv$67p@Tut.MsState.Edu>
Source record: 22202
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21onc0INNpgs@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>
> Nope, using the fastest drive available would be necessary to compare
> controllers. And I doubt Atari users have the money to hook an SCSI-II
> drive to the Falcon.

Especially after they spend all that money on the base machine.. :)
So, are you conceeding that the SCSI controller is unneccessary and
should've been an option instead?

>
> Weregoose
>
> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
> ------------------------------------------------------------------------------
> - Here comes the modern rat, here comes the terror squad, -
> - ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -
>
>
>

--
Danimal on IRC
djm2@ra.msstate.edu

# 1067. Falcon = Amiga 500 + 68030?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-11 20:16:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <21pse4$5qd@cville-srv.wam.umd.edu>
Source record: 22203
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Ok, I see Gerry and Greg are interested in disputing which is more similar, the Falcon and the Mac LC 2, or the Falcon and an Amiga 500 with a 16mhz 030 accelerator and no FastRAM.

Well, this should be REAL easy to find out. Why not benchmark them using some 68030 assembler code? We can find out how much of a "beating" the Falcon allegedly takes compared to this A500 configuration. If it is really that poor in performance, then let's see it.

I'd suggest that the benchmark should simply be a series of moves between two memory locations accessible by the custom chips, and the systems should be running in a comparable graphics mode, such as 640x400x16 colors (although the A500 would be interlaced in this mode, correct?).

I think since everyone is centering their belief in the superior architecture on speed here, we should start benchmarking. :)

(this will end this argument with a minimum of speculation... hehehehe)

# 1068. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-12 08:12:43 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <21r6dr$1if@info2.rus.uni-stuttgart.de>
Source record: 22204
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21pls5INNibt@mojo.eng.umd.edu> gerrymon@eng.umd.edu (Gerry Mon) writes:
>What is it are you trying to say? Are you saying that the Falcon030's
>68030 is slowed down by 400% to 500% because of the 16-bit
>CPU to ST-RAM memory interface (as in the case of the accelerated
>A500 forced to use 16-bit memory)?
>
>I just don't see this. To me, it should only be at most a slowdown
>of 100% (i.e. twice as slow). And because of the 68030's cache, the
>real world slowdown would be even less. For example, if the cache had
>a 70% hit rate, then we would only experience a slowdown of 30% --
>just like the Mac LCII.

Right!
This is just what i tried to explain those Amiga guys the last three weeks.
But they don't seem to listen.

There is also an additonal notice to your argument:
With the 32bit FastRAM build in your Amiga your CPU has not to share the
access with other components like Video, Blitter, DMA (because they can only
access with 16bit). Now try to run an application only with FastRAM...
You will need the slower shared RAM even in the Amiga 1200.

>In my opinion both the A1200 and Falcon030 are fine machines (although
>I don't like the shape of the Return key on the A1200 ;-)). I just
>wish you guys weren't trying so darn hard to put down the Falcon030.

Also my opinion :)

Ciao, Heiko.

# 1069. Re: We wouldn't use it anyway (Re: ATARI! HA!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-12 14:02:28 UTC
From: andre@andrez.equinox.gen.nz
Message-ID: <andre.02z3@andrez.equinox.gen.nz>
Source record: 22206
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <3osg7B2w165w@qedbbs.com> aga@qedbbs.com (Peter Dilley) writes:
>indication of ports from Atari Games. In face Electronic Engineering
>Times said it would be highly unlikely. IMHO Jag/3DO/CD32 all have a high
>likelyhood of flopping in the US market, all for different reasons.
^^^^^^^^^^
Thank God, the rest of the world does not follow America's ideal of whats
_hot_and_whats_not!_ I'm not flaming I'm just saying US is the last
place on earth that Commodore should be worrying about right now.. (as history
has shown Amiga is popular in other parts of the world and US's reaction is
hardly something to go by..)

--
+----------------------------+----------------------------------------+
|andre@andrez.equinox.gen.nz | Be Pure |
|Amiga5001meg+GVPII+2meg | Be Vigilant |
|and still using 1.3 <gasp!> | Most of all Behave! ..Torquemada2000AD |
+----------------------------+----------------------------------------+

# 1070. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-12 16:03:04 UTC
From: gerrymon@eng.umd.edu
Message-ID: <21s1voINNo4n@mojo.eng.umd.edu>
Source record: 22205
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21pr6qINN12f@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <21pls5INNibt@mojo.eng.umd.edu>, Gerry Mon (gerrymon@eng.umd.edu) wrote:
>
>: What I'm trying to say is that the use of a 16-bit CPU to ST-RAM
>: interface, while unfortunate, is not as bad as you guys are making it
>: out to be. The Falcon030 is not "crippled" by 400% to 500% like an
>: accelerated A500 forced to use only 16-bit ram.
>
>Umm, actually, it's a lot like that. It's a lot like the 500 with an 030
>accelerator but without any fast ram (and I do seem to remember that a
>few of them did exist). It parallels very well.

I strongly disagree. There's no way an A500 with a 16Mhz 68030
accelerator and no FAST-RAM is as fast as a stock Falcon030. You are
forgetting one very important point.

The interface to CHIP-RAM on the A500 is designed for a 7.16Mhz 68000.

The interface to the ST-RAM on the Falcon030 is designed for, at
_worst_, a 16Mhz 68000. In other words, the bus speed on the Falcon030
is "twice as fast" as the one in the A500 so I wouldn't expect it to
suffer a 400% to 500% performance degradation like the A500.

In fact, I still believe it's at most a 100% degradation. If Atari
could magically increase the Falcon030's data bus to 32-bits instead
of 16-bits, I would only expect a performance boost of, at most, 100%.
This seems so logical to me!

Are you saying that if Atari magically increases the Falcon030's data
bus to 32-bits we would see a 400% to 500% increase in speed? How
would that occur? You still couldn't take advantage of burst mode
since ST-RAM is shared.

The main point that I'm trying to make is that the Falcon030 has a
completely different memory implementation than the original ST. You
can't compare it with an accelerated A500 or ST.

By the way, something interesting can be seen when comparing the
Falcon030 to the TT030. The TT030 has a 64-bit wide ST-RAM and
allows its 32Mhz 68030 32-bit access to it.

The Falcon030 has a 32-bit wide ST-RAM and allows its 16Mhz 68030 16-bit
access to it.

And yet, the TT030 doesn't have the bandwidth to support a 640x480 256
color VGA mode while the Falcon030 does!

And yet, in many benchmarks (not that benchmarks should be taken as gospel) a stock Falcon030 is as fast as a TT030 with only ST-RAM! Personal experience using both machines seems to support this too.

>
>: So, in terms of shared RAM, the A1200 and the Falcon030 are about
>: equal in my opinion. The 16-bit bottleneck on the Falcon030 is
>: partially offset by the 68030's cache and slightly faster clock speed.
>
>The 020 and the 030 have the same amount of cache when you've got to work
>out of chip. Data caches become useless, and they've both got 256
>bytes. The only advantage the 030 has less is its internal optimizations
>of the instructions.
>

Can you elaborate on why the 030's data cache can't be used? I remember in the early days of the ST when ICD and FastTech were coming out with 16Mhz 68000 accelerators. They mentioned that it was a little easier to design an accelerator for the ST compared to the Amiga because the Amiga's architecture was much more DMA driven. You didn't have to worry about the cache as much as you did on the Amiga.

The original ST had just one DMA channel used by both the floppy and hard disk. Then the Mega ST came out and added another DMA channel with the BLiTTER. Then the STe series came out and added another DMA channel with the stereo PCM system. And then the TT030 came out and added some more DMA channels with the Localtalk port and SCSI port. And of course, the Falcon030 adds some additional DMA channels too.

Anyway, TOS handles the 68030's cache by setting the dirty bit on whenever a DMA channel is used by the OS. For example, if you make an OS call that uses the BLiTTER, then TOS will just flush the cache. You don't even have to worry about all the DMA channels. The STe PCM stereo sound DMA channel is basically a read only operation so you don't have to worry about it writing over some data.

Anyway, I don't see why the data cache can't be used on the Falcon030. To be honest, I don't know whether it's used or not. The Control Panel doesn't make a distinction. It just allows you to turn some cache ON or OFF. I don't know if it's just the instruction cache or both of them.

>
>Again, there's the basic design difference between the two that will
>always separate them. That separation will get bigger, not smaller, as
>more advanced CPUs enter the design. 16 bits, as I said, is a loss at
>the 030 level. At the level of the 040, it's a crime, and it'll cost you
>a lot.
>

What makes you think that an 040 based Falcon would still have a 16-bit data bus? There's a big difference between architecture and implemention. The ST/TT/Falcon computers are basically the same

architecture with radically different implementions.

There's nothing stopping Atari from producing a 040 based Falcon with a full 32-bit data path. Well, maybe limited resources....:-)

--Gerry

# 1071. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-12 17:18:01 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.742497481@echo>
Source record: 22207
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

gerrymon@eng.umd.edu (Gerry Mon) writes:

>By the way, something interesting can be seen when comparing the
>Falcon030 to the TT030. The TT030 has a 64-bit wide ST-RAM and
>allows its 32Mhz 68030 32-bit access to it.
>The Falcon030 has a 32-bit wide ST-RAM and allows its 16Mhz 68030 16-bit
>access to it.
>And yet, the TT030 doesn't have the bandwidth to support a 640x480 256
>color VGA mode while the Falcon030 does!

that's something completly different!! The Falcon has a new video system.
The TT has a 'expanded' ST video system (except TT-high).
If you take TT-high for example you may argument just the other way round.

>And yet, in many benchmarks (not that benchmarks should be taken as
>gospel) a stock Falcon030 is as fast as a TT030 with only ST-RAM!
>Personal experience using both machines seems to support this too.

I don't know what you are using... My experience says:
Falcon to TT(ST-RAM only) speed ratio is 0.6 to 0.7 (remember the clock
speed ratio is 0.5).

Bye Wolfgang

# 1072. Re: New C= game system

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-12 17:32:10 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul12.173210.18931@newshost.lanl.gov>
Source record: 22208

In article 18h@mozz.unh.edu, ggg@kepler.unh.edu (Gregory G Greene) writes:
>'>ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>'> Dude, the Jaguar will be out THIS FALL in New York, and then next year
>'>later on.
>
> I don't get this, why just New York? Is this going to be the testing
> ground for it?

Well. maybe Atari Corp is a big Sinatra fan...

"If you can make it there, you'll make it anywhere, it's up to you New York."

:)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

# 1073. Re: Graphics specs A1200/F030 (was Re: README!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-12 17:43:30 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul12.174330.25062@rchland.ibm.com>
Source record: 22209
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <21omsmINNpa7@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <1993Jul09.191319.16352@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> >In article <21gfepINN72r@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> >|> In article <3737257c@ofa123.fidonet.org> Aric.Caley@ofa123.fidonet.org writes:
|> >|> >> Falcons can easily have games with 65536 colours, A1200s do not!
|> >|> >

[stuff deleted]

|>
|> > True, but the bus-contention is not heavy (on the A1200) with an inter-laced
|> >screen. Also, you can use sprites, depends on the type of game you are making.
|>
|> Not heavy? Wait a minute.

No, it's not heavy up to 640x400 interlaced in Ham8 or 256 colors.
Now, on the 1280 it is a lot of bus contention.

|> The AGA chipset has a max. rez of about
|> 1440*240*8@60Hz =>19.8 megs/second
|> This means full bus contention, the Amiga guys here tell me, at least if
|> HAM-8 and 256colours have the same bus contention (seems so :-)).
|>

Read above now.

|> 320*200*8@60Hz =>3.7 megs/second => ~20 percent bus contention

320x200 modes have no bus contention. (Remember, 7 megs/sec for the CPU
and about 14 megs/sec for the custom chips-> 3.7 megs/sec is way below
the 7 megs/sec for the cpu).

|>
|> Okay, that WILL be enough for games.
|> But HAM-8 requires some more calculations because the colours influence each
|> other, that's why there won't be too many games using it. But this mode is
|> great for background graphics, at least. BTW, what are the specs for
|> sprites/bobs on the Amiga, are they independent from the background?

Bobs are graphics from the background moved with the blitter. NOw,
sprites are totally independent of the background so you bet they could do
it. It depends on the game you are doing, but they surely can use it for
a lot of games.

|>
|> BTW: F030 graphics in comparison:
|>
|> (Note: the built-in hard-/software does not give you that many modes where
|> you can use the bus to its limit, so I took the Screenblaster data I found
|> in an Atari mag)
|>
|> 1152*832*4@87Hz/2 =>19.9 megs/second
|> 1024*656*4@61.4Hz =>19.6 megs/second
|> 800*608*8@55.2Hz =>25.6 megs/second
|> 896*496*8@60Hz =>25.4 megs/second
|> 512*400*16@65.1Hz =>25.4 megs/second

Again, Falcon has no sprites, which for a lot of games will make it
dog-slow.

|>
|> Weregoose
|>
|> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
|> ---------------------------------------------------------------------------
|> - Here comes the modern rat, here comes the terror squad, -
|> - ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -
|>
|>
|>
|>

--
---------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail

# 1074. Re: Falcon = Amiga 500 + 68030?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-12 19:47:52 UTC
From: djm2@ra.msstate.edu
Message-ID: <21sf58$ppi@Tut.MsState.Edu>
Source record: 22211
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21pse4$5qd@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>
>
> Ok, I see Gerry and Greg are interested in disputing which is more similar,
> the Falcon and the Mac LC 2, or the Falcon and an Amiga 500 with a 16mhz 030
> accelerator and no FastRAM.
>
> Well, this should be REAL easy to find out. Why not benchmark them using
> some 68030 assembler code? We can find out how much of a "beating" the
> Falcon allegedly takes compared to this A500 configuration. If it is
> really that poor in performance, then let's see it.
>
> I'd suggest that the benchmark should simply be a series of moves between
> two memory locations accessible by the custom chips, and the systems should
> be running in a comparable graphics mode, such as 640x400x16 colors (although
> the A500 would be interlaced in this mode, correct?).
>
> I think since everyone is centering their belief in the superior architecture
> on speed here, we should start benchmarking. :)
>
> (this will end this argument with a minimum of speculation... hehehehe)
>
>
>

Flip,
I completely agree. But the code would have to be bigger than the
caches to get a true idea of the performance, correct? (not being a
smart-ass, I just don't know for sure) That way, we could see the
actual speed hit take place, since the program itself would be running
from 16 bit memory. I'll volunteer my 030 500 (although it's 25mhz,
I'm sure you could calculate the figures down to 16), as it has 1 meg
of 16 bit chip, and 2 megs of 16 bit fast attached (not counting the
4 megs of 32 bit). Any takers on this? Lamonte?

--
Danimal on IRC
djm2@ra.msstate.edu

# 1075. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-12 20:19:35 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Jul12.141935.4540@msus1.msus.edu>
Source record: 22210
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21s1voINNo4n@mojo.eng.umd.edu>, gerrymon@eng.umd.edu (Gerry Mon) writes:
>In article <21pr6qINN12f@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article <21pls5INNibt@mojo.eng.umd.edu>, Gerry Mon (gerrymon@eng.umd.edu) wrote:
>>
>>: What I'm trying to say is that the use of a 16-bit CPU to ST-RAM
>>: interface, while unfortunate, is not as bad as you guys are making it
>>: out to be. The Falcon030 is not "crippled" by 400% to 500% like an
>>: accelerated A500 forced to use only 16-bit ram.
>>
>>Umm, actually, it's a lot like that. It's a lot like the 500 with an 030
>>accelerator but without any fast ram (and I do seem to remember that a
>>few of them did exist). It parallels very well.
>
>I strongly disagree. There's no way an A500 with a 16Mhz 68030
>accelerator and no FAST-RAM is as fast as a stock Falcon030. You are
>forgetting one very important point.
>
>The interface to CHIP-RAM on the A500 is designed for a 7.16Mhz 68000.
>
>The interface to the ST-RAM on the Falcon030 is designed for, at
>_worst_, a 16Mhz 68000. In other words, the bus speed on the Falcon030
>is "twice as fast" as the one in the A500 so I wouldn't expect it to
>suffer a 400% to 500% performance degradation like the A500.
>
>In fact, I still believe it's at most a 100% degradation. If Atari
>could magically increase the Falcon030's data bus to 32-bits instead
>of 16-bits, I would only expect a performance boost of, at most, 100%.
>This seems so logical to me!
>
>Are you saying that if Atari magically increases the Falcon030's data
>bus to 32-bits we would see a 400% to 500% increase in speed? How
>would that occur? You still couldn't take advantage of burst mode
>since ST-RAM is shared.

Sure you could. Instruction cache BURST would be possible provided a
proper RAM interface was supplied. This has nothing to do with whether or
not the RAM resource is shared. The data cache would still not be usable,
but that is another issue.

>By the way, something interesting can be seen when comparing the
>Falcon030 to the TT030. The TT030 has a 64-bit wide ST-RAM and
>allows its 32Mhz 68030 32-bit access to it.
>
>The Falcon030 has a 32-bit wide ST-RAM and allows its 16Mhz 68030 16-bit

>access to it.
>
>And yet, the TT030 doesn't have the bandwidth to support a 640x480 256
>color VGA mode while the Falcon030 does!

Well, this has more to do with the display devices than the CPU.

>>The 020 and the 030 have the same amount of cache when you've got to work
>>out of chip. Data caches become useless, and they've both got 256
>>bytes. The only advantage the 030 has less is its internal optimizations
>>of the instructions.
>>
>
>Can you elaborate on why the 030's data cache can't be used? I
>remember in the early days of the ST when ICD and FastTech were
>coming out with 16Mhz 68000 accelerators. They mentioned that it was
>a little easier to design an accelerator for the ST compared to the
>Amiga because the Amiga's architecture was much more DMA driven. You
>didn't have to worry about the cache as much as you did on the Amiga.
>
>The original ST had just one DMA channel used by both the floppy and
>hard disk. Then the Mega ST came out and added another DMA channel
>with the BLiTTER. Then the STe series came out and added another DMA
>channel with the stereo PCM system. And then the TT030 came out and
>added some more DMA channels with the Localtalk port and SCSI port.
>And of course, the Falcon030 adds some additional DMA channels too.
>
>Anyway, TOS handles the 68030's cache by setting the dirty bit on
>whenever a DMA channel is used by the OS. For example, if you make an
>OS call that uses the BLiTTER, then TOS will just flush the cache.
>You don't even have to worry about all the DMA channels. The STe PCM
>stereo sound DMA channel is basically a read only operation so you
>don't have to worry about it writing over some data.
>
>Anyway, I don't see why the data cache can't be used on the Falcon030.
>To be honest, I don't know whether it's used or not. The Control
>Panel doesn't make a distinction. It just allows you to turn some
>cache ON or OFF. I don't know if it's just the instruction cache or
>both of them.

A problem would come with programs which "hit the metal" so to speak.
Its nice that the OS on the Falcon "takes care" of the cache issues by
flushing the cache when appropriate. However, if a program does not use
the OS, an instant problem erupts with the data cache and stale data from
DMA accesses.
Now, even disregarding this, there is a big drawback to the OS handling
the cache as you say. System overhead would be far too great to flush single
entries in the cache for every DMA operation. Now, if the cache is simply
flushed entirely with every single DMA write to memory, you quickly lose the
advantage of the data cache as it will not hold valid data for long
periods of time.

---------------------------------------
LaMonte Koop -- SCS Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
---

# 1076. Re: Falcon = Amiga 500 + 68030?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-12 20:59:16 UTC
From: cmedley@wam.umd.edu
Message-ID: <21sjb4$liq@cville-srv.wam.umd.edu>
Source record: 22212
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21sf58$ppi@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>
>
>Flip,
> I completely agree. But the code would have to be bigger than the
>caches to get a true idea of the performance, correct? (not being a
>smart-ass, I just don't know for sure) That way, we could see the

You're absolutely right. The catch here I guess will be to make sure
that we find out in advance the maximum cache size we're dealing with,
and whether it is an instruction or data or both cache.

If it is just instruction, it should be "fixed" by making the benchmarking
code loop through a segment of code larger than what would fit in the cache.
We could literally put a few thousand "moves" inside a dbra loop and watch
it run.

I think it should be pretty simple.. we just do something like this (syntax
is for DevPac ST... i believe there is also an Amiga version?):

```
move.w #9,d0
.loop
REPT 1000
move.l (a0)+,(a1)+
ENDR
dbra d0,.loop
```

I think this should easily blow most small instruction caches... a 4k block
in a data cache could possibly catch this, but i'm not an expert on the
various caching methods used on the accelerators.

I think the worst stumbling block will be to determine whether or not the
resolution of the system clocks for timing the benchmark is accurate. I
guess on the ST, the best choice is to count 200hz "ticks" from the timer.

# 1077. Re: Falcon = Amiga 500 + 68030?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-13 16:16:53 UTC
From: gerrymon@eng.umd.edu
Message-ID: <21un5lINN553@mojo.eng.umd.edu>
Source record: 22213
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21sjb4$liq@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <21sf58$ppi@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>>
>>
>>Flip,
>> I completely agree. But the code would have to be bigger than the
>>caches to get a true idea of the performance, correct? (not being a
>>smart-ass, I just don't know for sure) That way, we could see the
>
>You're absolutely right. The catch here I guess will be to make sure
>that we find out in advance the maximum cache size we're dealing with,
>and whether it is an instruction or data or both cache.
>

I'm not too sure I agree with this. I never liked the idea of
benchmarks designed to negate the cache because real life applications
don't have this property.

The performance gains offered by caches are real. With the cache ON
in the 16Mhz 68000 based Mega STe, I really do see twice the
performance (i.e. unarcing files are about twice as fast etc.)

But with the cache OFF, the Mega STe offers about the same performance
as a regular 1040 STe.

And using a benchmark designed to negate the cache would say that the
Mega STe is basically only as fast as a 1040 STe.

However, try telling that to the owners of Mega STe's! They'll tell
you differently.

--Gerry

## 1078. Re: atari, amiga or aatmairgia?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-13 17:25:52 UTC
From: tnelson@fluorite.telesciences.com
Message-ID: <1993Jul13.172552.26131@telesciences.com>
Source record: 22216

Jeremy Konopka (konopkjt@mercury.cs.uregina.ca) wrote:
: >Well, no... I think it just means that more people agree the Amiga sucks
: >and get into your newsgroup to tell you. :)
: Makes sense. They can actually go to a local computer shop and try the
: Amiga and decide they hate it...

As long as you define "local" as "within a two-hundred-mile radius"...

Tracy Nelson
"Our automated system was not able to match your ZIP code with one of our
authorized dealers." -- 1-800-66-AMIGA

# 1079. Re: Falcon = Amiga 500 + 68030?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-13 18:05:19 UTC
From: cmedley@wam.umd.edu
Message-ID: <21utgv$r0p@cville-srv.wam.umd.edu>
Source record: 22214
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21un5lINN553@mojo.eng.umd.edu> gerrymon@eng.umd.edu (Gerry Mon) writes:
>
>>
>
>I'm not too sure I agree with this. I never liked the idea of
>benchmarks designed to negate the cache because real life applications
>don't have this property.
>
>The performance gains offered by caches are real. With the cache ON
>in the 16Mhz 68000 based Mega STe, I really do see twice the
>performance (i.e. unarcing files are about twice as fast etc.)

I totally agree that caches are a big factor in performance of a system
(I'm running a 16mhz 68000 in a Mega ST with a 16k cache and it does wonders
over something like the old JRI JATO boards that had no cache...).

However, I guess what we're getting at is that the main gripe we're trying
to benchmark is the "hit" the Falcon takes vs. an A500 or comparable system
with an 030 when going to 16-bit RAM. Some believe it will be the same. I
think there probably will be some similiarties... but 3rd party boards
tend to have additional caching (not just the 030's cache) to enhance
performance so that the access to 16-bit (and SLOW) RAM will not be so bad.
On the Falcon, the RAM is faster, but it still has to do the 16-bit access.
Bus speed (Falcon's 030 accesses 16-bit RAM at 16mhz... A500 i don't know...
A1200 reputedly does chipRAM 32-bits at a time, but at 7.16Mhz) should
be a factor.

# 1080. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-14 00:14:51 UTC
From: mike@struad.cts.com
Message-ID: <mike.06du@struad.cts.com>
Source record: 22215
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21pls5INNibt@mojo.eng.umd.edu> gerrymon@eng.umd.edu (Gerry Mon) writes:
>In article <21mv9tINNjsl@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article <21k8u4INN78e@mojo.eng.umd.edu>, Gerry Mon (gerrymon@eng.umd.edu) wrote:
>>: When you say 16-bit memory, what do you mean? Is this the Chip RAM on
>>: the A500's motherboard? If so, then this is precisely the reason why
>>: I feel that accelerators such as the megamidget racer is a poor
>>: example.
>>:
>>: Sure the 68030 is crippled to a crawl. It not only has to go through
>>: a 16-bit bottleneck but it has to talk to memory that was designed
>>: for a 7.16 Mhz (or something like that) 68000 -- not a 38 Mhz 68030!
>>
>>Except that BOTH systems, in this case, are limited by their respective
>>chipsets as to how fast they can access memory (which is why it only gets
>>about 4mb/s access). BOTH systems are limited to accessing that ram in
>>16-bit widths.
>>
>>: In other words, there are two bottlenecks. The speed of the memory
>>: chips _and_ the 16-bit data path. That's why you guys are
>>: experiencing 4 or 5 times the slowdown.
>>
>>We're not. Again, it's a problem of the nature of the shared bus, shared
>>by BOTH machines.
>>
>
>What is it are you trying to say? Are you saying that the Falcon030's
>68030 is slowed down by 400% to 500% because of the 16-bit
>CPU to ST-RAM memory interface (as in the case of the accelerated
>A500 forced to use 16-bit memory)?
>
>I just don't see this. To me, it should only be at most a slowdown
>of 100% (i.e. twice as slow). And because of the 68030's cache, the
>real world slowdown would be even less. For example, if the cache had
>a 70% hit rate, then we would only experience a slowdown of 30% --
>just like the Mac LCII.

I think you mean a 50% slowdown. A 100% slowdown would mean 100% of the
speed which would mean the machine is not running. When counting _up_ you
double the figure to mean twice as fast like "20 is 100% as much as 10", but
when counting _down_ you take half like "10 is 50% as much as 20". Anyway,
the slowdown can be more than the 50% (or 100% as you stated). If the CPU
asks to fetch 1 byte then 2 passes are still taken to get that 1 byte. The
first 16 bits are retrieved, then the second 16 bits are retrieved. But the

CPU only needed that first 8 bits of all that, so it took an extra pass
to get something it will throw out. Same thing if the CPU asks for 16 bits.
It will take a second pass to get 16 bits that it won't even use. If on
a 32 bit data path, no matter if the CPU asks for 8, 16, or 32 bits it will
only take 1 pass to get the data.
If using a 68000 with 16 bit data path to RAM and you asked for 8 bits
it would only take 1 pass to grab it. However, the 68030 to 16 bit wide RAM
will take 2 passes to get that same 8 bits. The 68030 will actually be slower
than the 68000 in these type of cases. In fact a 68030 is slower than a 68000
at the _same_ clockspeed when both are using a 16 bit data path.

## 1081. Re: atari, amiga or aatmairgia?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-14 04:20:57 UTC
From: mohos@trident.usacs.rutgers.edu
Message-ID: <Jul.14.00.20.56.1993.1438@trident.usacs.rutgers.edu>
Source record: 22217

tnelson@fluorite.telesciences.com (Tracy M Nelson) writes:

>Jeremy Konopka (konopkjt@mercury.cs.uregina.ca) wrote:
>: >Well, no... I think it just means that more people agree the Amiga sucks
>: >and get into your newsgroup to tell you. :)
>: Makes sense. They can actually go to a local computer shop and try the
>: Amiga and decide they hate it...

>As long as you define "local" as "within a two-hundred-mile radius"...

That's okay, in order to find a falcon you'd have to make that a two-thousand mile radius. Oh, you meant the *computer*? Well then, better tack on a few more zeros to that figure. :)

>Tracy Nelson

Quentin Mohos (I like my Lynx, however...)

# 1082. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-14 15:41:43 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <2219fnINN9p7@uwm.edu>
Source record: 22218
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <21s1voINNo4n@mojo.eng.umd.edu>, Gerry Mon (gerrymon@eng.umd.edu) wrote:
: The interface to the ST-RAM on the Falcon030 is designed for, at
: _worst_, a 16Mhz 68000. In other words, the bus speed on the Falcon030
: is "twice as fast" as the one in the A500 so I wouldn't expect it to
: suffer a 400% to 500% performance degradation like the A500.

This is a lot tougher to assure. You can't say that they designed it for
that because bus timings haven't been available, as far as I know. If
you've got some, do pass them around.

: In fact, I still believe it's at most a 100% degradation. If Atari
: could magically increase the Falcon030's data bus to 32-bits instead
: of 16-bits, I would only expect a performance boost of, at most, 100%.
: This seems so logical to me!

And that's right.

: Are you saying that if Atari magically increases the Falcon030's data
: bus to 32-bits we would see a 400% to 500% increase in speed? How
: would that occur? You still couldn't take advantage of burst mode
: since ST-RAM is shared.

Correct. You CAN'T. That 4-500% difference is between ST and TT ram,
not between the two sets of chip. I did think that was obvious... The
020 1200 and the 030 Falcon are going to be very, very close in
performance.

Closer than it should be, considering its an 030.

: And yet, the TT030 doesn't have the bandwidth to support a 640x480 256
: color VGA mode while the Falcon030 does!

As a sidenote, it's possible they simply didn't design into it the
ability to variably steal cycles from the CPU.

: Can you elaborate on why the 030's data cache can't be used? I
: remember in the early days of the ST when ICD and FastTech were
: coming out with 16Mhz 68000 accelerators. They mentioned that it was
: a little easier to design an accelerator for the ST compared to the
: Amiga because the Amiga's architecture was much more DMA driven. You
: didn't have to worry about the cache as much as you did on the Amiga.

You will ALWAYS have to worry about cache. If you've got the OS
capabilities, you ask the OS to clear the data cache before and after
your DMA operation (it may just be after), but that only works in ram
that you own; since it isn't possible for the Falcon to DMA into "fast

ram" space, that isn't an issue.

In chip ram, the data cand change right out from under the CPU. You can't surround your DMA, because it's not always possible, things are happening at the hardware level. As a result, if you want to use the data cache, you've got to do a LOT of hardware-level bus snooping.

: Panel doesn't make a distinction. It just allows you to turn some
: cache ON or OFF. I don't know if it's just the instruction cache or
: both of them.

It is very likely just the instruction cache. If you really want to know, there are ways to find out, hack your way into it.

: What makes you think that an 040 based Falcon would still have a
: 16-bit data bus? There's a big difference between architecture and

Eh? Who's talking about an 040-based Falcon? I'm talking about an accelerator. I'm not convinced it'll be anytime soon before you see another system from Atari.

: There's nothing stopping Atari from producing a 040 based Falcon with
: a full 32-bit data path. Well, maybe limited resources....:-)

Correct, there isn't. And for the sake of the 040 in that machine, I hope they do. And this time, I hope they get it right.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: BOOPSI (boop see) n. 1. Acronym, "Buy Our Other Products or :)
(: Suffer the Inquisition", spoken while threatening with objects. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) :) Wubba :)

# 1083. Re: atari, amiga or aatmairgia?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-15 00:24:10 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993Jul15.002410.372149@sue.cc.uregina.ca>
Source record: 22219

In article <1993Jul13.172552.26131@telesciences.com> tnelson@fluorite.telesciences.com (Tracy M Nelson) writes:
>Jeremy Konopka (konopkjt@mercury.cs.uregina.ca) wrote:
>: >Well, no... I think it just means that more people agree the Amiga sucks
>: >and get into your newsgroup to tell you. :)
>: Makes sense. They can actually go to a local computer shop and try the
>: Amiga and decide they hate it...
>As long as you define "local" as "within a two-hundred-mile radius"...
>Tracy Nelson
>"Our automated system was not able to match your ZIP code with one of our
>authorized dealers." -- 1-800-66-AMIGA
Sounds like their automated system is a piece of junk. Probably runs on
a mac.
--
Jeremy | opinions mine |

## 1084. What do all developers think?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-16 01:19:46 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <224vni$ldq@usenet.INS.CWRU.Edu>
Source record: 22220

Someone at Atari made the decision not to release their official Atari Falcon030 Dealership list.

If you are an Atari developer, how do you feel about this?

If you are a developer for another platform, how would you feel if you were not allowed to know where your products were being sold.

Why don't you think Atari is releasing this list?

Thanks.

Len

--

# 1085. Re: What do all developers think?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-16 18:38:01 UTC
From: kosmatoo@carre.iro.umontreal.ca
Message-ID: <1993Jul16.183801.279@IRO.UMontreal.CA>
Source record: 22221

In article <224vni$ldq@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>Someone at Atari made the decision not to release their official Atari
>Falcon030 Dealership list.
[etc]

>Why don't you think Atari is releasing this list?
(not)

Simple: They don't want people to know they only have 2 or 3 dealers.

--
Odisseas Kosmatos
kosmatoo@iro.umontreal.ca
kosmatoo@jsp.umontreal.ca
kosmatoo@ere.umontreal.ca

# 1086. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-16 20:32:53 UTC
From: jxie@terapin.com
Message-ID: <jxie.4k6y@terapin.com>
Source record: 22222
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:

>In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de
(|S|
>Hermann Samso) writes:
>>
>>
>>
>> AMIGAS 1200 SUCK TO DEATH!!
>>
>> BUY A GOOD COMPUTER, BUY A FALCON!
>
>Buy a computer that is available in quantities and has some actual support,
>other than rabid fans who'd rather argue about anything just so they don't
>have to admit they made a bad choice.
>
>> Falcons have a 68030 processor 16Mhz, A1200s do not!
>
>A1200's have a 32 bit bus connected to their 32 bit processor,
>Falcons do not.
>
>> Falcons have a socket for a MC68882 coprocessor, A1200s do not!
>
>A1200's have a spot on the motherboard for a FPU. The dealer can install one
>easily. All 3rd party trapdoor cards have them too.
>
>> Falcons can easily have games with 65536 colours, A1200s do not!
>HAM8 uses 262,144 colors. Besides, since when do fast moving games require
>hi-color? Higher color modes would slow a game down to where you couldn't
>have smooth action. For slow, strategy-type games, HAM8 is perfect.
>
>> Falcons have a DSP processor 32Mhz, A1200s do not!
>
>So? I don't have a use for one. Why would I want to pay extra for something
>I would waste? At least C= makes different levels of a system, so you can
>choose what you want your machine to be capable of, at the price you can
>afford. There's no high-end Falcon, there's no low-end Falcon. Everyone
>pays the same, whether they use something or not.
>
>> Falcons have 8 16bit sound channels, A1200s do not!
>
>If you have a use for it, you can easily buy a card.
>

>> Falcons have MIDI in/out, A1200s do not!
>
>That can be expanded as well. Remember, Amigas are all about expansion.
>
>> Falcons have SCSI-II, A1200s do not!
>
>There are at least 3 different SCSI expansion cards available for the a1200.
>The CSA SCSI card also comes with a 50 mhz 030, 50 mhz 882, and 4 megs of
>32 bit RAM. Wonder how fast that would scream, since it never has to deal
>with 16 bit RAM? :)
>
>> Falcons have LAN built in, A1200s do not!
>
>A1200's have access to all those PCMCIA options from the PC world. Wanna
>wager on how many networking cards are out there?
>
>>
>> A1200s SUCK TO DEATH, Falcons do not!
>
>Your wisdom and logic are simply astounding. You have chosen to endorse
>an optionless, low-supported, non-existant in the U.S., 32 bit machine that
>features a 16 bit bus. This machine WAS designed in the 90's, right?
>
>>
>>
>>
>> +--------------------------------------------------+ # # # Atari=A wise
>> | The SpaceWalker . * _@ . .| # # # Minority
>> |Walkin' thru Cyberspace..... . o . </_ o | ### # ### Motorola=How
th
>e
>> |..aahhh! at home at last!!! . \/\ ' o| ## # ##Future should
be
>> |->s_samso@iravcl.ira.uka.de o . / .
|Intel+IBM+Apple+Microsoft=
>
>> +--------------------------------------------------+The Decadence of the
Worl
>d
>
>--
>Danimal on IRC
>djm2@ra.msstate.edu
>
Exactly, I love my A1200!!!!

# 1087. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-17 05:22:45 UTC
From: neurom@u.washington.edu
Message-ID: <2282b5$ohq@news.u.washington.edu>
Source record: 22223
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <jxie.4k6y@terapin.com> jxie@terapin.com (Jack Xie) writes:
>djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>
>>In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de
>>> Falcons have a 68030 processor 16Mhz, A1200s do not!
>>
>>A1200's have a 32 bit bus connected to their 32 bit processor,
>>Falcons do not.

16-bit CPU-MMU doesn't match the performance drop of a 14MHz 68020.

>>
>>> Falcons have a socket for a MC68882 coprocessor, A1200s do not!
>>
>>A1200's have a spot on the motherboard for a FPU. The dealer can install one
>>easily. All 3rd party trapdoor cards have them too.
>>

Whoa! Backup! There is a spot on the MB for a coproc to be surface mounted
ont the board. I'm a dealer, and since I don't have 40+g's to throw out for
a surface mount machine, dealers _Cannot_ "install one easily."

>>> Falcons can easily have games with 65536 colours, A1200s do not!
>>HAM8 uses 262,144 colors. Besides, since when do fast moving games require
>>hi-color? Higher color modes would slow a game down to where you couldn't
>>have smooth action. For slow, strategy-type games, HAM8 is perfect.
>>
>>> Falcons have a DSP processor 32Mhz, A1200s do not!
>>
>>So? I don't have a use for one. Why would I want to pay extra for something
>>I would waste? At least C= makes different levels of a system, so you can
>>choose what you want your machine to be capable of, at the price you can
>>afford. There's no high-end Falcon, there's no low-end Falcon. Everyone
>>pays the same, whether they use something or not.
>>

Oh, so you don't want to do raytracing, 3D rendering, color mapping, or
realtime transitions, do you?

>>> Falcons have 8 16bit sound channels, A1200s do not!
>>If you have a use for it, you can easily buy a card.
>>
>>> Falcons have MIDI in/out, A1200s do not!
>>That can be expanded as well. Remember, Amigas are all about expansion.
(Oh, please!)

>>
>>> Falcons have SCSI-II, A1200s do not!
>>
>>There are at least 3 different SCSI expansion cards available for the a1200.
>>The CSA SCSI card also comes with a 50 mhz 030, 50 mhz 882, and 4 megs of
>>32 bit RAM. Wonder how fast that would scream, since it never has to deal
>>with 16 bit RAM? :)
>>
>>> Falcons have LAN built in, A1200s do not!
>>
>>A1200's have access to all those PCMCIA options from the PC world. Wanna
>>wager on how many networking cards are out there?
>>

Go ahead, expand. Just keep track of those checks so I can tell you in the end that I paid less for the same thing. The one thing about having all these expansion cards is that you'll run into incompatibility, just like the PC world, because developers cannot depend on any specific machine having those expansions. If I wrote a network package for the LAN port on a F030, I know all F030's have them, and I don't have to worry about what LAN "card" they have in their machines.

Don't get me wrong, I like Amiga's and Atari's; I sell Amiga's and use Atari's. But, I just _really_ hate people who don't have their facts straight. If you're going to argue, at least attempt to get your facts right. It just kills your argument.

--Neuromancer
neurom@u.washington.edu

# 1088. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-17 07:56:43 UTC
From: djm2@ra.msstate.edu
Message-ID: <228bbr$cni@Tut.MsState.Edu>
Source record: 22224
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2282b5$ohq@news.u.washington.edu> neurom@u.washington.edu (Neuromancer) writes:
> >>
> >>A1200's have a 32 bit bus connected to their 32 bit processor,
> >>Falcons do not.
>
> 16-bit CPU-MMU doesn't match the performance drop of a 14MHz 68020.

I beg to differ. My _25 mhz_ CPU-MMU on my 500 takes an _incredible_ drop when I run out of 32 bit RAM. According to SysInfo tests, an unexpanded 1200 will outrun my 25 mhz 030 with MMU based 500.. easily..

>
> Whoa! Backup! There is a spot on the MB for a coproc to be surface mounted
> ont the board. I'm a dealer, and since I don't have 40+g's to throw out for
> a surface mount machine, dealers _Cannot_ "install one easily."

Ok, I'm not a dealer, so I can't comment on this directly. However, from what I've read, it CAN be done. Maybe it is that only larger dealers have the resources to do this. There's none anywhere near me, so I can't say for sure.

> >>So? I don't have a use for one. Why would I want to pay extra for something
> >>I would waste? At least C= makes different levels of a system, so you can
> >>choose what you want your machine to be capable of, at the price you can
> >>afford. There's no high-end Falcon, there's no low-end Falcon. Everyone
> >>pays the same, whether they use something or not.
> >>
>
> Oh, so you don't want to do raytracing, 3D rendering, color mapping, or
> realtime transitions, do you?

I _do_ do raytracing, 3D rendering, and color mapping already. I don't do video or multimedia, not on my Amiga anyway (I use SGI's at my job at school) so I don't worry with real-time transitions. But, doesn't the Toaster, Opalvision, Scala, ImageFX, etc. do this? Where's the DSP in those products?

> Go ahead, expand. Just keep track of those checks so I can tell you in the
> end that I paid less for the same thing. The one thing about having all
> these expansion cards is that you'll run into incompatibility, just like the
> PC world, because developers cannot depend on any specific machine having
> those expansions. If I wrote a network package for the LAN port on a F030,
> I know all F030's have them, and I don't have to worry about what LAN
> "card" they have in their machines.

This is a true point. It is nice to write software that counts on the base machine having specific hardware. But, I refuse to believe that every single user of a home personal computer will use every single piece of hardware, especially when it's advanced hardware like a DSP, SCSI II, midi, etc. They're nice to have, but not everyone needs it. I would be outraged, if I bought my Amiga, and paid extra for a midi port that I'd never use, or a SCSI II interface, when I couldn't afford a real SCSI II drive to take advantage of it. A well-designed piece of hardware could be easily supported if the designers include a thorough guide to programming for it. And, successful hardware would sell enough to be considered a near standard. How many programs now directly support a DCTV?

>
> Don't get me wrong, I like Amiga's and Atari's; I sell Amiga's and use
> Atari's. But, I just _really_ hate people who don't have their facts
> straight. If you're going to argue, at least attempt to get your facts
> right. It just kills your argument.

I state opinions and facts as they pertain to me. I _know_ the effect of having 16 bit memory attached to a 32 bit processor. I _know_ that I can raytrace and render with my current, DSP-less setup. (Although, granted, the extra speed would help a lot :). And above all, I know what I need and can afford. Right now, midi does not exist for me, and SCSI II is well beyond my needs. You have no right to expect me to willingly pay for something I have no use for. With the Amiga line, I at least have options available, that takes my budget into account. The same can definitely not be said of the Falcon.

>
> --Neuromancer
> neurom@u.washington.edu

--
Danimal on IRC
djm2@ra.msstate.edu

# 1089. Re: AMD 386-40/Intel was: Should I buy a PC?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-17 14:16:53 UTC
From: cmedley@wam.umd.edu
Message-ID: <2291kl$kl9@cville-srv.wam.umd.edu>
Source record: 22225
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Jul17.012242.659262@sue.cc.uregina.ca> konopkjt@mercury.cs.uregina.ca (Jeremy Konopka) writes:
>In article <22755k$rsa@sol.ctr.columbia.edu> jerry@msi.com (Jerry Shekhel) writes:
>>Gerald G. Washington (gerald@seas.gwu.edu) wrote:
>>: >:
>>: >: I can give my old A500 a 68040 and loads of 32-bit RAM, without swapping
>>: >: the motherboard. How do you expand an XT?
>>: >Yes, and for less money, by replacing the motherboard.
>>: Ahhh, so there's the PC's expandability. If you want to upgrade the
>>: motherboard, just throw it away!
>>Ah, I guess the Amiga method is better. Let your dead 16-bit CPU and
>>memory subsystem take up case space.
>>: -- Gerald
>>| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
>How so? On, say an A2000 with 16/32 bit memory, the 32 bit memory is used
>up first, and then the 16 bit memory can be utilized. This may not be
>possible on the peecee, but don't assume everything is as bad as that.
>PS, the chip RAM in my example would always be 16bit.
>--
>Jeremy | opinions mine |

Well, just remember, the Amiga takes a severe performance hit when it leaves
that FastRAM and goes to that 16-bit RAM on an expanded A2000.

:)

I know this because I've been hearing about how bad (tm) it is.

:)

# 1090. Re: AMD 386-40/Intel was: Should I buy a PC?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-17 17:11:58 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993Jul17.171158.731479@sue.cc.uregina.ca>
Source record: 22226
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2291kl$kl9@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <1993Jul17.012242.659262@sue.cc.uregina.ca> konopkjt@mercury.cs.uregina.ca
(Jeremy Konopka) writes:
>>In article <22755k$rsa@sol.ctr.columbia.edu> jerry@msi.com (Jerry Shekhel) writes:
>>>Gerald G. Washington (gerald@seas.gwu.edu) wrote:
>>>: >:
>>>: >: I can give my old A500 a 68040 and loads of 32-bit RAM, without swapping
>>>: >: the motherboard. How do you expand an XT?
>>>: >Yes, and for less money, by replacing the motherboard.
>>>: Ahhh, so there's the PC's expandability. If you want to upgrade the
>>>: motherboard, just throw it away!
>>>Ah, I guess the Amiga method is better. Let your dead 16-bit CPU and
>>>memory subsystem take up case space.
>>>: -- Gerald
>>>| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
>>How so? On, say an A2000 with 16/32 bit memory, the 32 bit memory is used
>>up first, and then the 16 bit memory can be utilized. This may not be
>>possible on the peecee, but don't assume everything is as bad as that.
>>PS, the chip RAM in my example would always be 16bit.
>>--
>>Jeremy | opinions mine |
>Well, just remember, the Amiga takes a severe performance hit when it leaves
>that FastRAM and goes to that 16-bit RAM on an expanded A2000.
I'd rather be able to use that slower RAM when I need to, than not have
it available at all. It's kind of the same as saying that if I had a 40ms
drive, and bought a new 20ms I'd rather still be allowed to use the slower
one when I have need for it. Ie. the performance may be worse, but if
it's a bonus, I'd rather have it than not. P.S. I have a real 32 bit system,
so this discussion does not apply to me anyway.
>:)
>I know this because I've been hearing about how bad (tm) it is.
In the case I've outlined, you have as much 32 bit as you want, the 16 bit
is just an extra. It's only really bad if you can't actually have any
32 bit memory.
>:)
--
Jeremy | opinions still mine |

# 1091. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-18 07:34:05 UTC
From: kennejs@a.cs.okstate.edu
Message-ID: <1993Jul18.073405.3137@a.cs.okstate.edu>
Source record: 22227
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

From article <2282b5$ohq@news.u.washington.edu>, by neurom@u.washington.edu (Neuromancer):
> In article <jxie.4k6y@terapin.com> jxie@terapin.com (Jack Xie) writes:
>>djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>>
>>>In article <20uvpm$slc@nz12.rz.uni-karlsruhe.de> S_SAMSO@iravcl.ira.uka.de
>>> [stuff deleted]
>>>> Falcons have 8 16bit sound channels, A1200s do not!
>>>If you have a use for it, you can easily buy a card.

True, but when is C= going to come out with a machine that has enhanced
sound BUILT IN? Please note that 16bit sound cards are *already* available
for Amiga models that have slots but very few applications support them.
Have you ever heard of any games for the Amiga that have 16bit audio
and/or use more than four voices?

BTW, I own an A1200 and I'm very disappointed in Commodore for not upgrading
the sound in the A1200 and A4000. IMO, they really should have done this.

>>>> Falcons have MIDI in/out, A1200s do not!
>>>That can be expanded as well. Remember, Amigas are all about expansion.
> (Oh, please!)
>>>
>>>> Falcons have SCSI-II, A1200s do not!
>>>
>>>There are at least 3 different SCSI expansion cards available for the a1200.
>>>The CSA SCSI card also comes with a 50 mhz 030, 50 mhz 882, and 4 megs of
>>>32 bit RAM. Wonder how fast that would scream, since it never has to deal
>>>with 16 bit RAM? :)
>>>
>>>> Falcons have LAN built in, A1200s do not!
>>>
>>>A1200's have access to all those PCMCIA options from the PC world. Wanna
>>>wager on how many networking cards are out there?

As a matter of fact, Amigo Business Computers has just recently come out
with a network card that plugs into the A1200's PCMCIA slot. The board
goes for about $400 and the software that you need to use it goes for
around $200 if my memory serves me correctly. I called Amigo up last
week and asked them does this setup grok TCP/IP. They told me that
basically all their package could do is hook up multiple 1200 systems
to another Amiga that has an A2065 ethernet board in it. That's too
bad; I was hoping to add my 1200 to my Un*x network. <sigh>
But, that's not to say I'll never be able to do this. I'm sure there
are some Amiga software developers out there who are working on just

such a thing; it's only a matter of time before something like this
becomes available.

>
> Go ahead, expand. Just keep track of those checks so I can tell you in the
> end that I paid less for the same thing. The one thing about having all
> these expansion cards is that you'll run into incompatibility, just like the
> PC world, because developers cannot depend on any specific machine having
> those expansions. If I wrote a network package for the LAN port on a F030,
> I know all F030's have them, and I don't have to worry about what LAN
> "card" they have in their machines.
>
> Don't get me wrong, I like Amiga's and Atari's; I sell Amiga's and use
> Atari's. But, I just _really_ hate people who don't have their facts
> straight. If you're going to argue, at least attempt to get your facts
> right. It just kills your argument.
>
> --Neuromancer
> neurom@u.washington.edu

---Scott email: kennejs@a.cs.okstate.edu

## 1092. Jaguar: Falcon the Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-19 03:45:30 UTC
From: CTLCC@CUNYVM.BITNET
Message-ID: <93199.234530CTLCC@CUNYVM.BITNET>
Source record: 22228

I think that the Jaguar will be a nice addition to the Atari family of electronics.. I hope that they decide to really back this one.

I bought a Lynx. I really like it, But I wish they would stop wasting time on their ST/Falcon computers. They should have marketed the lynx better and market the Jaguar. They should forget the falcon. Very few users use them. The only ones who buy them are previous Atari users. Where as many people might buy the jaguar.. Atari should learn this and learn it quick

# 1093. Re: AMD 386-40/Intel was: Should I buy a PC?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-19 13:01:29 UTC
From: Kent.Dalton@FtCollinsCO.NCR.COM
Message-ID: <KENT.DALTON.93Jul19140129@zappa.FtCollinsCO.NCR.COM>
Source record: 22236
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>>>>> On 17 Jul 93 14:16:53 GMT, cmedley@wam.umd.edu ('Flip' Medley) said:

'Flip'> In article <1993Jul17.012242.659262@sue.cc.uregina.ca>
konopkjt@mercury.cs.uregina.ca (Jeremy Konopka) writes:
>In article <22755k$rsa@sol.ctr.columbia.edu> jerry@msi.com (Jerry Shekhel) writes:
>>Gerald G. Washington (gerald@seas.gwu.edu) wrote: : >: : >: I can give my

>How so? On, say an A2000 with 16/32 bit memory, the 32 bit memory is used
>up first, and then the 16 bit memory can be utilized. This may not be
>possible on the peecee, but don't assume everything is as bad as that.
>PS, the chip RAM in my example would always be 16bit.
>--
>Jeremy | opinions mine |

'Flip'> Well, just remember, the Amiga takes a severe performance hit
'Flip'> when it leaves that FastRAM and goes to that 16-bit RAM on an
'Flip'> expanded A2000.

'Flip'> :)

I'll bet it's faster than that virtual memory that Jerry's always babbling
about! ;-)
--
/*****************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/*****************************************************************************/
I'm a GENIUS! I want to dispute sentence structure with SUSAN SONTAG!!

# 1094. Re: Jaguar: Falcon the Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-19 14:40:49 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAF242.77p@freenet.carleton.ca>
Source record: 22229

In a previous article, CTLCC@CUNYVM.BITNET () says:

>I think that the Jaguar will be a nice addition to the Atari family of
>electronics.. I hope that they decide to really back this one.
>
>I bought a Lynx. I really like it, But I wish they would stop wasting time on
>their ST/Falcon computers. They should have marketed the lynx better and market
> the Jaguar. They should forget the falcon. Very few users use them. The only
>ones who buy them are previous Atari users. Where as many people might buy the
>jaguar.. Atari should learn this and learn it quick
>
As long as they can make any money off their computers they will
kepp making more;maybe not as fast as some people would like but they will
certainly be getting new computers developed. At least I hope so. I love
both my Falcon and ST! BTW the falcon is indeed a very attractive machine;
TOS 4.04 is IMHO better than SYS 7 on a mac.
--
---------------------------------------------------------------------
!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca--------------------

# 1095. Re: Jaguar: Falcon the Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-19 17:35:13 UTC
From: c60b-3jz@e260-4d.berkeley.edu
Message-ID: <22em0h$frt@agate.berkeley.edu>
Source record: 22230

>TOS 4.04 is IMHO better than SYS 7 on a mac.

Hey, System 7 just plain SUCKS. The only reason it hasn't been hailed
as the second coming of the Ford Pinto (both are unrecoverable
after ANY crash) is that there are so many Windoze users.

By the way, in the interest of heading off any flames, I program in
System 7 for $$ (prostitution, but hey its $$) so I know EXACTLY
what a load of donkey poo it is.

Allen

## 1096. Falcons and Amigas

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-19 22:25:40 UTC
From: cmedley@wam.umd.edu
Message-ID: <22f714$3uf@cville-srv.wam.umd.edu>
Source record: 22231
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

I've called around and it seems that local to me, a few music stores
are carrying the Falcon as well as the closest dealer (Toad Computers). All
have the same price:

Falcon 030 4/80 $1299
Falcon 030 4/0 $999

I've been also looking into the Amiga 1200/4000 for some video work and found
that the discussions we've been having in *.advocacy aren't completely
truthful. For example, I've found that the system prices are pretty decent
on 1200 models, but the 4000 isn't as inexpensive, i.e.:

A1200 2/0 $429 (best price... others mostly at $499)
A4000/30 $1799 (25mhz 030, 4MB of RAM (2MB chip, 2MB Fast), 120MB HD)

Also, counting music dealers.. this is amusing, but there may actually be
more dealers selling Falcons local to me than Amigas. Frightening stuff, eh?

Also, I found some mention of the Amiga Sunrize boards and some of the 3rd
party accelerators for the 1200. As of yet, the only major 3rd party h/w
expansion for the Falcon I can confirm is shipping now is a 3rd party board
for a memory upgrade that is $99 unpopulated, but which will accept standard
SIMMS.

According to Buried Treasure in Rockville, they don't believe CSA products
are "reliable" and advocate an accelerator for the A1200 from GVP that is
called the Turbo+ which has 4MB of FastRAM, 40mhz 68EC030/882 and costs $579.

Also, contrary to what some Amiga advocates were saying, the Sunrize digital
audio boards cost entirely too much ($579) for what they do, relative to the
pricing of a Falcon.

Now for some questions....

1) Does anyone know of any way other than through the Sunrize to get the A1200
to generate and/or recognize SMPTE? Ideally, I'd like to synchronize video
and audio, and be able to use either one as a SMPTE generator.

2) Is there a genlock shipping for the Falcon? And is there any animation
software for the Falcon that can spit out SMPTE?

<all i know about SMPTE is that it is required for synch... anyone with more
knowledge, please email... basically i want to be able to synchronize music
to video and video to music... and go either way>

3) Are there any sequencers available for the Falcon that do effects processing
via the DSP? Hard disk recording is not going to be a major use until i get

a larger capacity drive, so i'm more interested in effects processing.

4) What's the best C compiler on the Amiga?

5) What type of performance increase does the GVP or CSA accelerator give over a stock 1200 w/ FastRAM. i.e., does the 40/50mhz 68030 really burn? Is it giving a 3-fold increase in speed as expected? How large a cache is used on it?

6) Will Atari ship any of the HD installed s/w with the Falcon 030 4/0?

# 1097. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-20 13:20:07 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <22gre7$ce5@info2.rus.uni-stuttgart.de>
Source record: 22232
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <228bbr$cni@tut.msstate.edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
>
>In article <2282b5$ohq@news.u.washington.edu> neurom@u.washington.edu (Neuromancer)
writes:
>> >>
>> >>A1200's have a 32 bit bus connected to their 32 bit processor,
>> >>Falcons do not.
>>
>> 16-bit CPU-MMU doesn't match the performance drop of a 14MHz 68020.
>
>I beg to differ. My _25 mhz_ CPU-MMU on my 500 takes an _incredible_ drop
>when I run out of 32 bit RAM. According to SysInfo tests, an unexpanded
>1200 will outrun my 25 mhz 030 with MMU based 500.. easily..

This is the third time you are trying to use this argument. This is getting
very boring. Your 16bit RAM on your Amiga has a 7.1 MHz bus. All right?

I have invested some time to get some facts about the RAM access of the
Falcon. Result: the rumor, claiming that the Falcon has only 16 bit access
to the RAM is wrong.
Hint 1: Read the Atari Service Guide pages 12-14 about the System RAM
connection. The data bus is 32 bit wide.
Hint 2: Count the RAM chips on the Falcon RAM cards (1,2,3...31,32!).
Hint 3: Compare the speed of an Atari TT with FastRAM to the speed of the
Falcon. The TT is exactly as duoble as fast as the Falcon (as you
expect when one system has 32 MHz and the other only 16 MHz).

I have asked the amiga guys about their source of information concerning
the RAM access. I have received a few answers, one half wrong the other one
non-verified rumors. Things don't become true if you repeat talking about it!

>I state opinions and facts as they pertain to me. I _know_ the effect of
>having 16 bit memory attached to a 32 bit processor. I _know_ that I can

Oups, here it is again!

Since this is the only flaw you encountered in the Falcons design, you
now have to admit that the Falcons design is perfect :).

Ciao, Heiko.

# 1098. Re: What do all developers think?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-20 14:35:53 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul20.143553.19558@newshost.lanl.gov>
Source record: 22233

In article 279@IRO.UMontreal.CA, kosmatoo@carre.iro.umontreal.ca (Odisseas Kosmatos) writes:
>In article <224vni$ldq@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>
>>Someone at Atari made the decision not to release their official Atari
>>Falcon030 Dealership list.
>[etc]
>
>>Why don't you think Atari is releasing this list?
> (not)
>
>Simple: They don't want people to know they only have 2 or 3 dealers.

Oh come one, Atari must have 2, maybe 3 times that many dealers! :)

But seriously, I'll bet this reasoning is not far off the mark.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

# 1099. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-20 15:50:51 UTC
From: gerrymon@eng.umd.edu
Message-ID: <22h48rINNIt@mojo.eng.umd.edu>
Source record: 22235
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <22gre7$ce5@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>
>I have invested some time to get some facts about the RAM access of the
>Falcon. Result: the rumor, claiming that the Falcon has only 16 bit access
>to the RAM is wrong.
>Hint 1: Read the Atari Service Guide pages 12-14 about the System RAM
> connection. The data bus is 32 bit wide.
>Hint 2: Count the RAM chips on the Falcon RAM cards (1,2,3...31,32!).
>Hint 3: Compare the speed of an Atari TT with FastRAM to the speed of the
> Falcon. The TT is exactly as duoble as fast as the Falcon (as you
> expect when one system has 32 MHz and the other only 16 MHz).

Unfortunately, from what I understand, the Falcon030's 68030 does only have 16-bit access to system RAM. Bill Rehbock confirmed this on Genie.

However, the system RAM itself is 32-bits wide. The video system has 32-bit access to it so that it can have enough bandwidth for the new graphics modes. But the 68030 only has 16-bit access to it.

It's sort similiar to how the TT030 works. The TT030's system RAM (ST-RAM) is 64-bits wide but the 68030 only has 32-bit access to it.

--Gerry

# 1100. Re: Jaguar: Falcon the Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-20 16:12:12 UTC
From: crissman@btree.uucp
Message-ID: <1993Jul20.161212.23214@btree.uucp>
Source record: 22234

In article <93199.234530CTLCC@CUNYVM.BITNET> <CTLCC@CUNYVM.BITNET> writes:
>I think that the Jaguar will be a nice addition to the Atari family of
>electronics.. I hope that they decide to really back this one.
>
>I bought a Lynx. I really like it, But I wish they would stop wasting time on
>their ST/Falcon computers. They should have marketed the lynx better and market
> the Jaguar. They should forget the falcon. Very few users use them. The only
>ones who buy them are previous Atari users. Where as many people might buy the
>jaguar.. Atari should learn this and learn it quick

Jack Tramiel said (eons ago) that purchasers of the ST series of
computers "would not be abandoned," and Atari is holding true to
that promise.

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************
* Working on a video project, and find you need information on formats, *
* standards, etc.? finger crissman@brooktree.com for a suggestion. *
*************************************************************************
```

--

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
```

# 1101. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-20 16:54:35 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Jul20.165435.27726@mpifr-bonn.mpg.de>
Source record: 22138
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <22gre7$ce5@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>Hint 1: Read the Atari Service Guide pages 12-14 about the System RAM
> connection. The data bus is 32 bit wide.

Correct. The data bus of the memory system IS 32bit. The CPU however
doesn't access the RAM 32bit at a time. Just the video logic does
32bit fetches.

>Hint 2: Count the RAM chips on the Falcon RAM cards (1,2,3...31,32!).

See above.

>Hint 3: Compare the speed of an Atari TT with FastRAM to the speed of the
> Falcon. The TT is exactly as duoble as fast as the Falcon (as you
> expect when one system has 32 MHz and the other only 16 MHz).

This of course depends on the test program. If you see just twice the
speed then the test program runs completely within the cache and just
performs 8 or 16bit accesses to memory.

>non-verified rumors. Things don't become true if you repeat talking about it!

This is exactly what you do. Our information comes from an Atari engineer
that posted into one of the Atari newsgroups.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1102. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-20 18:00:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul20.180016.23780@rchland.ibm.com>
Source record: 22137
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <22gre7$ce5@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
|> In article <228bbr$cni@tut.msstate.edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:
|> >
|> >In article <2282b5$ohq@news.u.washington.edu> neurom@u.washington.edu (Neuromancer) writes:

|> I have invested some time to get some facts about the RAM access of the
|> Falcon. Result: the rumor, claiming that the Falcon has only 16 bit access
|> to the RAM is wrong.

I didn't know this could hold for so long: IT'S NOT WRONG.
Someone, a WHILE AGO posted SEVERAL TIMES some specs ATARI THEMSELVES released. The Falcon has 16-bit CPU access.

If I can get hold of that, I'll do. Give ATARI a call for that matter.
Seems like the Custom chips of the Falcon has 32-bit access, but no so for the CPU.

|> Hint 1: Read the Atari Service Guide pages 12-14 about the System RAM
|> connection. The data bus is 32 bit wide.
|> Hint 2: Count the RAM chips on the Falcon RAM cards (1,2,3...31,32!).

Hint 2 doesn't work. You can have 32 ram chips for a 16-bit acess.

|> Hint 3: Compare the speed of an Atari TT with FastRAM to the speed of the
|> Falcon. The TT is exactly as duoble as fast as the Falcon (as you
|> expect when one system has 32 MHz and the other only 16 MHz).

|> I have asked the amiga guys about their source of information concerning
|> the RAM access. I have received a few answers, one half wrong the other one
|> non-verified rumors. Things don't become true if you repeat talking about it!

Tell that to the ATARI guys that said it... but ok, I'll find out physical proof.

|>
|>
|> Ciao, Heiko.
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer

\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1103. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-21 02:28:33 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <22i9khINN68v@uwm.edu>
Source record: 22139
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <22gre7$ce5@info2.rus.uni-stuttgart.de>, Heiko Hartmann
(zcam1121@rpool9.rus.uni-stuttgart.de) wrote:
: I have invested some time to get some facts about the RAM access of the
: Falcon. Result: the rumor, claiming that the Falcon has only 16 bit access
: to the RAM is wrong.
: Hint 1: Read the Atari Service Guide pages 12-14 about the System RAM
: connection. The data bus is 32 bit wide.
: Hint 2: Count the RAM chips on the Falcon RAM cards (1,2,3...31,32!).

Okay, now here we have some misconceptions. Yes, the ram is physically
32 bits wide. Yes, the custom chips access that ram at the full, 32-bit
width.

NO, the CPU does not access that ram in 32-bit segments. It is accessed
by the CPU as a 16-bit device, because that is how they allocated it; for
all intents and purposes, the chipset is designed to allow "slots" for a
16MHz 68000's memory access times, in the same way that the Amiga's
chipset leaves 560ns gaps for the CPU to make use of. On the Falcon,
those slots are different than the Amiga's, yielding more time; however,
that CPU only accesses that ram at 16 bits of width.

The knowledge of the "slots" on the falcon is based on preliminary
knowledge, I haven't got solid numbers yet. It sure would be nice to
have some from Atari, though.

As is, you've got to take a great deal of care to make sure that your
tests test the proper things, and to take what you read EXTREMELY
literally.

: Since this is the only flaw you encountered in the Falcons design, you
: now have to admit that the Falcons design is perfect :).

This is NOT the only flaw I have encountered. I find flaw with the
entire memory architecture and layout, which will impede a whole lot more
than your CPU when you try to do things that don't fit perfectly into the
motherboard's idea of reality.

Ciao, Wubba

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "I woke up this morning with a bad hangover, and my penis was :)
(: missing again. This happens all the time, it's detachable." :)
(: -King Missile, Detachable Penis :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1104. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-21 07:25:34 UTC
From: Winfried.Krueger@arbi.informatik.uni-oldenburg.de
Message-ID: <1993Jul21.073212.7495@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 22140
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:

>>Hint 3: Compare the speed of an Atari TT with FastRAM to the speed of the
>> Falcon. The TT is exactly as duoble as fast as the Falcon (as you
>> expect when one system has 32 MHz and the other only 16 MHz).

>This of course depends on the test program. If you see just twice the
>speed then the test program runs completely within the cache and just
>performs 8 or 16bit accesses to memory.

There could be another reason for this phenomenon: As I recall the TT was
kind of "68030DX2"; originally it had been designed as a 16Mhz machine.
When C='s A3000 entered the market -the TT wasn't out then- Atari
decided to speed up the CPU (and nothing else) to 32Mhz. So the memory
subsystem and everything else in the TT runs at 16Mhz. If the TT's 030
does 32bit wide memory accesses they have to be about twice as fast as
those of the Falcon.

>Michael van Elst

winnie.

# 1105. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-21 07:43:56 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAI859.1Iz@freenet.carleton.ca>
Source record: 22141

In a previous article, gblock@csd4.csd.uwm.edu (Gregory R Block) says:

>This is NOT the only flaw I have encountered. I find flaw with the
>entire memory architecture and layout, which will impede a whole lot more
>than your CPU when you try to do things that don't fit perfectly into the
>motherboard's idea of reality.

Can you please explain just what the hell you're talking about?!?
???things that don't fit into the motherboards idea of reality???

I hope you actually have a Falcon and are running some tests in order to
at least attempt to support what are otherwise extremely vague and
unfounded rumours. If you have something concrete (ie numbers from a test
program) then post the results or better yet send me a copy of your
'benchmarks'. Otherwise please refrain from posting what I have to
consider absolute nonsense. I Have a Falcon and have not noticed the
OBVIOUS (to you at least) critically detrimental symptoms of this
'crippled architecture'. Please enlighten us as to these 'flaws'; if there
really are any I would be interested to find out but please, no more of
these vague ramblings.

Jack

>
>Ciao, Wubba
>
>--
>(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)
>

--
---------------------------------------------------------------------
!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

# 1106. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-21 14:30:40 UTC
From: cmedley@wam.umd.edu
Message-ID: <22jjug$k9j@cville-srv.wam.umd.edu>
Source record: 22142
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.games,comp.sys.atari.advocacy

In article <20956@goanna.cs.rmit.oz.au> toc@arcadia.cs.rmit.EDU.AU (Tim O'Connor) writes:
>Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
>
>: Well, out from comp.sys.atari.st:
>
>[lots of stuff deleted]
>
>Does the term 'Pigs arse' ring a bell?
>
>Shit, if good ol' Atari can't make a machine with a 68030 running on
>a 16 bit bus for $200, then how the f**k could they make one with a
>64 bit processor (does this run under a 16 bit bus as well? :) )
>for that price?

The system indeed runs a custom-designed RISC chip designed by Atari & Motorola
that is 64 bits, and the system has a full 64-bit bus.... It also has a
32-bit expansion slot for future connections.

I think it is a nice machine on paper, but I also know that if they don't
get the massive 3rd party and retail support that 3DO is expecting to get,
the Jaguar may look pretty lame when it arrives in stores.

Also consider that as the chips are custom and designed specifically for a
games system, they probably are not good general purpose computer chips,
otherwise the technology may have found its way into the Falcon.

P.S., the official date for the 3DO rollout is Oct. 1st. The Jaguar is
(according to Babbage's) hitting their stores Oct 31st (Hallowe'en, perhaps
a trick or treat? :) ).

# 1107. Falcon BenchMarks

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-21 17:02:55 UTC
From: renfro@bnr.ca
Message-ID: <22jsrv$4mh@crchh327.bnr.ca>
Source record: 22144

Stopped by my local dealer last week and though I wasn't expecting him to have any yet, there was the Falcon on display. Spent an hour or so being impressed by several audio and visual demos and decided I had to have one. Brought it home that night and have been very pleased with its overall performance and capabilities. Multi-TOS does need some work in the speed area and also the VDI routines in 256+ color modes are not as fast as they could be, but I certainly do not see any crippling effects as many have suggested.

In comparison, I had a MegaST with 16Mhz accelerator and I am finding the Falcon to be significantly faster in many areas. I am working on recording some timings from GEM-View (a picture displayer prg) for loading in and displaying JPG files. I am using GEM-View because it very nicely displays the processing time after the picture is loaded.

So I will post the results in a day or two, but was just wondering what the naysayers think the relative numbers would look like. I will post numbers for both 8Mhz and 16Mhz modes on the Mega and both TOS and M-TOS on the Falcon. To be fair, I will run both machines in ST-High mode, but will also show results for 256 color mode (640x480) on the Falcon.

Assuming the crippled architecture that has been suggested, what do you think the relative numbers will look like? Will the Falcon take the same time to load a JPG as a MegaST at 16Mhz (and remember, this is an add on accelerator with cache, so the rest of the machine is still at 8MHz). Will the Falcon be twice as fast? What say you?

BTW, if anyone has any better benchmark suggestions, I will be glad to try them out.

RandyH

# 1108. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-21 19:47:42 UTC
From: mike@maths.tcd.ie
Message-ID: <1993Jul21.194742.16032@maths.tcd.ie>
Source record: 22143
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.games,comp.sys.atari.advocacy

In article <22jjug$k9j@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) wrote:
>I think it is a nice machine on paper, but I also know that if they don't
>get the massive 3rd party and retail support that 3DO is expecting to get,
>the Jaguar may look pretty lame when it arrives in stores.

Not a flame, merely a nitpick: I remember waiting with bated breath for
the arrival of CDI, fearing its thunderous march through the consumer
universe, etc etc etc.
--
Mike Rogers, #3, 44 Westland##EveryoneHasTheRightToFreedomOfOpinionAndExpressio
Row, Dublin 2, Ireland FNORD##nThisRightIncludesFreedomToHoldOpinionsWithoutInt
##########################################erferenceAndToSeekReceiveAndImpartInformationAndI
deasThroughAnyMediaAndRegardlessOfFrontiers..#10 UN Declaration of Human Rights

# 1109. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-22 08:09:51 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <22li0fINN97@tom.rz.uni-passau.de>
Source record: 22145
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <22j3ev$pv1@Tut.MsState.Edu> djm2@ra.msstate.edu (Daniel Murrell Jr.) writes:

>Do you honestly believe there WON'T be a Z3 expansion box for the 1200?
>Would you have believed Z2 slots for a 500/1000 a couple years ago? The
>one I have sitting here seems to work just fine, and I remember reading an
>ad recently for a 1200 expansion case coming soon..

At what cost? I'd believe it'll be much cheaper to get rid of your stupid
A1200 and buy a 4000/040 instead :-). Or an A3000, or a 4000/030, or...

>> Is available in Germany, price: 700$, up to 128 megs of FastRAM possible,
>> 32 MHz 68030, VME bus e.g. for graphics cards.
>> Not to mention that the Swiss developer Fredi Aschwanden is developing a
>> similar 040 board (he is currently selling one for the ST).

>Hahaha.. you are always bringing up this '128 megs' board. If you had the
>money for 128 megs, you should have gotten an SGI and be done with this
>argument. And, whether or not you believe me, that 32 mhz '030 will see
>and even bigger bottleneck, when it accesses 16 bit ram.

First: yes, the bottleneck will be as terrible as the A1200's bottleneck when
accessing ChipRAM, with the only difference that the F030 may have up to 14
megs of ST RAM. Are the great expansion cpabilities of the board a flaw in
your opinion? Remember that there are professional Calamus users who might
make use of this amount of memory. There is no Calamus for SGI yet, and the
Win/NT version is not shipping currently, AFAIK.

>> Not for stock Falcons, but for VME bus. And a VME adaptor costs 300$ in
>> Germany. Plus, the Falcon is capable to display resolutions up to 880*608
>> noninterlaced w/ 256 colours, 512*400 w/ 65536 colours, 1152*896 87Hz
>> interlaced w/ 16 colours with external clocking HW and some SW
>> (e.g. Screenblaster ~90$, BlowUp030 ~80$).
>
>$300? So, are you actually admitting you have to expand a Falcon to get
>Amiga performance? AGA machines have better resolution and color, and
>older ECS Amigas have built-in slots that will hold a Retina board, which
>only costs $499, that could hold 4 of your 512x400 screens.. but in 24
>bit color...

A graphics board for 500$ with four megs of VRAM? Oh no, you are talking of
a 1 meg VRAM/3 meg DRAM board or similar, holding does not mean displaying
at the same time. There is no Amiga graphics board for 500$ that will display
1024*800 in 24bit. A VME bus (as shipping with the speeder and selling for
300$) may take any of the TT/MegaSTE graphics boards, up to the Matrix TC1212,
with 4 megs VRAM/ 4 megs DRAM, very similar to the EGS110. Not to mention

those nice 19" racks with lots of VME slots for industrial use.

The rez. mentioned above will cost you about 90$ for a ScreenBlaster HW/SW package, nothing else. And the BlowUp030 package includes 880*608ni and 1280*1024i rez. (What should be enough if you have a 14" monitor). Not to mention that it provides virtual rez. w/ 5000*5000 pixels and more (RAM limit?) for a price of ~80$.
The AGA chipset is incapable of displaying 800*600ni, 1280*1024i.
It is capable of displaying 1024*768i, I think, at 50/60Hz (Falcon:>85Hz).

If you want a graphics board for the Falcon, you will have to pay a higher price for low-end boards (cheapest ~500$ for a 1meg VRAM VME board with Inmos G300 chip, 24bit depth), admitted. But these cheap boards won't give you that much, and when thinking of 2/4meg VRAM boards, one should not look at the price of the adaptor too much, because monitor and board will be somewhat more expensive :-).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

## 1110. Re: README!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-22 08:13:27 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <22li77INNbp@tom.rz.uni-passau.de>
Source record: 22146

Uh, sorry guys, the latest posting was a reply to this one, but it only
showed up in the Amiga group:

In article <22iql2INNkvp@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>In article <OA92-901-231p14_2c4b0187@piraya.bad.se> Mike_Noreen@p14.anet.bbs.bad.se (Mike Noreen) writes:
>> N> Whoa! Backup! There is a spot on the MB for a coproc to be surface
>> N> mounted
>> N> ont the board.
>>
>>SURFACE mounted? I don't think so.
>
>You mean, you'll solder a socket first, right?
>
>> >>>> Falcons have a DSP processor 32Mhz, A1200s do not!
>> >>> So? I don't have a use for one. Why would I want to pay extra for
>> >>> something
>> >>> I would waste? At least C= makes different levels of a system, so you
>> >>> can
>> >>> choose what you want your machine to be capable of, at the price you
>> >>> afford. There's no high-end Falcon, there's no low-end Falcon.
>> >>> Everyone
>> >>> pays the same, whether they use something or not.
>>
>> N> Oh, so you don't want to do raytracing, 3D rendering, color mapping, or
>> N> realtime transitions, do you?
>>
>>Do you really think you'll be doing much of that with a fixed-point DSP with
>>64KB RAM, which has to deal with contention from the CPU and the custom
>>chips? You'll be able to play pretty tunes, if you've got big enough
>>harddisk. Give me a FPU anyday, that's what I say.
>
>Or decompressing JPEGS in approx 1500% speed of a processor-only DJPEG on
>the same machine...or...[Karaoke]...or...[hail Mandelbrot]...or...[Games
>SFX]...or...[software modem]...
>
>> >>>> Falcons have LAN built in, A1200s do not!
>>
>> >>> A1200's have access to all those PCMCIA options from the PC world.
>> >>> Wanna
>> >>> wager on how many networking cards are out there?
>
>And the vast amount of Amiga software supporting them....sheeesh...

>
>> N> Go ahead, expand. Just keep track of those checks so I can tell you in
>> N> the
>> N> end that I paid less for the same thing.
>>
>>I sweden, a Falcon costs approx. $1900 (a 85MB IDE, 2MB RAM setup), whereas
>>the A1200 costs $1000 for the exact same setup. Simply adding a meg or two
>>of FastRAM would make the A1200 much faster than the Falcon, but I'd get a
>>50MHz 68030 with 50MHz 68882, some 32-bit RAM and REAL SCSI-II (for far less
>>than $900).
>Fast or wide SCSI-II, or the same simple SCSI-II the Falcon has?
>
>>Then there's the DSP and networking... I know there is PCMCIA
>>networking cards, but I do not know their price.
>But I'd like to have a price, cause I think these cards cost SOME money :-)
>
>>DSP: Dont know of one yet,
>>and the one coming from C= is vastly superior to the one in the Falcon, and
>>might not be a fair comparison.
>And once again: the AT&T DSP 3210 will ship on a Z3 card, Z3 cards do not
>work with an A1200. And considering the price ($700 is my best guess), I
>doubt too many programs will support it (why should someone write a program
>for 5% of the A3/4000 users), and the ones who do will cost SOME money,
>again.
>
>>Now, for the Falcon to get A1200-level performance, it'd have to add 32-bit
>>RAM for starters. Not possible? Well, then we need an accelerator. AFAIK, no
>>such is available.
>Is available in Germany, price: 700$, up to 128 megs of FastRAM possible,
>32 MHz 68030, VME bus e.g. for graphics cards.
>Not to mention that the Swiss developer Fredi Aschwanden is developing a
>similar 040 board (he is currently selling one for the ST).
>
>>Then there's SCSI-II. Sure, the Falcon has a SCSI-II
>>interface, but it doesn't support neither FAST nor WIDE, so it's basically
>>SCSI-I. AFAIK, no real SCSI-II board is available for the Falcon.
>Do the A1200 boards support FastSCSI or WideSCSI?
>
>>Then
>>there's the graphics. The Falcon is far behind the A1200 in that respect,
>>and AFAIK, there are no graphics boards available for the Falcon.
>
>Not for stock Falcons, but for VME bus. And a VME adaptor costs 300$ in
>Germany. Plus, the Falcon is capable to display resolutions up to 880*608
>noninterlaced w/ 256 colours, 512*400 w/ 65536 colours, 1152*896 87Hz
>interlaced w/ 16 colours with external clocking HW and some SW
>(e.g. Screenblaster ~90$, BlowUp030 ~80$).
>
>>* The Falcon lacks PCMCIA-interface.
>

>So do A4000/040 and A3000. Do you really think the owners of these
>power machines will care about the lack of this great (:-)) interface?
>Nope? So, who is going to support it with software? For your LAN interface
>e.g.? The PC community won't care either, you know?
>
>Weregoose
>
>- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
>------------------------------------------------------------------------------
>- Here comes the modern rat, here comes the terror squad, -
>- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -
>

## 1111. Falcon's 256+ color mode ...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-22 12:21:16 UTC
From: bpat@binkley.cs.mcgill.ca
Message-ID: <22m0ns$l9g@binkley.cs.mcgill.ca>
Source record: 22147

I hear everyone talking about how slow the Falcon is in modes with
many colors, and this really eludes me. (I don't have one, so I can't
test things out). I certainly hope that from 256 colors and above,
there are no more bit-planes, but just 1 (or more) bytes per pixel
(I'd hate to see true color modes in planes :)
If I'm right, then where does the slow-down come from ? Certainly
programs should be able to change and entire byte faster than they
could do the bit twiddling for planes. Is it a fault in the VDI's
programming, or is it mostly caused by the video stealing more
bandwidth out of the RAM ? (In which case, using some TT-type RAM
would give a tremendous improvement)

Patrick.

# 1112. Re: Jaguar: Falcon the Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-22 21:11:11 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993Jul22.211111.1536657@sue.cc.uregina.ca>
Source record: 22148

In article <14414@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>CTLCC@CUNYVM.BITNET writes:
>>I think that the Jaguar will be a nice addition to the Atari family of
>>electronics.. I hope that they decide to really back this one.
>>I bought a Lynx. I really like it, But I wish they would stop wasting time on
>>their ST/Falcon computers. They should have marketed the lynx better and market
>> the Jaguar. They should forget the falcon. Very few users use them. The only
>>ones who buy them are previous Atari users.
>
>Put the "Atari" name in young people's minds, then when they are just barely
>capable of using a computer rather than a Jaguar, they may very likely buy
>a Falcon030, then a Falcon040, then whatever else Atari has on the shelf
>when the Jaguar Generation grows up. Maybe Nintendo should make computers
>to capture the huge crawling mass of console users it has festered.
Hmm, that should have made Atari a huge success a long time ago. I remember
when *everyone* had an Atari 2600 VCS, very few of those people moved to
an Atari 400/800 or ST when they grew up a bit more. Nintendo is probably
right to concentrate on what they do best...
>--
>Warwick
--
Jeremy Konopka | opinions mine |

## 1113. Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-22 22:44:37 UTC
From: crissman@btree.uucp
Message-ID: <1993Jul22.224437.28731@btree.uucp>
Source record: 22152

I found the following posting over in the amiga section
of the Internet....

>Article: 53242 of comp.sys.amiga.advocacy
>Newsgroups: comp.sys.amiga.advocacy
>From: iank@microsoft.com (Ian Kennedy)
>Subject: Falcon now shipping is US, available...
>Message-ID: <1993Jul18.021256.1678@microsoft.com>
>Date: 18 Jul 93 02:12:56 GMT
>Organization: Microsoft Corp.
>Lines: 34
>
>I dropped by the local Atari dealer here in Seattle
>to see what they had and was supprised to see they had
>a Falcon.
>
>My impressions (I have an A1200/030-50 for comparison)
>
>Price for a 4MB machine with a 80MB HD : $1400
>
>Good:
>- Sound was excellent.
>- Video refresh using 256 colors was OK. They were using a
> 640x400 NTSC interlaced display. They said it was much slower
> when used with non-interlaced video on a VGA monitor.
> In many ways simillar to A1200 AGA performance with fast
> ram.
>
>Bad:
>- The GUI was a joke. It looked like an old Mac.
>- They bragged about how you could "run four programs, no problem
> with 4 megs of ram." Only four?
>- When they booted the machine with all the bells and wistles
> enabled, which consisted of about 5 background tasks including:
> - A system event sound player
> - Outline font manager
> they had a little over 1.5MB free on a 4MB machine.
>- When it boots it displays the boot sequence in some lame
> 40 column text mode, looks like a C-64 or Atari 800.
>
>Overall I think this machine has some serious potential. It has
>some features I wish my A1200 had and the price isn't too much.
>
>Ian.

Will wonders never cease?

-- George Crissman

```
*****************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ***************************************************************************
* Working on a video project, and find you need information on formats, *
* standards, etc.? finger crissman@brooktree.com for a suggestion. *
*****************************************************************************
```

--


```
*****************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
```

# 1114. Re: Falcon's 256+ color mode ...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-23 14:14:07 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAMFJJ.G5s@freenet.carleton.ca>
Source record: 22149

In a previous article, bpat@binkley.cs.mcgill.ca (Patrick BETREMIEUX) says:

>I hear everyone talking about how slow the Falcon is in modes with
>many colors, and this really eludes me. (I don't have one, so I can't
>test things out). I certainly hope that from 256 colors and above,
>there are no more bit-planes, but just 1 (or more) bytes per pixel
>(I'd hate to see true color modes in planes :)
>If I'm right, then where does the slow-down come from ? Certainly
>programs should be able to change and entire byte faster than they
>could do the bit twiddling for planes. Is it a fault in the VDI's
>programming, or is it mostly caused by the video stealing more
>bandwidth out of the RAM ? (In which case, using some TT-type RAM
>would give a tremendous improvement)
>
> Patrick.
>

The slowdown I think comes from the VDI. But really even in the
256 collor mode the desktop is fast; certainly at least as fast as a MAC LCII.

--
---------------------------------------------------------------------
!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

# 1115. Re: Jaguar: Falcon the Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-23 16:41:58 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jul23.164158.7066@nrtpa038.bnr.ca>
Source record: 22150

>>Put the "Atari" name in young people's minds, then when they are just barely
>>capable of using a computer rather than a Jaguar, they may very likely buy
>>a Falcon030, then a Falcon040, then whatever else Atari has on the shelf
>>when the Jaguar Generation grows up. Maybe Nintendo should make computers
>>to capture the huge crawling mass of console users it has festered.
>Hmm, that should have made Atari a huge success a long time ago. I remember
>when *everyone* had an Atari 2600 VCS, very few of those people moved to
>an Atari 400/800 or ST when they grew up a bit more. Nintendo is probably
>right to concentrate on what they do best...
>>--
>>Warwick
>--
>Jeremy Konopka | opinions mine |

You can not really compare the two time periods, though if Nintendo did release any version of a home computer, that plays all SNES games, it would sell extremely well. When Atari was making the 2600, home computers cost about the same as they do right now, $700->$2000, and you did not get much computer by todays standard. A person justifies a computer for their kid buy looking at what it will help them do/learn, then what it will help their kid do/learn. Since we are not really a nation of engineers early home computers where not seen as having as great a value as they do today.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.


_____________________________________|_____________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

# 1116. Re: Falcon's 256+ color mode ...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-23 17:11:54 UTC
From: renfro@bnr.ca
Message-ID: <22p64q$ehf@crchh327.bnr.ca>
Source record: 22151

In article <CAMFJJ.G5s@freenet.carleton.ca>, ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
{stuff deleted}
|>
|> The slowdown I think comes from the VDI. But really even in the
|> 256 collor mode the desktop is fast; certainly at least as fast as a MAC LCII.
|>
I seem to remember also hearing that the VDI was a fault and perhaps is not written properly to handle this mode. There is only minimal slowdown on the desktop and non VDI related things are as fast as any other mode. The biggest slowdown I have seen is when using VDI to do text. When showing a text file from the desktop, it is really slow in outputting the lines to the screen.

RandyH

## 1117. Ten falcon questions (sound, disk, ethernet)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-25 06:31:32 UTC
From: hitt@Xenon.Stanford.EDU
Message-ID: <1993Jul25.063132.13605@CSD-NewsHost.Stanford.EDU>
Source record: 22153

Some questions for those with experience using Falcons:

(1) Can long 16-bit, stereophonic, 44.1 kHz sound files (long means
larger than RAM, say 30 or more megabytes) be played without
pops or clicks? (I'd be willing to not try to have the processor
run other jobs while the sound is playing.)

(2) Can sounds be played (without pops or clicks) from any disk? I.e.,
if one attaches an external (SCSI) disk which is reasonably fast
(13 or 15 ms), can (long) sounds be played from it as well as from
the internal disk?

(3) Is there a digital output for the sound?

(4) For getting a ``clean'' output (i.e., without electrical noise from
disk drives, etc) is it necessary to get extra hardware?

About disks:

(5) What kind of formatting needs to be done on external disks (e.g.,
if one buys a pre-formatted disk, should it be Mac style or DOS style,
or is either acceptable?)?

(6) What kind of file systems can be mounted? Are there mountable
file systems based on anything like (UNIX) inodes? If so,
is the access fast enough for playback of long sound files, and
if not, do the disks need to be periodically compacted (or something
similar)?

I've seen it posted here that the Falcon has built-in LAN.

(7) Does anybody have experience using the Falcon's ethernet in a
heterogeneous environment?
Is it speedy enough (say 500 kB/sec)?
Are ftp and telnet included with the bundled software?

Finally, about coding:

(8) Has the GNU stuff (compiler, debugger, emacs) been ported to the
Falcon?
Do people have any memorable experiences on the Falcon with these?

(9) Does the Falcon include an FPU (and if not, is there an easy provision
for installing one?)?
Does anyone have experience with doing things like big double
precision computations on the Falcon (and has there been any
problem with bus width---i'm a little
unsure about exactly what the deal is here)?

(10) How feasible is it to run a Falcon from over the ethernet (e.g., ftp a batch of data to it, telnet to it to launch some job, ftp back the results, or of course do all this programmatically)?

Thank you for any posts or e-mail of your experiences.

dan

## 1118. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-25 07:03:57 UTC
From: hitt@Xenon.Stanford.EDU
Message-ID: <1993Jul25.070357.13856@CSD-NewsHost.Stanford.EDU>
Source record: 22154
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.games,comp.sys.atari.advocacy

From cmedley@wam.umd.edu ('Flip' Medley), referring to the Jaguar:

>The system indeed runs a custom-designed RISC chip designed by Atari & Motorola
>that is 64 bits, and the system has a full 64-bit bus.... It also has a
>32-bit expansion slot for future connections.

What chips are involved in the 3DO machine? (I suppose there is no
FAQ on this yet . . .) How wide are its buses?

Does anyone have actual experience either using or designing games
for both the 3DO and Jaguar and have an opinion to express?

dan

# 1119. Re: Got my Falcon, now for some questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-25 09:54:27 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jul25.095427.5165@beaver.cs.washington.edu>
Source record: 22155

In article <1993Jul24.074014.15092@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>
>If Apple can provide A Centris 610, LCIII and IIVX for $1300 and all come with
>expandability and separate keyboards and faster processors why can't Atari. I
>remember A Mac plus use to cost $2600 and the 1040 St for $999. What ever
>happened to power with out the price? Today the Falcon should cost $700 with
>harddrive since it would be half the cost of a Mac. I would not spend any more
>than that because of the poor support Atari provides...
>

Well sure, Apple can sell LCIII machines for $1300, but how much money do you think they're making on them? Apple has dropped prices tremendously in the last year to try and keep up with the clone wars, but it seems to me even Apple has a hard time of selling computers where they only make $10 per computer sold. I think the Falcon is reasonably priced for what it can do. This doesn't mean it's the cheapest by any rate, but at least the dealers aren't forced out of business because they have to sell hundreds of machines to make a decent profit. For that matter, Atari's own finances probably would probably go straight down the toilet if they sold machines for MS-DOS clone prices and made less than $100 on each machine.

Power without the price only applied before the advent of vicious price wars (can you say clone companies falling by the wayside, anyone?) and the giant warehouse computer stores which sell computers by the gross and don't know diddly about what they're selling.

No flames intended, I just don't think Atari could survive if they tried to undercut anyone else's prices, they can't afford to and in the current market position it probably wouldn't help them to lower prices anyway.

>
>
>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

# 1120. Re: Ten falcon questions (sound, disk, ethernet)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-25 15:32:07 UTC
From: dud@stein.u.washington.edu
Message-ID: <22u91n$t8k@news.u.washington.edu>
Source record: 22156

hitt@Xenon.Stanford.EDU (Daniel Hitt) writes:

>Some questions for those with experience using Falcons:

>(1) Can long 16-bit, stereophonic, 44.1 kHz sound files (long means
> larger than RAM, say 30 or more megabytes) be played without
> pops or clicks? (I'd be willing to not try to have the processor
> run other jobs while the sound is playing.)

Yes. If you have a HD of course... :)

>(2) Can sounds be played (without pops or clicks) from any disk? I.e.,
> if one attaches an external (SCSI) disk which is reasonably fast
> (13 or 15 ms), can (long) sounds be played from it as well as from
> the internal disk?

Yes.

>(3) Is there a digital output for the sound?

No. It's just a mini headphone jack. I think Atari should have improved
this...

>(4) For getting a ``clean'' output (i.e., without electrical noise from
> disk drives, etc) is it necessary to get extra hardware?

Not in my experience... I've had no trouble when connecting it to my CD
player and recording 50KHz for several seconds. :) It played back fine;
no discernable difference from the CD.

>About disks:

>(5) What kind of formatting needs to be done on external disks (e.g.,
> if one buys a pre-formatted disk, should it be Mac style or DOS style,
> or is either acceptable?)?

You mean 1.44 meg floppies? The floppies are DOS compatable. You can buy
Mac preformatted disks and then reformat them if you want... but DOS
preformatted disks work fine without reformatting.

>(6) What kind of file systems can be mounted? Are there mountable
> file systems based on anything like (UNIX) inodes? If so,
> is the access fast enough for playback of long sound files, and
> if not, do the disks need to be periodically compacted (or something
> similar)?

With MiNT, there are many possibilities. The Minix filesystem, (much like
Unix) is one of the most popular. It is faster than the built-in TOS
filesystem. You must have your boot partition be the standard TOS

filesystem, but if you run MiNT all the time, most other programs will run fine from a Minix filesystem. I'm not sure what other filesystems are available currently, but I believe there's one for Kodak PhotoCD and I've heard talk about a Macintosh filesystem...

>I've seen it posted here that the Falcon has built-in LAN.

Yes, it does have a LAN port. Not many things use it yet though...

>(7) Does anybody have experience using the Falcon's ethernet in a
> heterogeneous environment?
> Is it speedy enough (say 500 kB/sec)?
> Are ftp and telnet included with the bundled software?

FTP and Telnet are not included; I don't believe they've been ported to MiNT yet. When they are, you'll probably be able to FTP them from atari.archive.umich.edu. I doubt the LAN port will do 500k/sec (the LAN is not ethernet), but I think there may be some European companies that have a SCSI ethernet for the Falcon that should do well over that... I have not had experience with it though.

>Finally, about coding:

>(8) Has the GNU stuff (compiler, debugger, emacs) been ported to the
> Falcon?

Yes, and Simon Gornall has developed a nice little installation system called the "MiNT distribution kit" found on atari.archive. I haven't been able to get it to work on the Falcon though, but Simon (last I heard) is in the process of rewriting it. In any case, all the GNU stuff is on atari.archive.umich.edu.

> Do people have any memorable experiences on the Falcon with these?

Hmm, they work, if that's what you mean...

>(9) Does the Falcon include an FPU (and if not, is there an easy provision
> for installing one?)?

No FPU, but there is a slot for one.

> Does anyone have experience with doing things like big double
> precision computations on the Falcon (and has there been any
> problem with bus width---i'm a little
> unsure about exactly what the deal is here)?

The Falcon has a 32bit bus, but the memory is 16bit (from what I gather anyway). There are third party products you can buy that will allow you to hook up 32bit ram, at the expense of some compatability (mostly older games and such). I haven't any experience with big calculations with it though...

>(10) How feasible is it to run a Falcon from over the ethernet (e.g.,
> ftp a batch of data to it, telnet to it to launch some job, ftp
> back the results, or of course do all this programmatically)?

Couldn't help you there, but I'd imaging if it's connected to an Ethernet, you could do what you describe if MiNT is installed (which it would probably have to be to be connected to an Ethernet...) The Ethernet package should include all the right utilities.

>Thank you for any posts or e-mail of your experiences.

>dan

No problem...

Dan Aylward
dud@u.washington.edu

# 1121. Re: Jaguar: Falcon the Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-25 17:25:18 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993Jul25.172518.1892761@sue.cc.uregina.ca>
Source record: 22158

In article <1993Jul23.164158.7066@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>>Hmm, that should have made Atari a huge success a long time ago. I remember
>>when *everyone* had an Atari 2600 VCS, very few of those people moved to
>>an Atari 400/800 or ST when they grew up a bit more. Nintendo is probably
>>right to concentrate on what they do best...
>>Jeremy Konopka | opinions mine |
>
>You can not really compare the two time periods, though if Nintendo did
>release any version of a home computer, that plays all SNES games, it would
>sell extremely well. When Atari was making the 2600, home computers cost
>about the same as they do right now, $700->$2000, and you did not get much
>computer by todays standard. A person justifies a computer for their kid
>buy looking at what it will help them do/learn, then what it will help their
>kid do/learn. Since we are not really a nation of engineers early home
>computers where not seen as having as great a value as they do today.
>Brian
Do home users really think computers have great value today? I thought most people were smarter than that. The early 80s was when computers were pushed for home use - remember all the recipe books, cheque book balancing and other things they were supposed to be used for? New computers are no better at that stuff, the only thing that has changed is that morepeople have ms-dos peecees at work, and can steal very expensive software thus making a home computer a 'bargain'. A nintendo computer that was not msdos compatible would have all the same problems that Atari, Amiga, and apple are facing. You may be right that Atari would have done better had there been some backwards compatibility between their systems in the early 80s.
--
Jeremy Konopka | opinions mine |

# 1122. Re: Ten falcon questions (sound, disk, ethernet)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-25 18:14:03 UTC
From: azog@world.std.com
Message-ID: <CAqFzG.39x@world.std.com>
Source record: 22157

dud@stein.u.washington.edu (Dan Aylward) writes:

>>I've seen it posted here that the Falcon has built-in LAN.

>Yes, it does have a LAN port. Not many things use it yet though...

>>(7) Does anybody have experience using the Falcon's ethernet in a
>> heterogeneous environment?
>> Is it speedy enough (say 500 kB/sec)?
>> Are ftp and telnet included with the bundled software?

>FTP and Telnet are not included; I don't believe they've been ported to
>MiNT yet. When they are, you'll probably be able to FTP them from
>atari.archive.umich.edu. I doubt the LAN port will do 500k/sec (the LAN
>is not ethernet), but I think there may be some European companies that
>have a SCSI ethernet for the Falcon that should do well over that... I
>have not had experience with it though.

Just to let you know, there is an ST port of KA9Q, available at
umich. Altho the date is pre-Falcon, meaning there would be no
LAN code included, I imagine that it would be almost trivial
to include the code for the LAN port as well as the SLIP, etc,
thats already in there.

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name
Death.

# 1123. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-26 14:26:46 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAs04M.BG4@freenet.carleton.ca>
Source record: 22159

In a previous article, crissman@btree.uucp (George Crissman) says:

>I found the following posting over in the amiga section
>of the Internet....
>
>>Bad:
>>- The GUI was a joke. It looked like an old Mac.
>>- They bragged about how you could "run four programs, no problem
>> with 4 megs of ram." Only four?
>>- When they booted the machine with all the bells and wistles
>> enabled, which consisted of about 5 background tasks including:
>> - A system event sound player
>> - Outline font manager
>> they had a little over 1.5MB free on a 4MB machine.
>>- When it boots it displays the boot sequence in some lame
>> 40 column text mode, looks like a C-64 or Atari 800.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

This can be changed so that at bootup it displays a nicer resolution.
This program will also let me chnge the desktop and/or keyboard layout to
many different languages:german, french, itallian etc...
re the memory comment: all multitasking systems I've seen suck up memory
like crazy....

re the GUI comment: IMHO it is much nicer to work with than the newest MAC os,
system 7.

--
---------------------------------------------------------------------
!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

# 1124. Re: Ten falcon questions (sound, disk, ethernet)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-26 14:38:54 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAs0ou.EFK@freenet.carleton.ca>
Source record: 22160

In a previous article, hitt@Xenon.Stanford.EDU (Daniel Hitt) says:

>Some questions for those with experience using Falcons:
>
>(1) Can long 16-bit, stereophonic, 44.1 kHz sound files (long means
> larger than RAM, say 30 or more megabytes) be played without
> pops or clicks? (I'd be willing to not try to have the processor
> run other jobs while the sound is playing.)

Yes it can

>
>(2) Can sounds be played (without pops or clicks) from any disk? I.e.,
> if one attaches an external (SCSI) disk which is reasonably fast
> (13 or 15 ms), can (long) sounds be played from it as well as from
> the internal disk?
>
>(3) Is there a digital output for the sound?
>
>(4) For getting a ``clean'' output (i.e., without electrical noise from
> disk drives, etc) is it necessary to get extra hardware?

There is no electrical noise from disk drives etc. The output is analog
but someone could easily design a digital interface to CD/DAT players
through the DSP port.

>
>About disks:
>
>(5) What kind of formatting needs to be done on external disks (e.g.,
> if one buys a pre-formatted disk, should it be Mac style or DOS style,
> or is either acceptable?)?

DOS works fine but the HD disks are only formatted to 18 sectors 80 tracks;
I reformat all of mine to 20 sec/ 82 tracks which gives me 1.66MB instead
of 1.44 MB

re FPU : the Falcon has a built in FPU socket so you can plug it in and go.

Jack

--
---
!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

# 1125. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-27 03:30:29 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993Jul27.033029.2107830@sue.cc.uregina.ca>
Source record: 22161

In article <CAs04M.BG4@freenet.carleton.ca> ac382@Freenet.carleton.ca (Jack Kitowicz)
writes:
>In a previous article, crissman@btree.uucp (George Crissman) says:
>>I found the following posting over in the amiga section
>>of the Internet....
>>Bad:
>>>- The GUI was a joke. It looked like an old Mac.
>>>- They bragged about how you could "run four programs, no problem
>>> with 4 megs of ram." Only four?
>>>- When they booted the machine with all the bells and wistles
>>> enabled, which consisted of about 5 background tasks including:
>>> - A system event sound player
>>> - Outline font manager
>>> they had a little over 1.5MB free on a 4MB machine.
>re the memory comment: all multitasking systems I've seen suck up memory
>like crazy....
Then you haven't seen an Amiga. The A1000 would multitask with 256K RAM.
Obviously if you run huge applications memory usage goes up, but that is
not the OS's fault. A newer configuration with the bells&whistles
listed above will run in 1 MB. You can get real work done with 2MB.
>re the GUI comment: IMHO it is much nicer to work with than the newest MAC os,
>system 7.
That's not saying much.
>------------------------ac382@freenet.carleton.ca-------------------
--
Jeremy Konopka | opinions mine |

# 1126. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-27 17:17:39 UTC
From: dhiggins@axion.bt.co.uk
Message-ID: <233nvj$6o1@zaphod.axion.bt.co.uk>
Source record: 22162

The Amiga is the only home computer which is BUILT on a multi-tasking operating system. The attempts of Atari and Microsoft to try and glue bits and bats onto a non-dynamic OS are pitiful. What you need to do is start at the most basic level and make EVERYTHING dynamic.

For example, I use Windows 3.1 at work, and while it is printing, I can do nothing. If I point and click, all I get is a beep. Were I using an Amiga, I could shufty my screens around and get on with something else.

The amount of thought that went into producing the Amiga GUI staggers me sometimes - I don't know if the Falcon has scrollbars like the Amiga's, but Windows certainly doesn't and it's a pain in the ass to use. The "scrollbar" is a square, so you can't tell roughly what portion of the view you're looking at.

Multi-TOS is a joke. Windows is hilarious at times. The only OS that comes close is the Archimedes - but I don't like it because it's so unstable it falls over if you sneeze too hard. Also, any sort of console input takes over the computer.

I remember when my friend proudly showed me his ST with spanking new blitterchip installed. "What software uses it?" I asked. "Well...er...this game does actually, and that's it". Laughed? I nearly died :-)

Dave.

Opinions are mine and all that guff.

## 1127. Atari's use of the word "built-in"

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-27 17:21:55 UTC
From: dhiggins@axion.bt.co.uk
Message-ID: <233o7j$6o1@zaphod.axion.bt.co.uk>
Source record: 22163

Does anybody remember when Atari claimed that the Falcon would have a "built-in" genlock? I saw it on a few advertisements. I later heard "It does have a genlock, you just need an adapter to convert it to video".

Hmmmm... my Amiga 1200 has a built-in modem - you just need an adapter to connect it to the phone line :-)

Dave.

# 1128. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-27 17:29:36 UTC
From: cmedley@wam.umd.edu
Message-ID: <233om0$9k6@cville-srv.wam.umd.edu>
Source record: 22164

In article <233nvj$6o1@zaphod.axion.bt.co.uk> dhiggins@axion.bt.co.uk (David Higginson) writes:
>The Amiga is the only home computer which is BUILT on a multi-tasking operating
>system. The attempts of Atari and Microsoft to try and glue bits and bats onto a
>non-dynamic OS are pitiful. What you need to do is start at the most basic level
>and make EVERYTHING dynamic.
>

Correction: The Amiga was designed first and foremost to be a game machine.
If I remember my history correctly, the original Amiga company was supposed
to be designing a killer game console that later turned into a computer,
and they fought hard to keep it from falling victim to corporate beauracracy
inside of C=.

The OS was also partially designed by Metacomco, right?

Granted, the Amiga shipped with a multitasking OS, but Intel based machines
have elegant solutions such as NeXTStep and Solaris. These operating systems
are much more capable (and demanding!) than AmigaDOS.

>For example, I use Windows 3.1 at work, and while it is printing, I can do
>nothing. If I point and click, all I get is a beep. Were I using an Amiga, I
>could shufty my screens around and get on with something else.
>
>The amount of thought that went into producing the Amiga GUI staggers me
>sometimes - I don't know if the Falcon has scrollbars like the Amiga's, but
>Windows certainly doesn't and it's a pain in the ass to use. The "scrollbar" is a
>square, so you can't tell roughly what portion of the view you're looking at.
>

Well, i don't think the scrollbars on Windows are too bad. They function like
all the rest I've seen. The Atari GEM interface has a nice touch of being
able to represent the amount of data in the view by the size of your slider.
I've seen a LOT of Mac apps that don't even do that.

# 1129. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-27 19:02:33 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Jul27.190233.16174@ugle.unit.no>
Source record: 22165

In article <233om0$9k6@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
> In article <233nvj$6o1@zaphod.axion.bt.co.uk> dhiggins@axion.bt.co.uk (David Higginson) writes:
> >The Amiga is the only home computer which is BUILT on a multi-tasking operating
> >system. The attempts of Atari and Microsoft to try and glue bits and bats onto a
> >non-dynamic OS are pitiful. What you need to do is start at the most basic level
> >and make EVERYTHING dynamic.
>
> Correction: The Amiga was designed first and foremost to be a game machine.
> If I remember my history correctly, the original Amiga company was supposed
> to be designing a killer game console that later turned into a computer,
> and they fought hard to keep it from falling victim to corporate beauracracy
> inside of C=.

Whoops, we're confusing hardware and OS. True, the hardware was designed for games, but the OS was meant to be multitasking from the start.

> The OS was also partially designed by Metacomco, right?

Partially *written* by MCC, yes. Let's not use words like 'designed' here; I believe the basic reason for the instability of 1.0 was the incompatibility of MCC and C='s own code. And from 2.0 up, pretty much everything is C= :)

> Granted, the Amiga shipped with a multitasking OS, but Intel based machines
> have elegant solutions such as NeXTStep and Solaris. These operating systems
> are much more capable (and demanding!) than AmigaDOS.

How many home computers that run Solaris or NeXTStep do you own? We're talking home computers, not workstations.

[...]

> >The amount of thought that went into producing the Amiga GUI staggers me
> >sometimes - I don't know if the Falcon has scrollbars like the Amiga's, but
> >Windows certainly doesn't and it's a pain in the ass to use. The "scrollbar" is a
> >square, so you can't tell roughly what portion of the view you're looking at.
>
> Well, i don't think the scrollbars on Windows are too bad. They function like
> all the rest I've seen. The Atari GEM interface has a nice touch of being
> able to represent the amount of data in the view by the size of your slider.
> I've seen a LOT of Mac apps that don't even do that.

Apparently, proportional scrollbars scare the user (I'm serious, that's the reason Apple gives for not using them). The Amiga has (of course ;) had them from the very beginning.
--

// Eyvind Bernhardsen | eyvind@lise.unit.no
// |
\\ // Finger me for my | Disclaimer: MHO! MHO!
\X/ public PGP key :) | Save the whalers!

# 1130. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-27 19:20:52 UTC
From: verheyde@fraser.sfu.ca
Message-ID: <verheyde.743800852@sfu.ca>
Source record: 22166

dhiggins@axion.bt.co.uk (David Higginson) writes:

>The Amiga is the only home computer which is BUILT on a multi-tasking
>operating system. The attempts of Atari and Microsoft to try and glue

I'm not sure if this was ever true. The CoCo uses OS-9 which is a
fully multi-tasking, resource friendly OS. Not to mention a CoCo is
an 8 bit computer. Apple's System 7 is multitasking to an extent, and
of course there's OS/2, Linux, etc. Granted, the Amiga has one of the
nicer multitasking OS's available for micros these days, but it's far
from alone (and far from perfect).

>For example, I use Windows 3.1 at work, and while it is printing, I can do
>nothing. If I point and click, all I get is a beep. Were I using an Amiga, I
>could shufty my screens around and get on with something else.

Type Alt-Tab and cycle through the icons until you come up to the
Program Manager, let go of the keys, and continue on with your work.
Don't confuse lack of knowing how to do something with not being able
to do it. I'm not saying I like Windows, I don't. There's no reason
to slam it for a problem that doesn't exist though.

>Amiga's, but Windows certainly doesn't and it's a pain in the ass to
>use. The "scrollbar" is a square, so you can't tell roughly what
>portion of the view you're looking at.

The part about the scroll bars that bother me is that they "snap" back
to their initial position if you move the cursor out of the bar
region. This becomes even more annoying at higher resolutions when
you have to be more accurate with the mouse.

Neall Verheyde (verheyde@sfu.ca)
PC-Support, Powertech Labs
Surrey, British Columbia

# 1131. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-27 21:30:16 UTC
From: cmedley@wam.umd.edu
Message-ID: <2346p8$nf1@cville-srv.wam.umd.edu>
Source record: 22167

In article <1993Jul27.190233.16174@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>
>Whoops, we're confusing hardware and OS. True, the hardware was designed for
>games, but the OS was meant to be multitasking from the start.
>

That's true... i never meant to imply otherwise. The Amiga's initial release was so-so (i remember a friend who purchased the ST after being unable to get an Amiga demo to work properly back in '86 (i think it was then!) at the local store).

He eventually became the happy owner of an A1000 (refurbished) which he eventually upgraded to an A2000... which he then sold when he quit computing as a hobby. <he now uses a 486SX-based machine for graphics, games, and midi>

>Partially *written* by MCC, yes. Let's not use words like 'designed' here; I
>believe the basic reason for the instability of 1.0 was the incompatibility of
>MCC and C='s own code. And from 2.0 up, pretty much everything is C= :)
>

I always wondered what the problem was with AmigaDOS way back when. It has certainly matured into a nice OS.

> > Granted, the Amiga shipped with a multitasking OS, but Intel based machines
> > have elegant solutions such as NeXTStep and Solaris. These operating systems
> > are much more capable (and demanding!) than AmigaDOS.
>
>How many home computers that run Solaris or NeXTStep do you own? We're talking
>home computers, not workstations.
>

I think it is becoming arguable as to what constitutes a workstation and what is not. I guess in terms of raw processing power, AmigaDOS runs on a wide range (68000-10-20-30-40), and the '040 is even now a workstation-class chip (just ask NeXT :) ).

I agree few users have NeXTStep/Intel or Solaris on their PCs relative to the great unwashed masses of DOS & Windows 3.1 users, but i would hazard a guess that they are a decent sized market.

>
>Apparently, proportional scrollbars scare the user (I'm serious, that's the
>reason Apple gives for not using them). The Amiga has (of course ;) had them
>from the very beginning.

Geez... Apple needs to rethink that. :)

The GEM AES has always been able to do that. Thank God for alternative OSes! :)

# 1132. Falcon BenchMarks

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-27 23:44:04 UTC
From: renfro@bnr.ca
Message-ID: <234ek4$4rj@crchh327.bnr.ca>
Source record: 22168

Several days ago I posted my intent to post some timings for loading
JPG files into a program called GEMView. I don't know if something
got fouled up with my news system, but I saw no follow-ups to my post.
I had hoped for someone to go out on a limb and take a guess at the
possible results. Oh well, I guess I'll just post the numbers and
we can hash it out from there.

The intent of this post is to shed some facts on the thoughts of some who
think the Falcon 030 is a crippled machine. I'm not into the details
of machine architectures, so I have no idea what to expect when comparing
the performance of a Mega ST (for example) to that of the Falcon (which
is why I was hoping someone might comment on that earlier). However,
from personal experience, I know that the Falcon is significantly faster
(granted a qualitative judgement) and more full featured in the graphics
area than the Mega ST. The following numbers will help quantify the
previous statement, but again I do not know if the results indicate if
the Falcon is as fast as it should(could, it's pretty relative anyway) be.

So here goes:
Loading a 424x480 JPG into GEMView in ST High mode (640x400)-
Falcon w/o MTOS MegaST w/ADSpeed (16MHz) MegaST @ 8MHz
--- --- ---
32.5 secs 57.2 secs 1:44.0 secs

Loading a 424x480 JPG into GEMView in 16 color 640x480 Falcon mode-
Falcon w/o MTOS Falcon w/MTOS
--- ---
1:11.7 secs 2:30.9 secs

Loading a 424x480 JPG into GEMView in 256 color 640x480 Falcon mode-
Falcon w/o MTOS Falcon w/MTOS
--- ---
1:28.5 secs 2:29.8 secs

Loading a 416x520 JPG into GEMView and then JPGVIEW in 640x480 256 color-
GEMView JPGVIEW (demo prg which uses DSP to process JPG)
--- ---
1:14.7 secs 7.37 secs

The last bit was to show just one significant use of the DSP for other
than audio purposes. What does all this mean? I guess that is up to
you to decide. To me, it just proves what I have felt for as long as
I have had my Falcon - it is a very useful and capable machine for
general home computing needs (and then some).

Randy

# 1133. Re: Falcon BenchMarks

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 03:19:16 UTC
From: azog@world.std.com
Message-ID: <CAuuK6.CEq@world.std.com>
Source record: 22169

renfro@bnr.ca (Randy Hoekstra) writes:

> Loading a 416x520 JPG into GEMView and then JPGVIEW in 640x480 256 color-
> GEMView JPGVIEW (demo prg which uses DSP to process JPG)
> ------- -------
> 1:14.7 secs 7.37 secs

Sorry I cant offer any insight here, but I am wondering where to
get this JPGVIEW? does it work within Gemview or outside of it?
I havent tried to load any JPEG files into my Falcon yet, so I
cant comment on that. Loading GIFs, I notice a great difference
between my non-mega STe and my Falcon, tho (sorry, no hard numbers,
outside of, there is a great improvement)

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name
Death.

# 1134. Re: Atari's use of the word "built-in"

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 04:37:46 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <234vqq$56u@cxc1.cl.msu.edu>
Source record: 22170

dhiggins@axion.bt.co.uk (David Higginson) writes:

>Does anybody remember when Atari claimed that the Falcon would have a "built-in
"
>genlock? I saw it on a few advertisements. I later heard "It does have a genloc
k,
>you just need an adapter to convert it to video".

Care to tell us where you saw _ANY_ Atari ads????

For what it's worth, the Falcon is "genlock ready" but there has never
been any plans for a built-in version (to my knowledge...)
--
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

# 1135. Re: Atari's use of the word "built-in"

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 08:38:00 UTC
From: dhiggins@axion.bt.co.uk
Message-ID: <235dt8$hgo@zaphod.axion.bt.co.uk>
Source record: 22171

In article <234vqq$56u@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu (Michael Olin) writes:
|> dhiggins@axion.bt.co.uk (David Higginson) writes:
|>
|> >Does anybody remember when Atari claimed that the Falcon would have a "built-in
|> "
|> >genlock? I saw it on a few advertisements. I later heard "It does have a genloc
|> k,
|> >you just need an adapter to convert it to video".
|>
|> Care to tell us where you saw _ANY_ Atari ads????
|>
|> For what it's worth, the Falcon is "genlock ready" but there has never
|> been any plans for a built-in version (to my knowledge...)
|> --
|> =-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
|> They said it was time for change. ||| It's the SPENDING,
|> They _didn't_ say they meant the ||| Stupid! How could
|> change in my wallet... / | \ it be any plainer?

Sorry, I didn't mean Atari ads - I think it was an ST mag I saw it in.

# 1136. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 12:30:07 UTC
From: bpat@binkley.cs.mcgill.ca
Message-ID: <235rgf$hj0@binkley.cs.mcgill.ca>
Source record: 22173

In article <233nvj$6o1@zaphod.axion.bt.co.uk> dhiggins@axion.bt.co.uk (David Higginson) writes:
>I remember when my friend proudly showed me his ST with spanking new blitterchip
>installed. "What software uses it?" I asked. "Well...er...this game does
>actually, and that's it". Laughed? I nearly died :-)
>

Unless my docs are wrong, almost every program uses the blitter (Unless they have no text and graphics :), as The graphics routines in the OS (Line-A, which VDI uses) are written to use the blitter if it's there. I've never checked it out as I don't have a blitter, but I'm pretty sure you'd see a difference in speed with the blitter on or off in any apps.

Patrick.

# 1137. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 12:52:52 UTC
From: dhiggins@axion.bt.co.uk
Message-ID: <235sr4$ccm@zaphod.axion.bt.co.uk>
Source record: 22172

In article <verheyde.743800852@sfu.ca>, verheyde@fraser.sfu.ca (Neall Jason Verheyde) writes:
|> dhiggins@axion.bt.co.uk (David Higginson) writes:
|>
|> >The Amiga is the only home computer which is BUILT on a multi-tasking
|> >operating system. The attempts of Atari and Microsoft to try and glue
|>
|> I'm not sure if this was ever true. The CoCo uses OS-9 which is a
|> fully multi-tasking, resource friendly OS. Not to mention a CoCo is
|> an 8 bit computer. Apple's System 7 is multitasking to an extent, and
|> of course there's OS/2, Linux, etc. Granted, the Amiga has one of the
|> nicer multitasking OS's available for micros these days, but it's far
|> from alone (and far from perfect).

It's possible to get any computer to multitask using the system that Windows or MultiTOS use. Even a BBC B can have a multitasking OS, if you can find the memory. However, the Amiga has the only pre-emptive multitasking system available on a home computer. This means that no one task can hog the processor because it was written badly.

|>
|> >For example, I use Windows 3.1 at work, and while it is printing, I can do
|> >nothing. If I point and click, all I get is a beep. Were I using an Amiga, I
|> >could shufty my screens around and get on with something else.
|>
|> Type Alt-Tab and cycle through the icons until you come up to the
|> Program Manager, let go of the keys, and continue on with your work.
|> Don't confuse lack of knowing how to do something with not being able
|> to do it. I'm not saying I like Windows, I don't. There's no reason
|> to slam it for a problem that doesn't exist though.

Well, what an intuitive system. Alt-Tab, of course, why didn't I think of that before????

|>
|> >Amiga's, but Windows certainly doesn't and it's a pain in the ass to
|> >use. The "scrollbar" is a square, so you can't tell roughly what
|> >portion of the view you're looking at.
|>
|> The part about the scroll bars that bother me is that they "snap" back
|> to their initial position if you move the cursor out of the bar
|> region. This becomes even more annoying at higher resolutions when
|> you have to be more accurate with the mouse.
|>
|> Neall Verheyde (verheyde@sfu.ca)

```
|> PC-Support, Powertech Labs
|> Surrey, British Columbia
```

# 1138. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 13:35:19 UTC
From: cmedley@wam.umd.edu
Message-ID: <235van$48a@cville-srv.wam.umd.edu>
Source record: 22174

In article <235sr4$ccm@zaphod.axion.bt.co.uk> dhiggins@axion.bt.co.uk (David Higginson) writes:
>
>It's possible to get any computer to multitask using the system that Windows or
>MultiTOS use. Even a BBC B can have a multitasking OS, if you can find the memory.
>However, the Amiga has the only pre-emptive multitasking system available on a
>home computer. This means that no one task can hog the processor because it was
>written badly.
>

Ok, just to clarify some points:

MiNT (hence, MultiTOS) does do pre-emptive multitasking.

So does AmigaDOS.

System 7/MultiFinder do NOT pre-emptively multitask. They use cooperative multitasking akin to the limited multitasking used when an ST owner runs several desk accessories along with a main application under single-tasking versions of TOS.

I think in terms of features, AmigaDOS is nice, and it has some things I'd like to see in Mint and GEM (in particular, the graphic interface is more closely integrated into the multitasking scheme.. the reason MultiTOS is slow is because the AES spends a lot of time in supervisor mode and MultiTOS won't stop a task in supervisor mode (i guess the logic is that when in supervisor mode, you cannot tell if the application is doing something timing sensitive?)) but this is fixable.... they just need to re-work the AES.

The biggest thing I wish AmigaDOS had was memory protection which is probably unreasonable considering most of their machines (as shipped) have no MMU. This would be nice so that programs don't go romping through all addressable memory corrupting the data of other running apps.

# 1139. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 13:37:21 UTC
From: dhiggins@axion.bt.co.uk
Message-ID: <235veh$gcr@zaphod.axion.bt.co.uk>
Source record: 22175

In article <235rgf$hj0@binkley.cs.mcgill.ca>, bpat@binkley.cs.mcgill.ca (Patrick BETREMIEUX) writes:
|> In article <233nvj$6o1@zaphod.axion.bt.co.uk> dhiggins@axion.bt.co.uk (David Higginson) writes:
|> >I remember when my friend proudly showed me his ST with spanking new blitterchip
|> >installed. "What software uses it?" I asked. "Well...er...this game does
|> >actually, and that's it". Laughed? I nearly died :-)
|> >
|>
|> Unless my docs are wrong, almost every program uses the blitter (Unless they
|> have no text and graphics :), as The graphics routines in the OS (Line-A,
|> which VDI uses) are written to use the blitter if it's there. I've never
|> checked it out as I don't have a blitter, but I'm pretty sure you'd see
|> a difference in speed with the blitter on or off in any apps.
|>
|> Patrick.

Difference in speed???? How?

All that happens is that the CPU gives up the data bus to the blitter, the blitter does its stuff and gives the bus back to the CPU. The difference in speed gained is only the difference in speed of the CPU and blitter at whatever job it's performing. This sort of operation is the same as an Amiga with only CHIP RAM.

Now add some FAST RAM to the Amiga. Now the blitter can access CHIP RAM in the same clock cycle as the CPU accesses FAST RAM. That's the whole point of having a blitter chip in the Amiga and it's why Amigans rave on about it for hours on end.

Now consider that there are three custom chips in the Amiga - Agnus/Alice which handles memory moving operations (blitter) and the COPR, Denise/Lisa which handles graphics and Paula which does sound and disk drives. The Amiga can have a 68000 program running in FAST RAM, while the custom chips handle the I/O for it.

My Amiga 500 gained about a 30% increase in speed simply by adding FAST RAM - that's on top of any speed increase gained by simply having the blitter in the first place. I've now got a 1200 which goes like a rocket without FAST RAM, can't wait to get a memory expansion for that!

Also, because there has been a blitter in *every* Amiga ever released, programs can rely on it being present and use specialised blitter routines. These are the sorts of things that can draw BOBs at lightning speed.

It simply has to be said ... the Amiga is great.

Dave.

Opinions are mine only, and all that guff.

# 1140. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 13:39:17 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CAvn9K.7t3@cbnews.cb.att.com>
Source record: 22176

In article <235sr4$ccm@zaphod.axion.bt.co.uk> dhiggins@axion.bt.co.uk (David Higginson) writes:
>
>However, the Amiga has the only pre-emptive multitasking system available on a
>home computer. This means that no one task can hog the processor because it was
>written badly.

Try OS/2. And Windows NT has just been officially released. Don't put your ignorance on display.

Tom

--
+---------------------------------------------------------------------------+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---------------------------------------------------------------------------+

# 1141. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 13:47:09 UTC
From: cmedley@wam.umd.edu
Message-ID: <23600t$4re@cville-srv.wam.umd.edu>
Source record: 22177

In article <235veh$gcr@zaphod.axion.bt.co.uk> dhiggins@axion.bt.co.uk (David Higginson) writes:
>
>Also, because there has been a blitter in *every* Amiga ever released, programs
>can rely on it being present and use specialised blitter routines. These are the
>sorts of things that can draw BOBs at lightning speed.
>

Well the difference here is that on the Atari, we'd rely on making calls to the operating system which would then determine whether or not the blitter kicked in or not. On a system with no blitter, our raster functions would be done in software. On a system with a blitter, the same functions would be offloaded to the blitter.

So I guess that says that every Atari program that does, oh, any raster op can use the Blitter too.. provided the author called the operating system.

# 1142. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 14:50:17 UTC
From: verheyde@fraser.sfu.ca
Message-ID: <verheyde.743871017@sfu.ca>
Source record: 22179

dhiggins@axion.bt.co.uk (David Higginson) writes:

>you can find the memory. However, the Amiga has the only pre-emptive
>multitasking system available on a home computer. This means that no
>one task can hog the processor because it was written badly.

Unless of course, you put a Forbid() in your program, then the system
is essentially in "co-operative mode". You're right to an extent, one
process can't take over the processor because the OS deals with the
task switching. If one "badly written" program decides to thrash
another process's memory, however, then the system will go down. As I
said before, the Amiga's OS is really nice, but there are a few
things missing. Incidentally, Linux, OS/2, and OS-9 are also fully
pre-emptive, so your other statement is incorrect as well.

>Well, what an intuitive system. Alt-Tab, of course, why didn't I think of that
>before????

No more or less intuitive than left-amiga-N/M if you ask me. Of
course, you can flip screens with the mouse, if the screen supports
system gadgets, but this alway's isn't the case.

Neall Verheyde (verheyde@sfu.ca)
PC-Support, Powertech Labs
Surrey, British Columbia
(Amiga developer)

# 1143. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 15:58:15 UTC
From: dhiggins@axion.bt.co.uk
Message-ID: <2367mn$t9e@zaphod.axion.bt.co.uk>
Source record: 22180

In article <verheyde.743871017@sfu.ca>, verheyde@fraser.sfu.ca (Neall Jason Verheyde) writes:
|> dhiggins@axion.bt.co.uk (David Higginson) writes:
|>
|> >you can find the memory. However, the Amiga has the only pre-emptive
|> >multitasking system available on a home computer. This means that no
|> >one task can hog the processor because it was written badly.
|>
|> Unless of course, you put a Forbid() in your program, then the system
|> is essentially in "co-operative mode". You're right to an extent, one
|> process can't take over the processor because the OS deals with the
|> task switching. If one "badly written" program decides to thrash
|> another process's memory, however, then the system will go down. As I
|> said before, the Amiga's OS is really nice, but there are a few
|> things missing.

One of the things I'd like to see is proper support for keys. If your mouse throws a wobbly on you, or you've got joysticks connected, the keyboard alternatives are a pain-in-the-ass to use. One good thing that can be said for Windows is that you can use it with the keyboard comfortably (even if you do get the nickname of "Mr.Hotkey" :-).

|>Incidentally, Linux, OS/2, and OS-9 are also fully
|> pre-emptive, so your other statement is incorrect as well.

I did say "home computer". How much would it cost to get a home system with OS/2 on it? More than the Amiga 600 at £199, you can bet.

|>
|> >Well, what an intuitive system. Alt-Tab, of course, why didn't I think of that
|> >before????
|>
|> No more or less intuitive than left-amiga-N/M if you ask me. Of
|> course, you can flip screens with the mouse, if the screen supports
|> system gadgets, but this alway's isn't the case.

In fact all Amiga screens *must* support system gadgets - except things like AMOS which take over the viewports and put them to their own use. It's simply that badly designed programs overlay a backdrop window over the screen bar and gadgets so that the gadgets are hidden. These programs are mostly games, demos or slideshow utilities etc. which you wouldn't want to flip out from anyway. The Amiga-N/M combination is there as a last resort, but I think there are *a lot* of Amiga owners who don't even know about those keys.

|>
|> Neall Verheyde (verheyde@sfu.ca)

|> PC-Support, Powertech Labs
|> Surrey, British Columbia
|> (Amiga developer)

P.S. I think the title of the thread needs changing.

# 1144. Re: Amazing interface needed

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 15:58:23 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1408@usdtsg.DaytonOH.NCR.COM>
Source record: 22184

In article <1993Jul28.142857.8113@uwasa.fi> roymcp@garbo.uwasa.fi (Roy McPartland) writes:
>
>Hello all

(sarcasm warning ahead :-)

>I was just wondering if Atari or a third party manufacturer had produced
>a brain to CPU interface.

It's known as a TV - it systematically drains all the mental energy
from the user, leaving that user in a state of catatonic bad re-runs.
This, however, can be cured by eliminating the TV over an extended period
of time and avoidance of shopping malls...

(quick serious note: I've seen gadgets (on what computer, I dunno)
that allow a user to wear this helmet/glasses, and control the system
purely by looking at areas on the screen - as close to "brain-CPU"
as I've seen...)

>I need one badly as I'm a hunt and peck typist
>and cannot program in 68000.

Join the club :-)

>I'm also on the market for a Cray II emulator
>for a 1 Meg STE.

try this script:

```
void main(argc,argv)

int argc; char *argv[]

{
gets(command);
call cray(command);
exit(0);
}
```

...you may now return to the regularly scheduled real life stuff :-)

>Thanks

Anytime :-)

>Roy McPartland
>--
>| ^ /-/ | roymcp@garbo.uwasa.fi | Roy McPartland - From Liverpool |
>| <;\/// | ag948@freenet.hsc.colorado.edu | +-----------------------------+ |

>| ___\ | roymcp@freenet.fsu.edu | | Your Name Here 051 709 6010 | |
>|___/ ___| ag891@freenet.carleton.ca | +----------------------------+ |

^^^^^^^^^^^^
that's not my name! :-O

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

...I'm personally waiting for a Cray II laptop, myself :-)

# 1145. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 16:09:08 UTC
From: cmedley@wam.umd.edu
Message-ID: <2368b4$ct7@cville-srv.wam.umd.edu>
Source record: 22181

In article <2367mn$t9e@zaphod.axion.bt.co.uk> dhiggins@axion.bt.co.uk (David Higginson) writes:
>In article <verheyde.743871017@sfu.ca>, verheyde@fraser.sfu.ca (Neall Jason Verheyde) writes:
>
>|>Incidentally, Linux, OS/2, and OS-9 are also fully
>|> pre-emptive, so your other statement is incorrect as well.
>
>I did say "home computer". How much would it cost to get a home system with OS/2
>on it? More than the Amiga 600 at £199, you can bet.
>

That's a pretty shortsighted statement... for one thing you're saying that most of these machines being sold today as home computers (i'm speaking of the 386/40s and 486SX25s and SX33s, as well as the 486DX boxes...) can't run a pre-emptive multitasking OS and that's simply not true.

The price of the clones, as well as performance issues gives you a machine that while it may cost more (#199 is about $400 US right? a 486SX25 with 80MB HD and 4MB of RAM is just $999, and that includes a monitor and SVGA), yields a much better machine. Out the box it can run Windows 3.1 adequately, and OS/2 should fit on such a configuration, though not as comfortably as AmigaDOS may on a HD-based Amiga.

Come to think of it, is it even useful to multitask on an A600 with no HD and 1MB of RAM in 1993?

(in my eyes, the machine of C='s future is the A1200, which i've seen as low as $429 US..)

# 1146. Re: The Centris 660 AV will kill the Falcon.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 16:12:43 UTC
From: cmedley@wam.umd.edu
Message-ID: <2368hr$d6c@cville-srv.wam.umd.edu>
Source record: 22182

In article <1993Jul28.102813.15247@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>On Monday August 2, the debate between the Falcon and the Amiga will be
>irelevant, when the new dsp macs will hit the stores in your neighborhood. The
>new Centris 660 AV powered by an 040(25 mhz) will list for $2139(8/80 config).
>This model will have two dsps for video and sound, geo ports(to emulate a fax
>modem) and will come with the casper voice recognition feature. These new Macs
>will make the Falcon and Amiga look sick. The debate between the Amiga and
>Falcon is a waste of time.
>

You're right that the Amiga/Falcon debate is a waste of time. :)

Can you elaborate on the specs of this new Centris? Is it using a full-040
or the LC040 with no math coprocessor? Are the DSPs the AT&T 3210s hyped
by Amiga users? Also, what type of video and sound capabilities are involved?
Can it do 24-bit color out the box? And I'm assuming the audio should be at
or near Falcon quality.

I can certainly see where such a machine would threaten the markets of the
Falcon and A1200/4000 as it could penetrate both machine's niche markets
while offering the large base of 3rd party soft & hardware the Mac has....

# 1147. The Centris 660 AV will kill the Falcon.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 16:28:13 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jul28.102813.15247@iscsvax.uni.edu>
Source record: 22178

On Monday August 2, the debate between the Falcon and the Amiga will be irelevant, when the new dsp macs will hit the stores in your neighborhood. The new Centris 660 AV powered by an 040(25 mhz) will list for $2139(8/80 config). This model will have two dsps for video and sound, geo ports(to emulate a fax modem) and will come with the casper voice recognition feature. These new Macs will make the Falcon and Amiga look sick. The debate between the Amiga and Falcon is a waste of time.

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

# 1148. Re: Amigoids Like The Falcon, Too!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 16:29:52 UTC
From: dhiggins@axion.bt.co.uk
Message-ID: <2369i0$2sv@zaphod.axion.bt.co.uk>
Source record: 22183

In article <2368b4$ct7@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
|> In article <2367mn$t9e@zaphod.axion.bt.co.uk> dhiggins@axion.bt.co.uk (David Higginson) writes:
|> >In article <verheyde.743871017@sfu.ca>, verheyde@fraser.sfu.ca (Neall Jason Verheyde) writes:
|> >
|> >|>Incidentally, Linux, OS/2, and OS-9 are also fully
|> >|> pre-emptive, so your other statement is incorrect as well.
|> >
|> >I did say "home computer". How much would it cost to get a home system with OS/2
|> >on it? More than the Amiga 600 at £199, you can bet.
|> >
|>
|> That's a pretty shortsighted statement... for one thing you're saying that
|> most of these machines being sold today as home computers (i'm speaking of the
|> 386/40s and 486SX25s and SX33s, as well as the 486DX boxes...) can't run
|> a pre-emptive multitasking OS and that's simply not true.

Yes, yes, but how much would it cost you to match the performance of, say a 1200
with 120MB HD (cost about £650, maybe a bit less)?

```
|>
|> The price of the clones, as well as performance issues gives you a machine
|> that while it may cost more (#199 is about $400 US right? a 486SX25 with
|> 80MB HD and 4MB of RAM is just $999, and that includes a monitor and SVGA),
|> yields a much better machine. Out the box it can run Windows 3.1 adequately,
|> and OS/2 should fit on such a configuration, though not as comfortably
|> as AmigaDOS may on a HD-based Amiga.
```

Usually £199 translates to $199 in the computer world. Computer users her in the
UK are ripped off all the time when it comes to American products. First there's
VAT or duty, then there's shipping, then there's the UK dealer offering a
warranty.

```
I'm not saying that the Amiga 600 costs $199, I don't know what the price is in
the US.

Give sterling a few more decades and the exchange rate will be 1 dollar = 1 pound
anyway ;-)

|>
|> Come to think of it, is it even useful to multitask on an A600 with no
|> HD and 1MB of RAM in 1993?
|>

Certainly. You may be surprised to learn that there are some utilities on the
Amiga such as QMouse which take up as little as 3k, which is 0.3% on a 1MB
machine. Also the Amiga doesn't have to break memory off in large chunks of 8 or
```

16k like I think the Archimedes does (?).

Floppy drive speeds have come on leaps and bounds since FFS was introduced, and also with the built-in IDE interface it's now cheaper than ever to get a HD for the Amiga.

I lived with a 1MB A500 for years before I got greedy and wanted to run DPaint and AMOS in colourful screens at the same time. Then I bought a 2MB SIMM upgrade for my GVP hard drive which cost about £70 at the time, although they're cheaper now. Come to think of it, my 0.5MB expansion cost me £60 when I bought that!

|> (in my eyes, the machine of C='s future is the A1200, which i've seen as low
|> as $429 US..)

# 1149. Re: The Centris 660 AV will kill the Falcon.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 16:33:55 UTC
From: dhiggins@axion.bt.co.uk
Message-ID: <2369pj$2sv@zaphod.axion.bt.co.uk>
Source record: 22185

In article <2368hr$d6c@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <1993Jul28.102813.15247@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
|> >On Monday August 2, the debate between the Falcon and the Amiga will be
|> >irelevant, when the new dsp macs will hit the stores in your neighborhood. The
|> >new Centris 660 AV powered by an 040(25 mhz) will list for $2139(8/80 config).
|> >This model will have two dsps for video and sound, geo ports(to emulate a fax
|> >modem) and will come with the casper voice recognition feature. These new Macs
|> >will make the Falcon and Amiga look sick. The debate between the Amiga and
|> >Falcon is a waste of time.
|> >
|>
|>
|> You're right that the Amiga/Falcon debate is a waste of time. :)

Certainly is - there is no comparison :-)

|>
|>
|> Can you elaborate on the specs of this new Centris? Is it using a full-040
|> or the LC040 with no math coprocessor? Are the DSPs the AT&T 3210s hyped
|> by Amiga users? Also, what type of video and sound capabilities are involved?
|> Can it do 24-bit color out the box? And I'm assuming the audio should be at
|> or near Falcon quality.
|>
|> I can certainly see where such a machine would threaten the markets of the
|> Falcon and A1200/4000 as it could penetrate both machine's niche markets
|> while offering the large base of 3rd party soft & hardware the Mac has....
|>
|>

What niche markets? The Amiga has a niche market in the US has a low-cost video
workstation, but in the UK I'd say the Amiga was mainly a home computer.

If you want figures the best people to ask are Amiga Format (UK mag), who do
reader surveys on equipment, use, software etc.

How is a machine that costs $2139 penetrate an Amiga market that is mostly made
up of A500s which cost £399 at time of release, and dropped to £250 before
production stopped? Not to mention the fact that Mac software prices are also
high...

Dave.

# 1150. Re: The Centris 660 AV will kill the Amiga.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-07-28 20:22:10 UTC
From: cmedley@wam.umd.edu
Message-ID: <236n5i$r2i@cville-srv.wam.umd.edu>
Source record: 22186

In article <2369pj$2sv@zaphod.axion.bt.co.uk> dhiggins@axion.bt.co.uk (David Higginson) writes:
>
>In article <2368hr$d6c@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
>|> In article <1993Jul28.102813.15247@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>|> >On Monday August 2, the debate between the Falcon and the Amiga will be
>|> >irelevant, when the new dsp macs will hit the stores in your neighborhood. The
>|> >new Centris 660 AV powered by an 040(25 mhz) will list for $2139(8/80 config).
>|> >This model will have two dsps for video and sound, geo ports(to emulate a fax
>|> >modem) and will come with the casper voice recognition feature. These new Macs
>|> >will make the Falcon and Amiga look sick. The debate between the Amiga and
>|> >Falcon is a waste of time.
>|> >
>|> I can certainly see where such a machine would threaten the markets of the
>|> Falcon and A1200/4000 as it could penetrate both machine's niche markets
>|> while offering the large base of 3rd party soft & hardware the Mac has....
>|>
>|>
>
>What niche markets? The Amiga has a niche market in the US has a low-cost video
>workstation, but in the UK I'd say the Amiga was mainly a home computer.
>
>How is a machine that costs $2139 penetrate an Amiga market that is mostly made
>up of A500s which cost £399 at time of release, and dropped to £250 before
>production stopped? Not to mention the fact that Mac software prices are also
>high...
>
>Dave.

Well, for one thing, I don't see too many A500s on this side of the Atlantic being used as low cost video workstations any more. Most of the people I've met who do video work on Amigas use A2000 or better machines.

I'd say that the Mac Advocate who made said claim doesn't believe the Centris 660 AV is there to wipe out the Amiga 500... it's there to kill off the Amiga 4000/30 and Amiga 4000/040.

Considering there aren't that many C= dealers (or Atari dealers) compared to the number of Apple dealers (at least in the USA), i'd say that it's pretty likely that in a very short time, the AV macs could do pretty good.

(But, when you consider that a fully decked out 486 DX/2 66mhz machine goes for the same price, the Centris 660AV doesn't sound so good... that's why i'm waiting to see if this machine has enough memory, storage, etc... to make it worthwhile... for example, an 80MB hard drive is okay, but for $2000, i want more than that! A comparable 486 machine comes with a 212MB HD!)

# 1151. Re: The Centris 660 AV will kill the Falcon.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-02 01:34:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14637@uqcspe.cs.uq.oz.au>
Source record: 22087

sinclap2954@iscsvax.uni.edu writes:

> ...

! At last !

Thanks for moving this stuff to comp.sys.atari.advocacy, Peter.

(and you're not in killfiles here, so people will actually get
to read your posts here).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

# 1152. Re: Today, Apple announces the AV Macs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-02 11:53:37 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CB4rpE.I5E@cs.ruu.nl>
Source record: 22088
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <1993Jul30.130215.11132@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:

>I hope they finally learned how to make a decent GUI. These MACs have the most
>pitiful GUI I've ever run into. I'd rather use MicroSloths WINDOZE than Apples
>screen of worms.

Well I think system 7 looks better than MultiTOS. Except that Macintosh
software will never be capable of controlling proportional scroll bars
(i.e. on the mac, the size of a slider is always the same---it's always
square). Windoze has the same trouble. It feels awful.
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

# 1153. Re: Today, Apple announces the AV Macs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-02 15:13:45 UTC
From: cmedley@wam.umd.edu
Message-ID: <23jav9$htn@cville-srv.wam.umd.edu>
Source record: 22089
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Ok, it's Monday... and I would have expected the announcement of these new AV Macs to flood the media. What do I see? No TV ads. No print ads in any newspapers around here. Hmmm. Not even a quote from a famous personality in the computer industry saying that the Amiga and Atari are DEAD (with caps on, i might add) because of these new, oh-so-wonderful Macs.

Perhaps they'll kill us off next time. :)

# 1154. Re: Today, Apple announces the AV Macs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-02 15:35:29 UTC
From: morton@wam.umd.edu
Message-ID: <23jc81$j57@cville-srv.wam.umd.edu>
Source record: 22090
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <CB4rpE.I5E@cs.ruu.nl>,
Annius Groenink <avgroeni@cs.ruu.nl, groenink@math.ruu.nl> wrote:
>
>Well I think system 7 looks better than MultiTOS. Except that Macintosh
>software will never be capable of controlling proportional scroll bars
>(i.e. on the mac, the size of a slider is always the same---it's always
>square). Windoze has the same trouble. It feels awful.
>--
>Annius V. Groenink phone (private) +31 30 895261

With a utility called Click Change you can change the scroll bars
to proportional. I have only seen one program that has problems with it
this way. That is NCSA Telnet. Unfortunately I use it all the time, so
I can't use Proportional scroll bars (The problem is that it always says
that everything that is viewable is on the screen, which is not the case.
Then you must use the arrows to scroll around with). My main complaint
is that it never shows how much memory there is available without going
to about this machintosh. That is something I like having on the screen.
Probably a utility for this as well.

Later,
Rob Morton
morton@wam.umd.edu

# 1155. Re: The Centris 660 AV will kill the Amiga.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-02 16:38:58 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug02.163858.116017@zeus.calpoly.edu>
Source record: 22091

>Considering there aren't that many C= dealers (or Atari dealers) compared to
>the number of Apple dealers (at least in the USA), i'd say that it's pretty
>likely that in a very short time, the AV macs could do pretty good.
>(But, when you consider that a fully decked out 486 DX/2 66mhz machine goes
>for the same price, the Centris 660AV doesn't sound so good... that's why i'm
>waiting to see if this machine has enough memory, storage, etc... to make it
>worthwhile... for example, an 80MB hard drive is okay, but for $2000, i want
>more than that! A comparable 486 machine comes with a 212MB HD!)

Well. I think this is a lame place to talk about MACs, as most of us
here (I even have a mac . . .) dont care a whole damn lot. The debate
between Atari and Amiga has never been about world domination, but just
a heated debate between two somewhat similar small computer companies
offerings. I guess these MAC users (assholes?) guess that they can make
out lives better by diverting our attention from Atari/Amiga to their
"all powerful" Apples. I like my mac, and use it often. I amso use by
PC often. My Atari has just always been cool because of things it has
that the big companies dont. For me, the main thing has always been an
abundance of knowledgeable users, and a good amount of high quality
software for free (or cheap), whereas I have not seen this sort of thing
on my MAC/IBM.

(Also a big reason is that in the BBS world, the IBM and Apple BBSs
have always been pretty lame, with some exceptions. I dont all too many
BBSs anymore, but none of them I know about have nearly the greatness of
old BBSs ran on Atari 800s (and some cool Apple II BBSs). )

But, if we must talk about Apple here: they are having some trouble
and we will see a lot of price decreases in the future. IBM is biting
ther bullet and taking big losses to try to regain the marketshare it
once had, and to crush the clones (and in fact it is doing OK at this.
Compq is doing well, but many small clone companies are getting crushed.
IBM can afford to loose 8 or 9 billion a year if it means regaining
market share). So APPLE will have some real nice priced machines,
necessitated by the fact that they are loosing marketshare to windows
(as lame as windows is). I am even thinking of picking up a new MAC as
the prices drop.

However, the Centris 660AV is aimed more at Multimedia. This may be
a niche for Amiga, but not for Atari. The Apple still wont have MIDI
ports. And to the Amigas benefit, I doubt the 660 AV will be much good
at Genlocking/etc.

Of course, a 4/80 Centris 660AV will not even be suitable for
Multimedia, except as a "family" computer. Serious multimedia requires
at least say 16/400. I know people who arent happy with their 128/8000,

as high quality video is a very demanding media!

- mike

# 1156. Re: Conjecture??

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-06 17:21:12 UTC
From: cmedley@wam.umd.edu
Message-ID: <23u3u8$6u1@cville-srv.wam.umd.edu>
Source record: 22092
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCBByC0.GBF@netcom.com>,
Mike Farren <farren@netcom.com> wrote:
>aga@qedbbs.com (Peter Dilley) writes:
>
>>exuhag@exu.ericsson.se (James Hague) writes:
>>> factor. Somewhere along the line, "more bits" became equated with
>>> "better games," I suppose.
>
>> More bits means the ability for faster transfer of digital data.
>
>Not necessarily. Much more depends on the design of the bus, the design
>of the video subsystem, and the speed of the processor interfacing with
>both. Atari has been hitting the "64-bit!" phrase quite a bit lately,
>but it remains to be seen if that's any indication of actual ability.
>I notice that, unlike 3DO, nobody's been saying much about what they've
>actually *seen* on a Jaguar...
>
>four little bits of quartz for each of four strings, we should call it
>a "16-bit digital" pickup. Luckily, we talked him out of it :-)
>
> [stuff deleted]
>In short, "64-bits" means *nothing* by itself. Zip. Nada. Vapor.
>

Well, I'd have to disagree in one respect... 64 bits means it will have
the ability to do 64-bit operations. :) Of course, I approached the
Jaguar claim of 64-bit RISC CPU with some caution, as I notice how
many games are touted as being "16 MEGS!" or "20 MEGS!" and they mean
megaBITS not megaBYTES.

As far as I can tell, it is indeed a true 64-bit RISC CPU optimized for
working in a game system, so it probably isn't a wonderful general purpose
processor. Also, they have a custom DSP in the machine to help their
audio system out. The posting in the EE Times gave some interesting
specs on how they made it a pretty flexible box in respect to how the CPU
power is divvied up....

(note: I'm an Atari advocate, but I'm still waiting to see a Jag ship,
because if it is indeed new 1993 technology, it's going to be a killer
system when/if software is made available)

# 1157. Re: Conjecture??

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-06 19:25:39 UTC
From: lsnow@ncrclm.ClemsonSC.NCR.COM
Message-ID: <733@ncrclm.ClemsonSC.NCR.COM>
Source record: 22093
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
this is a test.
```

# 1158. Re: Conjecture??

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-06 20:04:11 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <23udfrlNN9cc@uwm.edu>
Source record: 22094
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <733@ncrclm.ClemsonSC.NCR.COM>, Linda Snow (lsnow@ncrclm.ClemsonSC.NCR.COM) wrote:
: this is a test.

You failed. You can retake it next semester, though, if you like.

Greg

# 1159. Re: Conjecture??

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-06 22:53:02 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug06.225302.13577@rchland.ibm.com>
Source record: 22095
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <23u3u8$6u1@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <farrenCBByC0.GBF@netcom.com>,
|> Mike Farren <farren@netcom.com> wrote:
|> >aga@qedbbs.com (Peter Dilley) writes:
|> >

[stuff deleted]

|> As far as I can tell, it is indeed a true 64-bit RISC CPU optimized for
|> working in a game system, so it probably isn't a wonderful general purpose
|> processor. Also, they have a custom DSP in the machine to help their
|> audio system out. The posting in the EE Times gave some interesting
|> specs on how they made it a pretty flexible box in respect to how the CPU
|> power is divvied up....

On what issue of EE Times? I'll surely enjoy reading that!

|> (note: I'm an Atari advocate, but I'm still waiting to see a Jag ship,
/
shouldn't this be: "note: I'm not an Atari advocate, but I'm still..."

just curious :-)_

|> because if it is indeed new 1993 technology, it's going to be a killer
|> system when/if software is made available)
|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1160. Take a Look in the Mirror! Was Re: I wish Marc would die

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-07 15:35:18 UTC
From: cmedley@wam.umd.edu
Message-ID: <240i3m$5pb@cville-srv.wam.umd.edu>
Source record: 22096
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <23vbs9INNd6v@uwm.edu>,
Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>
>I apologize, O shallow one, for straying from the path. Can you ever
>forgive any of us for holding a different interpretation of what you
>consider to be facts?
>

Yeah, Greg, how dare he! :) I seem to remember someone posting to
comp.sys.ATARI.advocacy much like Mr. Barrett posts here. :)

>: the Amiga is inferior to OS/ 2.1 in multitasking and multimedia capabilities,
>: inferior to clone systems in general in overall color, non-interlaced
>: resolution, and graphics speeds, and has no future because Commodore has not
>: been investing R&D funds in their future so they will have no products to
>: sell once the AGA systems become really obsolete. But you just REFUSE to
>: accept it.
>
>I beseech thee, O keeper of false truths. Have mercy on our blasphemous
>rites of passage, they are but the brutish trappings of madmen, we mean
>you no disrespect.
>

Oh, Greg, if only I could dig up some of your anti-Falcon, anti-Atari posts!

(you are bashing Barrett for doing to the Amiga what YOU do to the Atari)

>: The day everyone accepts that the Amiga is dead and stops being so damn
>: heavily in denial over it, is the day I will stop posting to the Amiga
>: newsgroups.
>
>What a shame. It's going to be a while before we believe the Amiga is
>dead; hell, even if C= went under tomorrow, the Amiga wouldn't be dead.
>

I remember saying the same thing to you about Atari... tsk...tsk... :)

>
>You can't win. Not here. Not now. Not ever. Why? Because you're
>fighting a battle on OUR ground; it just won't work any other way. End
>your crusade now, and save us all the trouble of stoning you.
>

Hmmm......is that why you stopped posting to Atari newsgroups, Greg? :)

>The people here like the Amiga; that's why we're here defending it. And
>as long as this newsgroup is named comp.sys.AMIGA.advocacy, the Amiga
>will always have defenders, the Amiga will always have people who are
>willing to say that they like it better than other systems which are
>available, a concept you just can't seem to understand.
>

Change Amiga to Atari and you'll see why I find this amusing! :)
Basically Greg, you've just repudiated everything you ever did in
comp.sys.atari.advocacy....

(re: Falcon sucks due to 16-bit CPU access to RAM, DSP not important,
Atari financially strapped, Jaguar will lead to Falcon's demise, etc..
etc.. ad infinitum, ad naseum...)

Go ahead and flame this guy, but a lot of similar behavior is exhibited by
Amiga advocates in other newsgroups... i don't see why he has a cult of
Amiga owners flaming him... there are (gasp!) kill files!

# 1161. Re: Take a Look in the Mirror! Was Re: I wish Marc would die

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-08 08:55:41 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <242f2dINNqof@uwm.edu>
Source record: 22097
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <240i3m$5pb@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Oh, Greg, if only I could dig up some of your anti-Falcon, anti-Atari posts!

No need, I remember them well.

: (you are bashing Barrett for doing to the Amiga what YOU do to the Atari)

Big difference. I see flaws in the falcon, and if asked, am more than overjoyed to reveal them; I despise designers who willfully cripple architectures; it's like defacing a Picasso, in a way. The Falcon can still be a wonderful machine; it will NEVER be a wonderful architecture, though, if their designs continue in any kind of pattern.

: I remember saying the same thing to you about Atari... tsk...tsk... :)

The Atari won't die when Atari does, no. The falcon is at a very, very young stage, though, and that does make a difference.

: Hmmm......is that why you stopped posting to Atari newsgroups, Greg? :)

I never "posted" to atari newsgroups, per-se. I don't read them, I've never sub'ed 'em. I merely responded, followed up on posts that were crossposted between the two.

If I happened to be the center of discussion in an Atari group, well hell, that's just fine. :) I was when I owned my ST, why not now. I wasn't nearly as much an advocate of the ST, though; matter of factly, I wasn't an ST advocate at all. Nor an Apple one. Nor a Mac one, for the one I owned. My Amiga seems to bring out the best and/or worst in me, I'd say.

I really, really, really think it's just this newsgroup. Then again, I was more than just a bit of a cynic, as I'm told, before I came here. I've actually been told that I'm FRIENDLIER than I used to be, get that. To think, I was once more caustic than I am now, mellowing with age like a stored bottle of nitro-glycerine.

: Basically Greg, you've just repudiated everything you ever did in
: comp.sys.atari.advocacy....

Funny, considering I really didn't do much there...

: (re: Falcon sucks due to 16-bit CPU access to RAM, DSP not important,

The falcon is INCREDIBLY crippled both by its access, which will get worse as newer processors (such as the 040) are used, and by its motherboard addressing. The DSP is hit hardest by the simple fact that

they used a 56001, and built it in such a way that it becomes a
single-user commodity, deadlocked into its own little universe, and then
made it the control focus for the system's audio abilities; this isn't
such a bad thing when it's multi-user, but a single-user DSP being used
by the OS as the audio system creates a question: Does it belong to the
user-level, or does it belong to the OS? Atari would have you believe
both, and in the end, you suffer for it.

: Atari financially strapped, Jaguar will lead to Falcon's demise, etc..
: etc.. ad infinitum, ad naseum...)

Jaguar _COULD_ lead to Atari dropping the Falcon; I don't really believe
that any more, but it IS a possibility. If the market got really bad,
and they had to choose which would survive, they COULD choose the Jaguar,
their likely choice due to their latest "direction" from within the
company, the "grassroots" movement toward game systems.

: Go ahead and flame this guy, but a lot of similar behavior is exhibited by
: Amiga advocates in other newsgroups... i don't see why he has a cult of
: Amiga owners flaming him... there are (gasp!) kill files!

Kill files grant people permission to talk behind your back; I refuse to
give that to anyone.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "I woke up this morning with a bad hangover, and my penis was :)
(: missing again. This happens all the time, it's detachable." :)
(: -King Missile, Detachable Penis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1162. Re: Take a Look in the Mirror! Was Re: I wish Marc would die

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-08 15:23:11 UTC
From: cmedley@wam.umd.edu
Message-ID: <2435ov$8nm@cville-srv.wam.umd.edu>
Source record: 22098
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <242f2dINNqof@uwm.edu>,
Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>In article <240i3m$5pb@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>
>: (you are bashing Barrett for doing to the Amiga what YOU do to the Atari)
>
>Big difference. I see flaws in the falcon, and if asked, am more than
>overjoyed to reveal them; I despise designers who willfully cripple
>architectures; it's like defacing a Picasso, in a way. The Falcon can
>still be a wonderful machine; it will NEVER be a wonderful architecture,
>though, if their designs continue in any kind of pattern.
>

Therein lies your similarity to Mr. Barrett. You are looking for flaws in
the Falcon to make the investment you have in Amiga hardware look more and
more sensible. However, if you get right down to it, and if you look in
this newsgroup, you'll see close to 100 posts by you arguing one single
thing over and over.

How is this different from the guy everyone else wanted to censor?

I think it is always interesting to argue these points, but it seems silly for
the same people who bash other platforms to get so defensive when they get
bashed back.

>
>The falcon is INCREDIBLY crippled both by its access, which will get
>worse as newer processors (such as the 040) are used, and by its
>motherboard addressing. The DSP is hit hardest by the simple fact that
>they used a 56001, and built it in such a way that it becomes a
>single-user commodity, deadlocked into its own little universe, and then
>made it the control focus for the system's audio abilities; this isn't
>such a bad thing when it's multi-user, but a single-user DSP being used
>by the OS as the audio system creates a question: Does it belong to the
>user-level, or does it belong to the OS? Atari would have you believe
>both, and in the end, you suffer for it.
>

Greg, let me fix this little misconception right now:

The Falcon's 56001 DSP (33mhz) does not handle the audio system. The 8-channel
sound system is a DMA based one that can do sample playback at various fixed
rates, up to 50khz. The DSP is simply there to apply real time effects or
perform transformations on the audio data being pumped to that DMA system.

Now, in the face of that fact, what else can you say?

"I am NOT Marc Barrett!" - Greg

:)

# 1163. Re: Take a Look in the Mirror! Was Re: I wish Marc would die

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-08 16:58:31 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <243bbnINN4e@uwm.edu>
Source record: 22099
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2435ov$8nm@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Therein lies your similarity to Mr. Barrett. You are looking for flaws in
: the Falcon to make the investment you have in Amiga hardware look more and
: more sensible. However, if you get right down to it, and if you look in

See, that's NOT the reason. You can bet your ass that if C= ever
crippled anything that came out of their doors in an overt and obvious
manner, I'd instantly be down their throat. This isn't a thing about
companies; this is a thing about architectures, and keep it at that.

Architectures are like art, like rare paintings. Each architecture holds
something that can be learned from it, something worth looking at,
something to examine. Crippling something is like tearing that painting
in half, cutting off one's head for the sake of weight loss.

: this newsgroup, you'll see close to 100 posts by you arguing one single
: thing over and over.

Well, that's pushing it...

: How is this different from the guy everyone else wanted to censor?

Umm, I was rather against that, too. I don't want to censor him, and I
don't believe he SHOULD be censored. However, reading his posts, you've
got to wonder how much is fact, and how much is passive-voice
shenannigans.

: Greg, let me fix this little misconception right now:

: The Falcon's 56001 DSP (33mhz) does not handle the audio system. The 8-channel
: sound system is a DMA based one that can do sample playback at various fixed
: rates, up to 50khz. The DSP is simply there to apply real time effects or

I was relatively sure, both from documentation, as well as from users,
that without the DSP, you got two-channel, 16-bit audio. The OS provides
the 8-channels by invisibly making use of the DSP through the operating
system.

Is or isn't that true?

: Now, in the face of that fact, what else can you say?

If it's a fact, then I'm sorry; but I was told more than a few times that
THAT isn't the way it is.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "I woke up this morning with a bad hangover, and my penis was :)
(: missing again. This happens all the time, it's detachable." :)
(: -King Missile, Detachable Penis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 1164. Falcon yet to be seen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-12 02:34:19 UTC
From: ghollard@gandalf.otago.ac.nz
Message-ID: <ghollard.1.745122859@gandalf.otago.ac.nz>
Source record: 22100

Early this year I read an article in an STformat with all the pre-release specs for the Falcon which was to be released onto the british market before the New year (i.e. 1993), I was taken by the features that this machine had built-in that other machines had only as expensive optional extra's. I waited and waited for any sign of this machine becoming available here (New Zealand) and finally in late April/early may there was a small add (4 lines) in the classified section of the local paper placed by an unknown electrician company who where the only people who where doing any sort of sales for atari's here. The person I was put through to in their company was very helpful(so he should be, I was going to buy one of these computers.) and he gave me all the information he had on the machine, which was not much more than what I had all ready gathered.

It is now late-August, the falcon was due for release in July, 7 months after it was released in Britian, and it seems no closer than before. I could (according to the salesman) get one imported from Australia where they have been on the market for sometime, but Atari would not do this, I would have to pay all the customs and freight etc.

THIS REALLY SUCKS. IF ATARI CAN'T GET THERE A INTO G AND IMPORT THEIR "BRILLIANT" MACHINE HERE, THEN I'M NOT BUYING THEIR COMPUTER, NO MATTER HOW GOOD IT IS.

I already own two atari's and was looking forward to getting to program this machine, but stuff it, I'm not waiting forever.

I could get a 486DX2 for the cost of a falcon imported from Australia.

Well, thats my gripe over.

Greg Hollard
One VERY disgruntled Atari owner.

## 1165. Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-13 17:05:36 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug13.170536.117834@zeus.calpoly.edu>
Source record: 22101

Well, I was almost convinced by all the bullshit that the Falcon was heavily crippeled. But . . .

Now I am more apt to think that the Amiga fanatics, in particular (in fact only) those who are raising all this hell about crippled architecture are full of shit.

This info is from the Falcon 030 "ad" from Atari.

System Architecture:
CPU Motorolla 030 at 16MHz
on chip demand-paged MMU
256 byte instruction cache
256 byte data cache
Independant data and address busses (yeah this one is stupid - almost all comps. have ind. data and address busses)
Pipelined architecture (doesnt mean too much)
*** BUS: 32 bit data bus
*** BUS: 32 bit address bus
FPU: optional 68881/2
RAM: 1, 4, 14MB configs
ROM: 512kByte (and 128KB cartridge )

Anyhow, unless this ad is lying, there is a full 32 bit data bus. I have not opened one up yet, but I trust Ataris info better than the stuff here. There is no way they could claim to have a 32 bit data bus if they were really using 16.

Now, I havent followed everything here completely. I would believe that there is only an 8 bit bus to the cartridge (more than likely). Maybe even a 16 or 8 bit bus to some support components. BUT the 030 to the RAM must be 32 bits, which is what is going to matter on a computer like the Falcon.

Flame away if I missed somenthing, but either the falcon has a 32 but data bus or Atari is lying. Someone open up their Falcon and take a look.

So, to you Amigaians complaining about crippled architecture: Of course there are still probably aspects of the architecture that are crippled. But this is true in every computer, so get off your lofty idealistic trip. For example, all IBMs except the PS/2 and some newer clones are SERIOUSLY crippled with slow busses (4 or 8 MHZ) and so on. Even EISA sucks. This is a much bigger problem for an IBM, as they rely on the expansion cards for a lot of work. The PS/2 (Microchannel) is a fairly uncrippled machine, but costs a fortune to buy and upgrade. Same

is true ofmost computers. If you want the ideal, uncrippled computer, go buy a good cray computer.

I cant say in what ways the Amiga is crippled (I dont have one, I do have an ST, Mac, and IBM PS/2). I am sure there are things here and there on it that could be better. I personally would even like having an Amiga. I guess I am not as closed minded as some. Until some PC comes out and gain acceptance that is vastly supperior to the current ones, I feel there is an advantage in having multiple types of computers. I use the Mac of DTP, WP, Database. I use the IBM for programming mostly. I use the ST for Telecom, TeX (good on the ST and IBM, sucks on the MAC for some reason), some DTP, and general doping around. I WOULD use an Amiga for Genlocking and some other uses.

Anyhow, enough garble. I now feel that the rumours here about a 16 bit bus were probably BS. I wouldnt risk my life on that yet, but in any case it seems that there is a lot of garbage posted here on speculation and (closed minded) opinion.

For the Atari crowd, a few other points from the ad:

32Mhz 56001 DSP - 16 MIPS - 32kword (64kbyte) static RAM - ext. connector

Expansion bus: direct processor slot. (listed as good for 486SX expansion in the future, DMA co processors, etc)

SVGA (well 640x480x256). 16 bit color in one mode. Accepts external sync for genlock. Overlay mode. Blitter chip.

sound: 8 16 bit DMA. record/play at 50kHz. stereo in/out. Coproc (DMA)

SCSI II, LAN (localtalk), VGA, RF, Cartridge, Stereo in/out, joystick (2), 2 15-pin d/a controller/light pen connectors.

1.44MB drive. Internal IDE port (drive optional)

INCLUDES KEYBOARD (Ahahaha)

Pre-emptive multitasking with adaptive prioritization.

IPC through pipes and MultiTos

TOS in ROM (I think 4.x)

Well thats it. Bye!

- mike

## 1166. This came through a work newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-13 18:51:01 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug13.185101.9569@nrtpa038.bnr.ca>
Source record: 22102

Re: Computer Geek Ordered to Get a Life
In article <1993Aug13.140521.11621@bmerh85.bnr.ca>, kerryy@bmerh230.bnr.ca (Kerry Yackoboski) writes:
|> Although I have way too much serious work to do, I can't help but share
|> this article with my fellow workers... :-)
|>
|> On page A2 of today's Ottawa Citizen is a story out of Houston with the
|> headline "High-strung teen hacker ordered to get a life". In summary, a
|> 17-year-old pleaded no contest to charges that he gave an undercover cop
|> 7 Atari computer cartridges and $5.30 to murder the boyfriend of a young
|> woman he lusted after. (Yeah, I think $5.30 is a pretty low amount of
|> money to give to a hitman, but that's gotta be about $6.60 Canadian...).
|> How do you haggle an assassin down to that low amount? Not to belittle
|> the fact that the kid was trying to murder someone, but geez... that's
|> about an hour of minimum wage here!
|>
|> Anyway, that's not the point of this post. The Prosecutor had the
|> convict put through a barrage of psychiatric tests and decided that he
|> was unlikely to remain a menace to society in the future, and requested
|> that the sentence be 10 years of probation, counselling, and a small
|> fine. The judge also ordered that he limit his computer time to no more
|> than 90 minutes a day. The story doesn't say why this condition was
|> imposed, except to add that he often spent as much as 8 hours a day at
|> his terminal...
|>
|> All of you who have spent 8 hours a day in front of a computer, come
|> out with your hands up! We have you surrounded.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.


_____________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

# 1167. Re: Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-13 20:10:10 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993Aug13.201010.2173759@sue.cc.uregina.ca>
Source record: 22103

In article <1993Aug13.170536.117834@zeus.calpoly.edu> mcookson@flute.calpoly.edu (Mark Cookson) writes:
> Well, I was almost convinced by all the bullshit that the Falcon was
>heavily crippeled. But . . .
> Now I am more apt to think that the Amiga fanatics, in particular (in
>fact only) those who are raising all this hell about crippled
>architecture are full of shit.
> This info is from the Falcon 030 "ad" from Atari.
> System Architecture:
> CPU Motorolla 030 at 16MHz
> on chip demand-paged MMU
> 256 byte instruction cache
> 256 byte data cache
> Independant data and address busses (yeah this one is stupid -
> almost all comps. have ind. data and address busses)
> Pipelined architecture (doesnt mean too much)
> *** BUS: 32 bit data bus
> *** BUS: 32 bit address bus

The above sounds like a description of the CPU itself. It has 32 bit data/address buses. What Atari does with those may not be mentioned in the ad. I don't know, nor really care what the case is, but it is one possibility. After reading the Indigo Indy press copy I suspect anything that comes out from advertising hacks.

> Anyhow, unless this ad is lying, there is a full 32 bit data bus. I

The ad would not be lying, just misleading if the above meaning was what they meant.

>have not opened one up yet, but I trust Ataris info better than the
>stuff here. There is no way they could claim to have a 32 bit data bus
>if they were really using 16.
[deleted]
> - mike
--
Jeremy Konopka | opinions mine |

# 1168. Re: Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-13 23:44:25 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Aug13.234425.18936@prime.mdata.fi>
Source record: 22104

In article <1993Aug13.170536.117834@zeus.calpoly.edu> mcookson@flute.calpoly.edu (Mark Cookson) writes:

> This info is from the Falcon 030 "ad" from Atari.
>
> *** BUS: 32 bit data bus
> *** BUS: 32 bit address bus
>
> Anyhow, unless this ad is lying, there is a full 32 bit data bus. I
>have not opened one up yet, but I trust Ataris info better than the
>stuff here. There is no way they could claim to have a 32 bit data bus
>if they were really using 16.

I don't know for sure, but I have been under the impression (and still am) that only a portion of the data bus is 16-bit, and that portion would be CPU---COMBEL. The other chips on the data bus would then have 32-bit access to the memory.

Note that I could be very wrong, but this is what I believe. I still agree that claiming such a bus a 32-bit bus isn't very fair.

--
---
| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |
---

# 1169. Re: Falcon yet to be seen

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-14 19:28:22 UTC
From: mcarrico@terapin.com
Message-ID: <mcarrico.05yc@terapin.com>
Source record: 22105

Where do you live, in what country? It's shipping here in Oakland, Ca, USA and has been for MONTHS! My local Atari Dealer has sold more than 50 already, and more are on their way. The Falcon is DEFINATELY worth waiting for.

I don't have one *YET* but I'm saving up like all my other friends. If you look around on the Main Atari BBS systems in the Bay Area, you'll see "Selling my 1040 STe to by a Falcon" messages all over the place!

ST MASTER

# 1170. Re: Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-16 07:35:34 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14913@uqcspe.cs.uq.oz.au>
Source record: 22106

mcookson@flute.calpoly.edu (Mark Cookson) writes:

> *** BUS: 32 bit data bus
> *** BUS: 32 bit address bus

Sure, the 68030 is 32/32, but the Falcon implementation is 16data/24adr.
As posted earlier, this sounds like an advertising gimmick.

>Now, I havent followed everything here completely. I would believe
>that there is only an 8 bit bus to the cartridge (more than likely).

Very UNLIKELY in fact. Only PC's have 8-bit buses anywhere these
days (since they are Intel based). All chips (except CPU) have 32-bit access
to RAM. This is ESSENTIAL to display TrueColour!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

# 1171. Re: Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-16 16:24:28 UTC
From: cmedley@wam.umd.edu
Message-ID: <24ocbs$ll5@cville-srv.wam.umd.edu>
Source record: 22107

In article <14913@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>mcookson@flute.calpoly.edu (Mark Cookson) writes:
>
>> *** BUS: 32 bit data bus
>> *** BUS: 32 bit address bus
>
>Sure, the 68030 is 32/32, but the Falcon implementation is 16data/24adr.
>As posted earlier, this sounds like an advertising gimmick.
>

I think it probably is an attempt to emphasize the 32-bit data bus between
the custom chips and RAM... after all, they would be shooting themselves
in the foot (advertising wise) to say it is a 16/32 bit bus.

# 1172. Falcon stats, anyone?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-16 20:57:58 UTC
From: blj@dip.eecs.umich.edu
Message-ID: <24oscm$964@zip.eecs.umich.edu>
Source record: 22108

Is this machine worth getting? I do NOT want answers from all the
idiots with loud opinions and no direct experience with the machine.
I have only recently (last week) found out that the Falcon exists, and
can find no reviews except for a Jan/Feb issue of Atari Explorer.
(it's August. is this a sign?) The machine seems to be quite a godsend
to those wishing to do multimedia (MIDI, digital audio, video?) for cheap.
What benchmarks have been run and what do they show? Someone posted an
impressive note in c.s.a.st about a DEC competition of several machines
running a mandelbrot set demo with the Alpha PC beating the pants off
a Mac Quadra and yet a Falcon beating the Alpha.
Is this realistic and/or even valid? (it may not have been the same
code ...) There are a lot of naysayers in c.s.a.s.tech claiming that
the Falcon is a dog, with the mouse interrupts eating up 30% of the
CPU bandwidth. I really don't want to upgrade to something as slow and
annoying to program as my old Mac POS (an original SE; the one with
the fan from hell) and I'm certain there are those of you acquainted
with both environments; what do you think? Am I best off just getting
a new 68040 Mac (I shudder to think)? Or is the Atari in-ROM OS sleek
enough and Sys7 slow enough to make a 68040 and 68030 look compatible?

email replies might be more appropriate than starting a mudfight.

Thanks,
bruce jacob
blj@engin.umich.edu

# 1173. Re: Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-16 22:48:58 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug16.224858.174547@zeus.calpoly.edu>
Source record: 22109

Well, hopefully the original yelling match about the bus wont start up again. I posted my message in regards to the add I saw. I have since been enlightened to some of the cool features of the 030 (I have designed with a 68000, but not an 030).

So if anyone cares:

The Falcon does use a 16 bit bus to memory. But, this does not mean, as I originally said, that the memory would have to be either externally multiplexed or the software crippled to disallow 32 bit accesses (the second being basically unthinkable).

But, the 030 uses signals from the memory controller to determine the data bus size. So, the memory controller need only assert/deassert the correct signals, and the 030 will adapt itself to a smaller bus. (i.e. a 32 bit access would be done in two 16 bit reads).

Atari claims to have a 32 bit bus, because apparently some of the computer uses a true 32 bit bus. The memory, however, is 16 bits. This, however, is not as horrible as most have made it out to be. Each 32 bit read will take 2 bus cycles to read the 32 bits. However, this does not half the speed of memory access, as there are other bus cycles in each intruction (fetch, etc), and if those are 16 bits, they do not double in time.

It is deffinately not ideal. But the more important point is raised. If you want the extra speed, you could redo the memory and the memory controller, which isn't that hard. (In fact there are expansions that do this).

Anyhow, enough of that. If I buy a Falcon (they are readily available for $799 in this area), I will worry about it. Regardless, benchmarks have shown that the memory access is not too bad. But if you want a power-falcon, it should be easy enough to change.

- mike

# 1174. Re: Falcon stats, anyone?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-17 01:05:52 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1432@usdtsg.DaytonOH.NCR.COM>
Source record: 22111

In article <24oscm$964@zip.eecs.umich.edu> blj@dip.eecs.umich.edu (Bruce Jacob) writes:
>
>Is this machine worth getting? I do NOT want answers from all the
>idiots with loud opinions and no direct experience with the machine.

There goes half the net population :-) I've seen the Falcon (at the
MiST show) and used it a little, so I'll give it a shot (there's others on
the net that already *have* Falcons so they may be more helpful)...

>I have only recently (last week) found out that the Falcon exists, and
>can find no reviews except for a Jan/Feb issue of Atari Explorer.

Check out the last couple issues of Atari Explorer Online (available
at atari.archive.umich.edu and mirrors such as wuarchive.wustl.edu).
I believe at least one or two of them have a bunch of specs on the Falcon.
There's also a file in the atari/Falcon directory of atari.archive and
the mirrors that has the specs by themselves, if I remember right.
Just an FTP away :-)

>(it's August. is this a sign?)

It's Atari's latest slogan: "Real Soon Now..." ;-)

>The machine seems to be quite a godsend
>to those wishing to do multimedia (MIDI, digital audio, video?) for cheap.
>What benchmarks have been run and what do they show? Someone posted an
>impressive note in c.s.a.st about a DEC competition of several machines
>running a mandelbrot set demo with the Alpha PC beating the pants off
>a Mac Quadra and yet a Falcon beating the Alpha.
>Is this realistic and/or even valid? (it may not have been the same
>code ...)

Benchmarks are a very deceiving thing. For one, different code could
have been used. Different hardware could have been used (remember, comparing
a DSP against a non-DSP is like comparing Apples-and-Ataris :-) Come to
think of it, it could even depend on the COMPILER that made the benchmark
program. Benchmarks are like statistics - they can be manipulated in many
ways (this is apparently what got DEC ticked off - from what I read
DEC was using the Mandelbrot as "proof of power" and the Falcon beat it -
I dunno if there *is* such a thing as a true comparison among machines,
other than just sitting down at each and seeing what they can do...

>There are a lot of naysayers in c.s.a.s.tech claiming that
>the Falcon is a dog, with the mouse interrupts eating up 30% of the
>CPU bandwidth. I really don't want to upgrade to something as slow and
>annoying to program as my old Mac POS (an original SE; the one with
>the fan from hell) and I'm certain there are those of you acquainted

>with both environments; what do you think?

NAY NAY NAY (sorry, couldn't help it :-)

If anything, it's MultiTOS which is slowing down the Falcon (probably similar to how MiNT would slow down a MegaSTe). You don't *need* to have MultiTOS running (my 16mhz 68000 MegaSTe hums along quite nicely - I'd imagine a 16mhz 68030 should do even better). Getting a screen accelerator like NVDI or Warp 9 (assuming there's a Falcon version) should make a significant difference as well (it has on my MSTE).

On the ? side, there is supposed to be a German company coming out with a 33mhz 68030 expansion for the Falcon - would probably kick the speed up nicely...

>Am I best off just getting
>a new 68040 Mac (I shudder to think)? Or is the Atari in-ROM OS sleek
>enough and Sys7 slow enough to make a 68040 and 68030 look compatible?

Depends on your needs. Oh, the main TOS is as always built into ROM. MultiTOS extensions are loaded in if you want them in memory. If you do go Falcon, might want to start out at 4 megs (though 14 megs would be a nice start as well :-)

>email replies might be more appropriate than starting a mudfight.

Maybe a foodfight will result (as the apple puns start slipping in :-)

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

"uh, I guess the blender DID come with a lid..."

# 1175. Re: Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-17 01:26:50 UTC
From: cjohnson@tartarus.uwa.edu.au
Message-ID: <24pc4q$cjo@uniwa.uwa.edu.au>
Source record: 22110

warwick@cs.uq.oz.au (Warwick Allison) writes:

>mcookson@flute.calpoly.edu (Mark Cookson) writes:

>> *** BUS: 32 bit data bus
>> *** BUS: 32 bit address bus

>Sure, the 68030 is 32/32, but the Falcon implementation is 16data/24adr.
>As posted earlier, this sounds like an advertising gimmick.

>>Now, I havent followed everything here completely. I would believe
>>that there is only an 8 bit bus to the cartridge (more than likely).

>Very UNLIKELY in fact. Only PC's have 8-bit buses anywhere these
>days (since they are Intel based). All chips (except CPU) have 32-bit access
>to RAM. This is ESSENTIAL to display TrueColour!

Excuse me, but I couldn't let this pass.

Only PCs older than the origional ST are still 8-bit. You will find that
most new PCs are at least 16 bit, with most smart buyers only purchasing 32
bit machines. (and this is only the expansion bus system. All 386 & 486
machines are 32bit internal and external.)

And True colour is 24 bit - 16.7million colours, and there are plenty of
16-bit PC cards capable of true colour, you don't need a wide bus for true,
colour, you just need more memory.

Chris.
--
Christopher Johnson =[:{) | this letter was written |I reserve the right
cjohnson@tartarus.uwa.edu.au | using 100% recycled |to be totally wrong
johnson@swanee.ee.uwa.oz.au | electrons |"Hell, I don't even know if these are my opinions"

# 1176. Re: Falcon stats, anyone?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-17 12:49:50 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug17.124950.5762@nrtpa038.bnr.ca>
Source record: 22112

While I do not have experience with the Falcon I have been using
Multi-TOS and the new AES on my TT for seven months now. All I can say
is this is my choice for a GUI. The look and feel of the system is 100
times better than previous versions of TOS.

Major new additions to the AES are iconization of windows, walking menus
the much touted 3D buttons and color icons. While the walking menus
are not used on the desktop the addition of these other features really
add to the refined feeling of the desktop. With the beta release of
Multi-TOS 1.08/AES 4.1, the last of my compatability problems have
basically vanished.

Additonally if you like a windows based Unix feel, go to the the archives
and get all the MiNT utilities. It is nice to have a couple TCSH shells
up and running, though a much larger screen than my TT's 640x480 is
really required.

Since at work I get to use Macs, and PC/Windoze, along with my HP-720
workstation, I have plenty to choose from, and still I'll take my TT
with Multi-TOS/AES over either the Mac or the PC/Windoze, it is just
easier to use. I prefer the HP-720/HPVue over the TT, but that mainly
has to do with the mouse cut/paste features, of course 1280x1024x8 doesn't
hurt either.

I will admit that drawing text seemed slow in early versions of the
AES, but the ones released since June are a large improvement. What I
would like to see added is an improved version of cut/paste with the
mouse, and multiple desktop screens similar to HPVue or PC Dashboard,
though you can get two desktops simultaneously by using NeoDesk as the
alternate.

Other than that I would like 1280x1024x8 video adapter, but I'm saving
my money right now, for a Falcon. They cost the same :)

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.


_____________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

# 1177. Re: Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-17 13:31:12 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Aug17.083112.15681@iscsvax.uni.edu>
Source record: 22113

In article <1993Aug16.224858.174547@zeus.calpoly.edu>, mcookson@flute.calpoly.edu (Mark Cookson) writes:
> Well, hopefully the original yelling match about the bus wont start
> up again. I posted my message in regards to the add I saw. I have
> since been enlightened to some of the cool features of the 030 (I have
> designed with a 68000, but not an 030).
>
> So if anyone cares:
>
> The Falcon does use a 16 bit bus to memory. But, this does not mean,
> as I originally said, that the memory would have to be either externally
> multiplexed or the software crippled to disallow 32 bit accesses (the
> second being basically unthinkable).
>
> But, the 030 uses signals from the memory controller to determine the
> data bus size. So, the memory controller need only assert/deassert the
> correct signals, and the 030 will adapt itself to a smaller bus. (i.e.
> a 32 bit access would be done in two 16 bit reads).
>
> Atari claims to have a 32 bit bus, because apparently some of the
> computer uses a true 32 bit bus. The memory, however, is 16 bits.
> This, however, is not as horrible as most have made it out to be. Each
> 32 bit read will take 2 bus cycles to read the 32 bits. However, this
> does not half the speed of memory access, as there are other bus cycles
> in each intruction (fetch, etc), and if those are 16 bits, they do not
> double in time.
>
> It is deffinately not ideal. But the more important point is raised.
> If you want the extra speed, you could redo the memory and the memory
> controller, which isn't that hard. (In fact there are expansions that
> do this).
>
> Anyhow, enough of that. If I buy a Falcon (they are readily
> available for $799 in this area), I will worry about it. Regardless,
> benchmarks have shown that the memory access is not too bad. But if you
> want a power-falcon, it should be easy enough to change.

What are the various street prices for the various Falcon configurations?

Peter
>
> - mike
>

# 1178. Re: Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-17 16:06:01 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Aug17.160601.10184@monu6.cc.monash.edu.au>
Source record: 22114

Mark Cookson (mcookson@flute.calpoly.edu) wrote:
: Well, I was almost convinced by all the bullshit that the Falcon was
: heavily crippeled. But . . .
:
: Now I am more apt to think that the Amiga fanatics, in particular (in
: fact only) those who are raising all this hell about crippled
: architecture are full of shit.

A 030 chip doesn't like to work on a 16bit bus. The benchmarks would
indicate that it is working on a 16bit data bus. I've used a 030 board
in an Amiga with 16bit ram, and without 32 bit ram, the speed improvement
wasn't as great as an A3000, which is a 32bit bus computer.

: This info is from the Falcon 030 "ad" from Atari.
:
: System Architecture:
: CPU Motorolla 030 at 16MHz
: on chip demand-paged MMU
: 256 byte instruction cache
: 256 byte data cache
: Independant data and address busses (yeah this one is stupid -
: almost all comps. have ind. data and address busses)
: Pipelined architecture (doesnt mean too much)
: *** BUS: 32 bit data bus
: *** BUS: 32 bit address bus

I think they're talking about the actual 68030 chip, not the actual
Falcon's address bus itself. If it was 32 bit address bus, then you
could put in 2^32 (512MB of ram). From memory, it was only 16mb (which
is still a lot of memory for this class of computer) .

: FPU: optional 68881/2
: RAM: 1, 4, 14MB configs
: ROM: 512kByte (and 128KB cartridge )
:
: Anyhow, unless this ad is lying, there is a full 32 bit data bus. I
: have not opened one up yet, but I trust Ataris info better than the
: stuff here. There is no way they could claim to have a 32 bit data bus
: if they were really using 16.

Just like they couldn't claim that the Amiga1200 used a Motorola 68000
just like the the Atari 520ST?

: Now, I havent followed everything here completely. I would believe
: that there is only an 8 bit bus to the cartridge (more than likely).
: Maybe even a 16 or 8 bit bus to some support components. BUT the 030 to

: the RAM must be 32 bits, which is what is going to matter on a computer
: like the Falcon.

I think the combel (?comdel) to ram is a 16 bit access, but combdel to
custom chips is 32 bit access.

[...]

- Jim

# 1179. Re: Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-17 17:17:18 UTC
From: verheyde@fraser.sfu.ca
Message-ID: <verheyde.745607838@sfu.ca>
Source record: 22115

cjohnson@tartarus.uwa.edu.au (Christopher Johnson) writes:

>most new PCs are at least 16 bit, with most smart buyers only purchasing 32
>bit machines. (and this is only the expansion bus system. All 386 & 486
>machines are 32bit internal and external.) ^^^^^^^^^^^^^

Small correction here: Both the 386SX, and 386SL have a 16 bit
external data bus.
--
"A working program| Neall Verheyde |"You are free,
remains an elusive| Computing Science, Philosophy |choose, that is,
thing of beauty." | Simon Fraser University |invent."
-RH Dunn | Burnaby, British Columbia | -Sartre

# 1180. Re: Falcon stats, anyone?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-17 17:25:01 UTC
From: renfro@bnr.ca
Message-ID: <24r49d$cjq@crchh327.bnr.ca>
Source record: 22116

In article <24oscm$964@zip.eecs.umich.edu>, blj@dip.eecs.umich.edu (Bruce Jacob) writes:
|>
|> Is this machine worth getting? I do NOT want answers from all the
<rest deleted>

If you like STs (even a little) then the Falcon is definately worth getting. I have had one for a month now and I am very impressed with its capabilities, though the Falcon specific software is still a bit scarce. It does run most of the ST software in the appropriate compatability mode (and perhaps with some support software), so there is plenty that can be run on it.

A couple weeks ago I posted some timings comparing a JPEG loading and displaying program on the MegaST and the Falcon. The MegaST has a 16MHz ADSpeed in it, but only a SM124 monochrome monitor. To be fair, I ran the same program on the Falcon in ST High mode. Anyway, the timings showed that the 16Mhz Falcon was almost twice as fast as the 16MHz add-on MegaST.

As was pointed out by Brian Grier, the look and feel of the new TOS/AES is great and of course all the new video modes are impressive. For an extra $100.00 you can get a Screenblaster and boost resolution to 1024x768 or more (if you have the right monitor). MTOS is good, but it does slow things down a bit. My understand is that this is mostly due to the way the AES is written and could be fixed in the future. Don't know how much NVDI will help, as I am still saving up to get it.

Also, I just picked up a microphone and stereo plug (for a cd player) this weekend and started playing with some of the audio capabilities. This also was quite impressive (to me anyway, since I haven't done any recording/ sampling in the past). I just plugged in the mic or cd line out and using one of several programs that came with the machine I could record to memory or direct to disk at various frequencies 8/16 bit stereo or mono. My wife recorded several samples with the DSP doing an echo effect and then I assigned them to system events using the System Audio Manager (also included). Not sure this is such a great idea though, as you may not want your wife's voice nagging you from the computers speakers as well as in real life.

Anyway, it is a great machine for all kinds of purposes and I am having a lot of fun playing with all it's features and even getting some work done too.

RandyH

# 1181. Re: new groop: falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-18 17:34:23 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1434@usdtsg.DaytonOH.NCR.COM>
Source record: 22117

In article <24t14cINN54a@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide
>I would think there are more 'TT's' than Falcons out there and we don't have a
>'TT' group...

Let's see, how long has the Falcon been AVAILABLE for purchase worldwide
as well as in the U.S.? Kinda hard to sell a bunch when they haven't
been available up till relatively recently. If your forcast of doom holds
true in a year or two, then it might reflect reality...

As for a "Falcon" group, once more Falcon-specific threads develop
(maybe DSP-specific, etc) then the bandwidth would make it worthwhile.
For now, I dunno if it's needed to be broken off yet...

>Just live with the facts that the FALCON is Dead, it has a -100% performance
>rating, has far to many Bugs, no True colour in High res modes, has Big
>problems in Interlace modes, screen comes up scrambled very little software
>support, and I could go on and on...gee and the Price, what a rip off..!!

Hmmm, where to start...

- well, already got the "Falcon is dead" comment (sure glad you're
not my doctor: "I'm sorry sir, but I have to inform you you've died
a year ago..." ;-)

- -100% performance - uh, you DID plug it in, right? kinda kills performance
when there's no power to the system :-) Besides, it's probably MiNT
that's slowing the system down - you know, the Falcon doesn't HAVE
to run in multitasking mode (check out Mac System7 or Windows 3.x on
a 16mhz system and see what happens)...

- has too many bugs - what do you consider a "bug" - lack of compatibility
with some software (like games) or something more "true-to-bug-form"
like the ST series' infamous RTS/CTS problems? just curious...

- misc screen stuff - dunno about the true color; what kind of "big
problems" in interlace mode (other than the fact it IS interlaced)?;
dunno about scrambled screen (what kind of monitor attached and res
did you try?)

- little software support - again, 1) it JUST came out, gotta give
developers time to do something with the hardware; and 2) MOST
good software (exception of games) should have no problem with the
Falcon - some of the compatibility issues arise dependent on what
resolution you're in (as many ST games limit themselves to ST resolutions)
if you have Multitasking loaded, etc; programs like ConNect, STalker,

Gemview, Word WriterST, Atariworks, Calamus, etc should work fine
even in multitasking high-res modes

- price: yes, it would be nice if it were cheaper, since the clone wars
have dropped PC prices (and dealer profits :-) so that the ST's
big price advantage against the competitors is not so blatant as
it used to be; then again, didn't the first 1040ST come out for
around $1000, the first Atari 8-bits (800's in particular) for
$800 or so - the price will drop in time as they always have...

>Facts not Fiction...!!!!

- how about OPINION? (just as my message above is)

>Roger..... sheppard_r@kosmos.wcc.govt.nz

What's got you so hot about Atari lately, Roger? You're beginning
to make Darek look like a happy camper (now I did it - now I'll get
Darek's wrath either here or on his GEnie RTC tonight :-) Please,
Darek, I was just kidding, no, no , aiiiiiiiiiiiiiiiiiyyyyyeeeeeee :-O

Ya ever just get in one of those moods? :-)

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

"a watched pot never boils": who'd want a boiled pot anyways? (you couldn't
cook in it or anything...)

# 1182. Re: new groop: falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-19 01:22:42 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1437@usdtsg.DaytonOH.NCR.COM>
Source record: 22119

In article <1993Aug18.193654.15751@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>
>How about the breakthrough price for the new dsp AV macs with video in and out,
>040 25 -40 mhz. Prices start at $2139 list($1560 for students and that is a
>big market for Apple...
>
>Peter

How about comp.sys.atari.advocacy, Peter?

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

...or maybe even comp.sys.mac.* - they might find an interest as well! :-)

## 1183. Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-19 01:31:59 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <24ul6f$7ca@usenet.INS.CWRU.Edu>
Source record: 22118
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Commodore's marketing is something else. They are driving towards something that has harmed Atari for the longest time, the game image.

Commodore's CD-32 is not just a CD-32, it is an "Amiga CD-32" game system. This means that Commodore is placing their games and their computers in the same category--entertainment.

We all know that Amiga has been known for its game image, but it isn't something Commodore should want to promote.

Isn't it funny how both companies are doing exactly the opposite of what they should be doing?

Commodore should be pushing the "Amiga" name for its computers and a slick sounding game like "Future Technologies" for its video games.

Atari should be pushing the "Atari" name for its video games and another professional sounding name for its computers like "Phoenix" or something like that with a completely different consumer view.

But, Commodore made the "Amiga" name to get rid of its game image with the C-64 and now they are bringing it back. Atari kept the name "Atari" because they felt image meant nothing and they were wrong.

Yes, marketing is nearly everything.

--

# 1184. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-19 12:35:36 UTC
From: hgm@sparc01.cc.ncsu.edu
Message-ID: <hgm.745763736@news.ncsu.edu>
Source record: 22121
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Commodore's marketing is something else. They are driving towards something
>that has harmed Atari for the longest time, the game image.

People play games on PC's, but you don't see people calling them "game machines". I think you are not giving people enough credit for being able to tell the difference between a dedicated gaming or home entertainment device and a computer.

>Commodore's CD-32 is not just a CD-32, it is an "Amiga CD-32" game
>system. This means that Commodore is placing their games and their computers
>in the same category--entertainment.

No, they are using a lesson learned from CDTV. You build on an established name. "Amiga" is a relatively well-known brand name in their biggest market, Europe.

>Commodore should be pushing the "Amiga" name for its computers and a slick
>sounding game like "Future Technologies" for its video games.

Hmmmmmm.......I think that name is already taken. Does 3D0 mean anything to you?

>Atari should be pushing the "Atari" name for its video games and another
>professional sounding name for its computers like "Phoenix" or something like
>that with a completely different consumer view.

Again, given Atari's lack of capital, they decided to build on a recognisable name.

>Yes, marketing is nearly everything.

It helps....have you gotten your CD32 press kit from Commodore USA yet?

--hal

--
hgm@unity.ncsu.edu Think Peace/Recycling is just one step, waste is the next/Try an Amiga today/Respect yourself and others/Impossible is a word for something that hasn't happened yet/With Rights come responsibilities

# 1185. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-19 13:18:00 UTC
From: morton@wam.umd.edu
Message-ID: <24vui8$2l6@cville-srv.wam.umd.edu>
Source record: 22120
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <24ul6f$7ca@usenet.INS.CWRU.Edu>,
Len Stys <aa399@cleveland.Freenet.Edu> wrote:
>
>
>Commodore's marketing is something else. They are driving towards something
>that has harmed Atari for the longest time, the game image.
>Commodore's CD-32 is not just a CD-32, it is an "Amiga CD-32" game
>system. This means that Commodore is placing their games and their computers

Because of the American market being MS-DOS dominated we would only be able
to work the machine into video markets. Bringing out a game system will not
hurt that. Also by keeping the Amiga name attached to it, they are setting
them selves up for people using CD^32's as a display unit in multimedia and
Kiosks. The question now is will they go ahead and spike it or get rejected.
[Out a here]
>
>Commodore should be pushing the "Amiga" name for its computers and a slick
>sounding game like "Future Technologies" for its video games.
I disagree. The CDTV was trying to avoid the Amiga name, and it was not a
success. I think the Amiga should be a multimedia developement computer for
the CD^32. That is not all it should be of course, but it would be a major
benifit.
>Atari should be pushing the "Atari" name for its video games and another
>professional sounding name for its computers like "Phoenix" or something like
>that with a completely different consumer view.
When you have a user base, you do not try hiding from them. You let them
know that the company they supported is growing and developing.
>
>But, Commodore made the "Amiga" name to get rid of its game image with the
>C-64 and now they are bringing it back. Atari kept the name "Atari" because
>they felt image meant nothing and they were wrong.

I assume you do not know much about the Amiga's history. C= did not have
anything to do with the name, except keeping it after the bought it.
>
>
>Yes, marketing is nearly everything.
>
Yes, and no matter what they name is with a good enough advertising
campaign the CD^32 can do well. Of course with a good enough advertising
campaign in 1985-1988, you would be hearing about C= and IBM teaming up
to make the next generation computer, not Apple. We had the edge, we
still have the edge, but the have the money to shove their crap so far
down your throat that they can convince people that they need it. Kind

of like a lesser Microsoft.

Later,
Rob Morton

# 1186. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-19 13:59:01 UTC
From: dstuve@storm.cs.orst.edu
Message-ID: <2500v5INNcj9@flop.ENGR.ORST.EDU>
Source record: 22122
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <24ul6f$7ca@usenet.ins.cwru.edu>,
Len Stys <aa399@cleveland.Freenet.Edu> wrote:
>
>
>Commodore's marketing is something else. They are driving towards something
>that has harmed Atari for the longest time, the game image.
>

At least C= is driving towards something! (They've needed a focus for a long
time..)

A bit of reality for you: most people buy Amigas for games, video, and
programming. A game image will not harm any of these markets.

C= has tried ignoring the Amiga's game heritage in the U.S., and the
only thing they accomplished was getting most of the US entertainment
software companies to ignore the Amiga as a game machine. Ooops.

-David

--
==========================================================================
David Stuve | InterNet: dstuve@storm.cs.orst.edu
Software Engineer |
MindWorks -- Advanced Amiga Software | Crescat Scientia Vita Excolatur

# 1187. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-19 15:56:13 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <2507qt$fot@Tut.MsState.Edu>
Source record: 22123
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <24ul6f$7ca@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>Commodore's marketing is something else. They are driving towards
>something that has harmed Atari for the longest time, the game image.

I'd bet that Atari's image was hurt more by their lack of advertising
than anything else. In the USA, nothing is going to be wildly
successful without some sort of promotion, with Atari and Commodore
being perfect case studies. To paraphrase an old quote "An ounce of
marketing is worth a pound of sales."

>Commodore's CD-32 is not just a CD-32, it is an "Amiga CD-32" game
>system. This means that Commodore is placing their games and their
>computers in the same category--entertainment.

The "Amiga" part of the name is fine, it's the "Commodore" part that
scares me. I wish they'd go back to the policy used for the A1000
and mention the name "Commodore" as little as possible. I cannot tell
you how pissed off I used to become when bozos would tell me about
their stupid C=64's as if they had something in common with me...

>We all know that Amiga has been known for its game image, but it
>isn't something Commodore should want to promote.

At this point, I'd be happy if they'd promote anything. I've been
hoping that they'd market an Amiga game console for years, and now
I just hope that it's not too late.

>Isn't it funny how both companies are doing exactly the opposite of
>what they should be doing?

When death is staring you in the face, you'll do almost anything. The
sad thing is that neither company appears to have the resources to
mount an effective advertising campaign.

>Commodore should be pushing the "Amiga" name for its computers and a
>slick sounding game like "Future Technologies" for its video games.

Ugh. I'd like to see them use the Amiga name for the 68k/ECS/AGA
machines, and come up with something new for the AAA/RISC machines.

>Atari should be pushing the "Atari" name for its video games and
>another professional sounding name for its computers like "Phoenix"
>or something like that with a completely different consumer view.
>
>But, Commodore made the "Amiga" name to get rid of its game image

>with the C-64 and now they are bringing it back. Atari kept the name
>"Atari" because they felt image meant nothing and they were wrong.

Commodore's mistake is continuing to put their name on the Amiga,
and unfortunately they will probably use it on the CD32.

>Yes, marketing is nearly everything.

It is everything.

Skip Sauls
skip@cy.cs.olemiss.edu

# 1188. Re: new groop: falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-19 16:37:02 UTC
From: thanatos@titan.ucs.umass.edu
Message-ID: <250a7e$6r6@titan.ucs.umass.edu>
Source record: 22124

In article <1437@usdtsg.daytonoh.ncr.com>,
anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
>In article <1993Aug18.193654.15751@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>>
>>How about the breakthrough price for the new dsp AV macs with video in and out,
>>040 25 -40 mhz. Prices start at $2139 list($1560 for students and that is a
>>big market for Apple...
>>
>>Peter
>
> How about comp.sys.atari.advocacy, Peter?
>

I think he has a special newreader function called

(P)ost-to-every-computer-related-group

He posts stuff like this to every non mac related newsgroup. I guess
he thinks he's some sort of missionary or something.
See also: comp.sys.amiga.advocacy

# 1189. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-19 20:18:15 UTC
From: barrett@iastate.edu
Message-ID: <CC0wEG.HII@news.iastate.edu>
Source record: 22125
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2507qt$fot@Tut.MsState.Edu> skip@cy.cs.olemiss.edu (Skip Sauls) writes:
>In article <24ul6f$7ca@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>>Commodore's marketing is something else. They are driving towards
>>something that has harmed Atari for the longest time, the game image.
>
>I'd bet that Atari's image was hurt more by their lack of advertising
>than anything else. In the USA, nothing is going to be wildly
>successful without some sort of promotion, with Atari and Commodore
>being perfect case studies. To paraphrase an old quote "An ounce of
>marketing is worth a pound of sales."
>
>>Commodore's CD-32 is not just a CD-32, it is an "Amiga CD-32" game
>>system. This means that Commodore is placing their games and their
>>computers in the same category--entertainment.
>
>The "Amiga" part of the name is fine, it's the "Commodore" part that
>scares me. I wish they'd go back to the policy used for the A1000
>and mention the name "Commodore" as little as possible. I cannot tell
>you how pissed off I used to become when bozos would tell me about
>their stupid C=64's as if they had something in common with me...

I felt exactly the same way back then. I hated seeing the Amiga mentioned
in the same breath (or even in the same hour) as the C-64.

Actually, this validates this guy's point. Much as people like you and I
hated being reminded of the C-64 back when the A1000 came out, the Amiga has
everything in common with the C-64 now. The Amiga has become the C-64, for
all practical purposes. High-end Amigas are so uncompetitive that they might
as well not even exist, and the only place where the Commodore is at all
competitive with the Amiga is in the extreme low-end, with the $500 A1200
and the $200 A600. In fact, the Amiga is now worse than the C64. Commodore
killed their attempt at a "console" C64 (the "Max Machine"), but is going
full-speed-ahead with a console Amiga, the CD32.

+++++++
++++ Marc Barrett -MB-
++ IRC nick: Cyclone | e-mail: barrett@iastate.edu
+

## 1190. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-20 01:44:41 UTC
From: kgatlin@galaxy.csc.calpoly.edu
Message-ID: <1993Aug20.014441.21981@rat.csc.calpoly.edu>
Source record: 22126
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <24vui8$2l6@cville-srv.wam.umd.edu>,
Rob Morton <morton@wam.umd.edu> wrote:
>In article <24ul6f$7ca@usenet.INS.CWRU.Edu>,
>Len Stys <aa399@cleveland.Freenet.Edu> wrote:
>>
>>C-64 and now they are bringing it back. Atari kept the name "Atari" because
>>they felt image meant nothing and they were wrong.
>
>I assume you do not know much about the Amiga's history. C= did not have
>anything to do with the name, except keeping it after the bought it.

Actually Commodore did try to seperate the Amiga from the "Commodore" name,
this was a well publicized issue.

KSG
>
> Later,
> Rob Morton
>

# 1191. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-20 02:57:41 UTC
From: voss@cybernet.cse.fau.edu
Message-ID: <uq9J9B2w165w@cybernet.cse.fau.edu>
Source record: 22127
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

aa399@cleveland.Freenet.Edu (Len Stys) writes:

> 
> 
> Commodore's marketing is something else. They are driving towards something
> that has harmed Atari for the longest time, the game image.
> 
> Commodore's CD-32 is not just a CD-32, it is an "Amiga CD-32" game
> system. This means that Commodore is placing their games and their computers
> in the same category--entertainment.
> 
> We all know that Amiga has been known for its game image, but it isn't
> something Commodore should want to promote.
> 
> Isn't it funny how both companies are doing exactly the opposite of what they
> should be doing?
> 
> Commodore should be pushing the "Amiga" name for its computers and a slick
> sounding game like "Future Technologies" for its video games.
> 
> Atari should be pushing the "Atari" name for its video games and another
> professional sounding name for its computers like "Phoenix" or something like
> that with a completely different consumer view.
> 
> But, Commodore made the "Amiga" name to get rid of its game image with the
> C-64 and now they are bringing it back. Atari kept the name "Atari" because
> they felt image meant nothing and they were wrong.
> 
> 
> Yes, marketing is nearly everything.
> 
> 
> --
> 

I think your missing something here . The c-64 sold 15 MILLION systems
now if the Amiga CD-32 would sell just 2 or 3 million in the U.S you
would see a Renaissance of Amiga in this country and we would finally
be able to claim that there is a market for amiga products in this
country. Maybe we dont need to be the "serious" computer and we cant be
because there 75 million MS dos clones on this planet that we simply
cannot compete on price or performance in what they do best which is
BUSINESS systems. Where Amiga has edge is in Games,Multimedia,TV
production,and video. Now none of these markets except for games has

over million customers in the US. The Amiga in Europe is marketed as a game machine and it did fairly well

I think you need to realize if there are 5 years from now 10 million cd-32 systems around that someone will want to upgrade to do real computer stuff and thats where the market for sophisticated stuff will thrive. I care not if 80% of the people are using their systems to play games,as long as i can get my hands on oh say DELUXE PAINT V or Civilization II or PROWRITE 4.0. People who buy the CD-32 in the US are going to have the kind of disposable income they need to upgrade their system with a KEYBOARD,DISK DRIVES and software.

If CD-32 fails commodore wil fail

IF CD-32 succeeds,your only problem is going to be having to deal with all the 11 year-olds whining about why their favorite platform game is sold out and having to wait in line to read your favorite amiga mags and laughing as the value of the Sega CD and super Nintendo systems go through the floor,snickering as you hear that nintendo may have 32 bit game system in 1995!. I only hope they dont forget to put a PCMIA slot in there for cartridge style games

## 1192. Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-20 11:00:06 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c740340@cindy.ct.se>
Source record: 22128

In a message of 19 Aug 93 07:09:39, Len Stys wrote:

LS> Commodore's CD-32 is not just a CD-32, it is an "Amiga CD-32" game
LS> system. This means that Commodore is placing their games and their
LS> computers
LS> in the same category--entertainment.

Too bad that the Amiga CD-32 is 4 years old technology .... who else than Commodore would put out a CD-console with a 14Mhz 68EC020, 256 colours and 8 bit sound TODAY ... I mean .... 3D0, Jaguar .... ehrm ..

Now, if they had a fast RISC in there ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1193. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-20 20:29:04 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Aug20.202904.2582@ugle.unit.no>
Source record: 22129

In article <2c740340@cindy.ct.se>, rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:

[...]

> Too bad that the Amiga CD-32 is 4 years old technology .... who else than
> Commodore would put out a CD-console with a 14Mhz 68EC020, 256 colours and 8
> bit sound TODAY ... I mean .... 3D0, Jaguar .... ehrm ..

3DO (vapour, and expensive at that), Jaguar (vapour, don't know anything
else about it)... Face it, people are still playing with 8-bit NESs.
The CD32 is the cutting edge of technology to most gameheads.

> Now, if they had a fast RISC in there ...

It wouldn't be an Amiga, would it?

> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
--
// Eyvind Bernhardsen | eyvind@lise.unit.no
// |
\\ // Finger me for my | Disclaimer: MHO! MHO!
\X/ public PGP key :) | Save the whalers!

# 1194. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-20 20:47:28 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <253d90$764@sol.ctr.columbia.edu>
Source record: 22130

In article <1993Aug20.202904.2582@ugle.unit.no>, eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
} In article <2c740340@cindy.ct.se>, rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:
}
} [...]
}
} > Too bad that the Amiga CD-32 is 4 years old technology .... who else than
} > Commodore would put out a CD-console with a 14Mhz 68EC020, 256 colours and 8
} > bit sound TODAY ... I mean .... 3D0, Jaguar .... ehrm ..
}
} 3DO (vapour, and expensive at that), Jaguar (vapour, don't know anything
} else about it)... Face it, people are still playing with 8-bit NESs.
} The CD32 is the cutting edge of technology to most gameheads.

Well, here's some info on the Jaguar:
(this is a repost {sorry} of a posting in c.s.a.st earlier today. I expected it to be here anyway, but obviously not... The commentary is not mine.)

Okay, folks. At last, we've got a first-hand account of a live sighting of the Atari Jaguar! Coming fresh from the machine's official rollout on August 18th, the following is an electronic chat between Chris Millar of Delphi and Andy Eddy, well-known video-gaming journalist and net.lurker. B-)

I've cleaned up the stuff to make it a little more presentable, but I have not altered anything vital. Andy and Chris' exchange is below; comments in [square braces] are from yours truly.

''''''

> A programmable Object Processor that can act as a variety of different video architectures, such as an advanced sprite engine, pixel-mapped based systems, character-mapped based systems, and many others.

> 27 MIPs DSP [Digital Signal Processor] with 8K bytes of zero wait-state internal SRAM for CD-quality sound and full stereo capabilities.

> A blitter that can perform a full range of logical operations at high speed, with hardware support for Z-buffering and Goudraud shading.

> MC68000 CPU clocked at 13.3MHz as a general purpose control processor.

[Five processors do not equal five chips; see below]

* Lifelike quality 32-bit color on NTSC or PAL television screens, yielding greater than 16 million colors (16,777,216 exactly).

* Screen resolution of 720 x 576.

* ROM cartridge capacity to 48 megabits [6 megabytes] of compressed or uncompressed code. When compressed, equivalent to almost 400 megabits. [50 megabytes?!?]

* 16 megabits [2 megabytes] of fast page-mode DRAM.

* An optional double speed CD-ROM drive. ($200, sometime during 1994)

* ComLynx I/O for networked multiconsole games (even with Lynx and Jaguar mixture).

[I smell a Lynx adaptor for the Jaguar in here. And the idea of chaining Jaguars and Lynxes is tantalizing]

* Two (expandable to literally dozens) enhanced controller ports, supporting digital and analog interfaces, as well as keyboards, light guns and mice.

[Expansion probably by a multiple-port tap, naturally]

* High performance, ergonomically designed, controller with joypad, three fire buttons, Pause, Option, and 12-key keypad with game-specific overlays. ["Ergonomically designed"? Definitely press release hype]

* High speed synchronous serial port for connection to modems, cable TV, networks and other high performance networks.

[No word of the rumored built-in modem. Darn]

There are two custom chips, code-named Tom and Jerry, which combined contain four processors. Jerry has the DSP, the 8K SRAM, a sound block and a block for "timers, UART, joysticks and clock control." Tom has the "DRAM memory controller, object processor, GPU (w/ 4K SRAM) and the blitter." The 68000 is separate as it has the DRAM and cartridge/CD-ROM ties.

No discussion of licensees signed or interested. Formal announcement(s) will take place in mid-September.

<<Chris>>
What games did you see?

<<Andy>>
The games are much like the 3DO stuff that has been shown.

CYBERMORPH is a side-scrolling shoooter, and there was a way to move ahead in the game with a button push (I suspect as a demo), and it screamed the data past the screen F-A-S-T. CYBERMORPH has been renamed to something like "Trevor McFur in Crescent Galaxy" [Uh-huh...]

There was also on-the-fly rendering, much like STARFOX, but without the ship "on rails", in the words of [Atari Technical Spokesperson] John Skrutch. You can go anywhere. [Is this CYBERMORPH, or some other game? CM is a side-scrolling shooter, but "going anywhere" requires a first-person perspective...]

Also, a scene from ALIEN VS. PREDATOR.

I missed all but the last two questions in the presentation, so I'm going to try to get a copy of the videotape they made of the event.

<<Chris>>
Would you say the 3DO stuff you have seen surpasses what you have seen thus far for the Jaguar?

<<Andy>>
I'd say it's comparable. That's an important note, given that the Jaguar is one third the price, or about half if you add the CD-ROM drive.

[Maybe not that low. A $199 Jaguar and a $200 CD-ROM drive totals $400. And now there are rumors that the 3DO unit from Panasonic may sell for $499. But then, you don't _need_ to get a CD-ROM with the Jaguar...]

<<Chris>>
Can you describe the physical Jaguar unit?

<<Andy>>
Sleek, black, kinda like a Merlin: Rounded corners on a square unit. Like someone said, though, when the CD is on top, it looks like a toilet... (especially when the CD cover is popped up). [This implies, of course, that Atari was showing either a CD-ROM prototype of some kind with the Jaguar, or an illustration of the same]

Also, Atari is dropping the "only Ataris" policy for development and such. [YAY!] Because of that, there is an [Atari] TT development station and a PC station, but tools are being used on Macs and others. They are still talking about using high-end computer rendering software that already exists (like SoftImage, which was used on commercials and on Sega's Virtua Racing).

<<Chris>>
Can you desribe the scene from ALIENS VS. PREDATOR you saw?

<<Andy>>
It was just a representation of what the halls would look like while you moved

through them. Very cursory. I was going to sign an NDA to see more of the stuff upstairs, but they didn't have one handy (the guy was out to lunch) and I wouldn't be able to talk about them anyway (hehe).

Also, I'm trying to get disk files of pictures, which Bob [Brodie] is working on. Oh, and there will be a detailed conference with Bob and Sam [Tramiel] next Wednesday, in the World of Video Games SIG, right here on Delphi!

They handed out great T-shirts. (hehe)

''''''

# 1195. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-20 20:58:17 UTC
From: thanatos@titan.ucs.umass.edu
Message-ID: <253dt9$dr@titan.ucs.umass.edu>
Source record: 22131

In article <1993Aug20.202904.2582@ugle.unit.no>,
Eyvind Bernhardsen <eyvind@Lise.Unit.NO> wrote:
>In article <2c740340@cindy.ct.se>, rickard.troedsson@cindy.ct.se (Rickard Troedsson)
writes:
>
>[...]
>
> > Too bad that the Amiga CD-32 is 4 years old technology .... who else than
> > Commodore would put out a CD-console with a 14Mhz 68EC020, 256 colours and 8
> > bit sound TODAY ... I mean .... 3D0, Jaguar .... ehrm ..
>
>3DO (vapour, and expensive at that), Jaguar (vapour, don't know anything
>else about it)... Face it, people are still playing with 8-bit NESs.
>The CD32 is the cutting edge of technology to most gameheads.
>
> > Now, if they had a fast RISC in there ...
>
>It wouldn't be an Amiga, would it?
>

nor would anyone buy it. who wants a console that costs $4000 ? Your
point is a good one. The thing to do is beat the current technology by
one step. To a gamehead, that means 8 bit (NES) 16 bit (SNES, Genesis)
to 32 bit (CD32).

IMO, a sound idea for commodore. Now, let's see if they can make it
sell. If it does, then maybe they'll have the R & D to put out the
RISC based series.....

# 1196. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-20 21:52:29 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <253h2tINNog2@uwm.edu>
Source record: 22132
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <uq9J9B2w165w@cybernet.cse.fau.edu>, stephen voss (voss@cybernet.cse.fau.edu) wrote:
: If CD-32 fails commodore wil fail

Let me comment on this, in passing.

While it is true that CD32 selling well would be a HUGE shot in the arm for C=, it is NOT necessarily true that a low selling CD32 would be C='s death.

The current crop of products are poised to sell very well. C= screwed themselves last Christmas by confusing the market; they released their AGA systems, which killed sales of their old systems, yet their AGA systems were relatively unavailable.

As a result, sales were not what they could have been.

If they're careful, and don't let that happen again, the A1200 is poised for a very good christmas. It alone could be enough to save C= for at least another year, and depending on how things go, could be enough to pull them out of the dive they've been in.

Just my opinion; but the demise of CD32 does not equate to the demise of C=.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "I woke up this morning with a bad hangover, and my penis was :)
(: missing again. This happens all the time, it's detachable." :)
(: -King Missile, Detachable Penis :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1197. Re: Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-20 22:21:34 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug20.222134.137866@zeus.calpoly.edu>
Source record: 22133

Re: Falcon 030 street prices

I did not take that good a look. AS I said, the 1/0 config is about $799. The 4/80 is about $1299. I am not sure about the other configs.

So according to these prices, the extra 3 MB and 80 MB drive cost about $500. That is not horrible. To upgrade, you would need 4 1 MB simms, and an 80 MB drive. The SIMS are worth about $30 (going for $55 now, but they will fall again, they are artifically high now). Anyhow, even at $40 each, that is $160 for the 4MB of memory. That means that the HD should be worth about $340.

Normally, I would say an 80 MB HD is worth about $160. It is, however, a 2.5" drive. (IDE I think). So that is not too horrible. I am sure you would be better to buy a 1/0 no matter what your needs, and then expand to a 1,4,14/0,80,XXX depending on your needs. But it looks like hte prices with more memory and HD are not too bad (and you dont have to invalidate your warranty).

- mike

# 1198. Re: Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-20 22:27:09 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug20.222709.139767@zeus.calpoly.edu>
Source record: 22134

2^32 is nowhere near 510MB! Try 4096MB! (4 gigs).

And if you had that much money, you could make the 030 address it. I am sure that the atari uses 24 of the address lines, as there would be no good reason to use the rest.

However, dont be fooled into thinking that if there is a 32 bit bus, you can expand to 4 gig. For one thing, the SIM slots will probably only take 4 MB simms. As you probably know, the old SIM slots only take as large as 4 MB simms. The newer 72 pin slots will deffinately take 1, 2, 4, 8, 16. They presumeable will take up to somewhere areound 256MB simms. But, the Falcon probably uses the normal sim slots (max 4 MB each)

-mike

# 1199. Re: Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-20 23:11:47 UTC
From: renfro@bnr.ca
Message-ID: <253lnj$43h@crchh327.bnr.ca>
Source record: 22135

In article <1993Aug20.222134.137866@zeus.calpoly.edu>, mcookson@flute.calpoly.edu (Mark Cookson) writes:
|> Re: Falcon 030 street prices
|>
|> I did not take that good a look. AS I said, the 1/0 config is about
|> $799. The 4/80 is about $1299. I am not sure about the other configs.
|>
|> So according to these prices, the extra 3 MB and 80 MB drive cost about
|> $500. That is not horrible. To upgrade, you would need 4 1 MB simms,
|> and an 80 MB drive. The SIMS are worth about $30 (going for $55 now,
|> but they will fall again, they are artifically high now). Anyhow, even
|> at $40 each, that is $160 for the 4MB of memory. That means that the HD
|> should be worth about $340.
|>
|> Normally, I would say an 80 MB HD is worth about $160. It is, however, a
|> 2.5" drive. (IDE I think). So that is not too horrible. I am sure you
|> would be better to buy a 1/0 no matter what your needs, and then expand
|> to a 1,4,14/0,80,XXX depending on your needs. But it looks like hte
|> prices with more memory and HD are not too bad (and you dont have to
|> invalidate your warranty).
|>
|> - mike
|>

Don't forget about the ~$150.00 - $200.00 worth of software that comes with the hard drive model. This would bring the numbers into your normal range for the hard drive itself. In case you didn't know, the software included is Atari Works, SpeedoGDOS, MultiTOS, System Audio Manager, Direct to Disk recording software, a calculator program, a calander/appointment program, a couple of simple games, Audio Fun Machine, and maybe something else minor I can't think of right now. Come to think of it, all this is pretty decent stuff and may be worth more than $200.00. Then again, some of this may come with the non-HD model, but not all of it (can't remember what only comes with HD, but I know there is a difference).

RandyH

# 1200. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-21 00:02:07 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug21.000207.33385@rchland.ibm.com>
Source record: 22038
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <CC0wEG.HII@news.iastate.edu>, barrett@iastate.edu (Marc N. Barrett) writes:
|> In article <2507qt$fot@Tut.MsState.Edu> skip@cy.cs.olemiss.edu (Skip Sauls) writes:
|> >In article <24ul6f$7ca@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:

[stuff deleted]

|> Actually, this validates this guy's point. Much as people like you and I
|> hated being reminded of the C-64 back when the A1000 came out, the Amiga has
|> everything in common with the C-64 now. The Amiga has become the C-64, for
|> all practical purposes. High-end Amigas are so uncompetitive that they might
|> as well not even exist, and the only place where the Commodore is at all
|> competitive with the Amiga is in the extreme low-end, with the $500 A1200
|> and the $200 A600. In fact, the Amiga is now worse than the C64. Commodore
|> killed their attempt at a "console" C64 (the "Max Machine"), but is going
|> full-speed-ahead with a console Amiga, the CD32.

Because there's a potential market out there Marc. I guess my concern
is the Jaguar.

|>
|> +++++++
|> ++++ Marc Barrett -MB-
|> ++ IRC nick: Cyclone | e-mail: barrett@iastate.edu
|> +

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1201. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-21 00:44:29 UTC
From: cmedley@wam.umd.edu
Message-ID: <253r5d$d8d@cville-srv.wam.umd.edu>
Source record: 22136

In article <1993Aug20.202904.2582@ugle.unit.no>,
Eyvind Bernhardsen <eyvind@Lise.Unit.NO> wrote:
>In article <2c740340@cindy.ct.se>, rickard.troedsson@cindy.ct.se (Rickard Troedsson)
writes:
>
>[...]
>
> > Too bad that the Amiga CD-32 is 4 years old technology .... who else than
> > Commodore would put out a CD-console with a 14Mhz 68EC020, 256 colours and 8
> > bit sound TODAY ... I mean .... 3D0, Jaguar .... ehrm ..
>
>3DO (vapour, and expensive at that), Jaguar (vapour, don't know anything
>else about it)... Face it, people are still playing with 8-bit NESs.
>The CD32 is the cutting edge of technology to most gameheads. >

I wouldn't say the CD-32 is going to be cutting edge technology by the time
Christmas rolls around. CD-32 is *slightly* ahead of the Sega Genesis and
SNES consoles in technology. The Jaguar and 3DO are waaaaaaaaaaay ahead.

Also, I can understand calling the Jaguar vapor as it is an Atari product. :)
But surely the 3DO Consortium (which includes giants like Panasonic and Sanyo)
aren't going to blow Christmas (or much vapor). When I go to stores like
Babbage's Software and talk to the sales people, I hear them talking about how
they are going to be promoting this "vapor" 3DO in the front of all the stores
in the chain.

I don't see any large retail chain offer such exposure to Commodore. (or for
that matter, Atari!)

The Jaguar has a better chance than the CD-32 of surviving because it has been
consistently getting better media. Commodore's only chance of stealing some
of the Jaguar's and 3DO's thunder is to mount an aggressive advertising
campaign for their system.

> > Now, if they had a fast RISC in there ...
>
>It wouldn't be an Amiga, would it?
>

So what is the Video Toaster Screamer? :) An Amiga with 4 RISC processors.
Does that make it an Atari Falcon then? hehehehehehh

# 1202. Re: Atari FALCON 030 (accurate news)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-21 00:47:25 UTC
From: cmedley@wam.umd.edu
Message-ID: <253rat$dek@cville-srv.wam.umd.edu>
Source record: 22037

In article <1993Aug20.222134.137866@zeus.calpoly.edu>,
Mark Cookson <mcookson@flute.calpoly.edu> wrote:
>Re: Falcon 030 street prices
>
>I did not take that good a look. AS I said, the 1/0 config is about
>$799. The 4/80 is about $1299. I am not sure about the other configs.
>
>So according to these prices, the extra 3 MB and 80 MB drive cost about
>$500. That is not horrible. To upgrade, you would need 4 1 MB simms,
>and an 80 MB drive. The SIMS are worth about $30 (going for $55 now,
>but they will fall again, they are artifically high now). Anyhow, even
>at $40 each, that is $160 for the 4MB of memory. That means that the HD
>should be worth about $340.
>

Well, remember, the Falcon won't take SIMMS without an expansion board.
The board costs $99. Why Atari didn't make it take SIMMS to begin with is
beyond me...

I have to add that I've seen some places advertising memory as low as $28 for
1MB x 9 SIMMS. This epoxy/resin scare seems to be affecting some but not
all of the memory merchants... does anyone have any idea why?

# 1203. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-21 16:01:53 UTC
From: ggiles@cie-2.uoregon.edu
Message-ID: <255gth$eif@pith.uoregon.edu>
Source record: 22039
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <24ul6f$7ca@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>We all know that Amiga has been known for its game image, but it isn't
>something Commodore should want to promote.

It the only thing left that stands to make them money.

>But, Commodore made the "Amiga" name to get rid of its game image with the
>C-64 and now they are bringing it back.

Commodore didn't conjure up the name "Amiga". They liked the computer so
much, they bought the entire company - Amiga, Inc.

---
Gregg Giles "My life isn't in shambles. It's
Dynamix, Inc. in a minor state of disarray."
All opinions expressed are my own -Jeff Goldblum
--

# 1204. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-22 00:00:06 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c75e35a@cindy.ct.se>
Source record: 22040

In a message of 21 Aug 93 00:18:26, Eyvind Bernhardsen wrote:

EB> 3DO (vapour, and expensive at that), Jaguar (vapour, don't know anything
EB> else about it)... Face it, people are still playing with 8-bit NESs.

Poo ... 3DO will be out 1 of October, the Jaguar has been shown and there's
plenty of hardware specs flying around! Will be released 31 of October ...

EB> The CD32 is the cutting edge of technology to most gameheads.

Hahah .. my SNES has special chips for rotating, zoom, scaling etc .. where are
the Amiga CD32 special chips? The Copper? :-)))))))

EB> It wouldn't be an Amiga, would it?

It has no chance against $199 consoles like the Jaguar that has 768*576 in 24
bit true colour (no HAM!) on screen, with a 107Mb/s bandwith (64 bit bus) and a
few RISCs and DSPs ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1205. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-22 08:30:37 UTC
From: et@mangal.cs.huji.ac.il
Message-ID: <257ard$1i0@bagel.cs.huji.ac.il>
Source record: 22041
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <CC0wEG.HII@news.iastate.edu>, barrett@iastate.edu (Marc N. Barrett) writes:
|> Actually, this validates this guy's point. Much as people like you and I
|> hated being reminded of the C-64 back when the A1000 came out, the Amiga has
|> everything in common with the C-64 now. The Amiga has become the C-64, for
|> all practical purposes. High-end Amigas are so uncompetitive that they might
|> as well not even exist, and the only place where the Commodore is at all
|> competitive with the Amiga is in the extreme low-end, with the $500 A1200
|> and the $200 A600. In fact, the Amiga is now worse than the C64. Commodore
|> killed their attempt at a "console" C64 (the "Max Machine"), but is going
|> full-speed-ahead with a console Amiga, the CD32.

I'm sorry, but I just need to say that this guy (or is it an insult to guys?)
makes me laugh. So don't flame me for answering him, OK? I mean, how much
flowed logic can you put in one message? I'll just clear what he said:

The Amiga has everything in common with the C64 now. I can't even think what's
bad with that. I hope this is true. The C64 was much more successful than the
PC as a home computer at the time. Can't think what Marc's point was, so I'll
go on.
High-end Amigas are so uncompetitive in the multimedia market, that no one
in their right mind would use them for producing television programs, let
alone put them as information systems in airports.
In fact, the Amiga is now worse than the C64 (at the time, I assume). It's
really bad compared to the games machines out there, now that games machines
are selling like hot cakes (or PCs...). And it should really be compared to
the C64, which was a very good machine for games, and could have really
created the consoles market.

Hope everything is clear now. Anyway, I really like this Marc guy. This
group just wouldn't be the same without him.

ET

# 1206. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-23 16:50:22 UTC
From: cmd1@wuecl.wustl.edu
Message-ID: <1993Aug23.165022.6244@wuecl.wustl.edu>
Source record: 22042
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <257ard$1i0@bagel.cs.huji.ac.il> et@mangal.cs.huji.ac.il (EYAL TELER) writes:
>High-end Amigas are so uncompetitive in the multimedia market, that no one
>in their right mind would use them for producing television programs, let

Like Steven Spielberg?

```
*********************************************************************
* Chris Dunphy (CS/EE/S&M/etc...) * E-Mail : cmd1@wuecl.wustl.edu * "Furp!"
* 738 Kingsland Apt.#3 * * /
* University City, MO 63130 * Licensed pilot, sky & scuba * O
* Phone (314)/726-0857 * diver! Yes, I am crazy! * /|\
********************************************************************* / \
Amiga 4000 & Amiga 1000 - I've got the first and I've got the best!
```

# 1207. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-23 23:03:22 UTC
From: iank@microsoft.com
Message-ID: <1993Aug23.230322.6365@microsoft.com>
Source record: 22043
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <24ul6f$7ca@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Commodore's marketing is something else. They are driving towards something
>that has harmed Atari for the longest time, the game image.

They already have that image!

>Commodore's CD-32 is not just a CD-32, it is an "Amiga CD-32" game
>system. This means that Commodore is placing their games and their computers
>in the same category--entertainment.

Exactly. It doesn't seem to hurt Sega or Nintendo. C=s job is
not to keep the Amiga confined to some geekboy hacker twit vision
of a real computer, but to make money. If making the Amiga system
via the CD32 incarnation a game machine is what is required to do this
then sobeit.

>We all know that Amiga has been known for its game image, but it isn't
>something Commodore should want to promote.

Why? They don't have anything else to promote. The Amiga as a serious business
computer? Can it talk to my SQL database server? Can I run my FoxPro
and Access databases on it? Will it's software read Word and WP files?
I didn't think so.

All the Amiga has left is DT-Video and Games.
--
---
|MAIL : IANK@MICROSOFT.COM| "Macross II", the "Highlander II" of Anime... |
|A1200/030-50/6/85 | -me |
---

# 1208. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-25 02:07:49 UTC
From: philip@utstat.toronto.edu
Message-ID: <CCALx1.CLu@utstat.toronto.edu>
Source record: 22044
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Aug23.230322.6365@microsoft.com> iank@microsoft.com (Ian Kennedy) writes:

[ C= and games,...]
>
>Why? They don't have anything else to promote. The Amiga as a serious business
>computer? Can it talk to my SQL database server? Can I run my FoxPro
>and Access databases on it? Will it's software read Word and WP files?
>I didn't think so.

Hmm...let's assume a fast 486 with DOS/Windows connected to an IP based
network and running some Windows' version of X. Now here you are running X
off your "server" so to speak and you decide to start tex and using it (say
Scientific Word for Windows-> no relationship to Word). What happens? You
have to decide which is going to give. In other words, networking using
Windows where I work, and running the programs I need, can't work with
Microsoft's DOS/Windows. It can with OS/2, but that's another story, and
it can with the Amiga ( heck even my CDTV can do it better than my 486) and
it can't with the Mac.

Your view of the world is somewhat slanted. Accessing an SQL database or
running Word/WP is not all there is to science/computing/ etc...In fact
that kind of stuff is perhaps 20 years old or more.

The PC with DOS/Windows is not a serious machine where I work. The only reason
it even exists at this point is cost. Microsoft (and IBM to a degree) has
set back computing years. IBM is trying to make amends. Microsoft is
continuing with NT...What else can one say? Your arguments against the Amiga
are valid in some sense, but very similar ones can be made against most
platforms.

For once I wish someone would put both Word and WP in the place they belong.
They have managed to make placing words on paper an industry with updates
every other day. Neither is particularly good at scientific typing. For day
to day things Final Copy II serves me just fine. Otherwise it's LaTeX.

>All the Amiga has left is DT-Video and Games.

Nonsense.

>|MAIL : IANK@MICROSOFT.COM| "Macross II", the "Highlander II" of Anime... |
--
Philip McDunnough
University of Toronto
philip@utstat.toronto.edu
[Where sheep may safely graze...]

# 1209. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-25 04:36:49 UTC
From: marshall@csugrad.cs.vt.edu
Message-ID: <25eq91$dgh@csugrad.cs.vt.edu>
Source record: 22045
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

et@mangal.cs.huji.ac.il (EYAL TELER) writes:

.

>High-end Amigas are so uncompetitive in the multimedia market, that no one
>in their right mind would use them for producing television programs, let

Bartender, I'll have TWO of whatever he's having...

--

--- __ _______ ---
||| Kevin Marshall \ \/ /_ _/ Computer Science Department |||
||| Virginia Tech \ / / / marshall@csugrad.cs.vt.edu |||
--- Blacksburg, Virginia \/ /_/ (703) 232-6529 ---

# 1210. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-25 08:30:34 UTC
From: cfa@zen.holonet.net
Message-ID: <CCB3Mz.11M@iat.holonet.net>
Source record: 22046
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Aug23.230322.6365@microsoft.com> iank@microsoft.com (Ian Kennedy) writes:
>In article <24ul6f$7ca@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>Commodore's marketing is something else. They are driving towards something
>>that has harmed Atari for the longest time, the game image.
>
>They already have that image!

My God, someone in this group actually AGREES with me on this issue!

>>Commodore's CD-32 is not just a CD-32, it is an "Amiga CD-32" game
>>system. This means that Commodore is placing their games and their computers
>>in the same category--entertainment.
>
>Exactly. It doesn't seem to hurt Sega or Nintendo. C=s job is
>not to keep the Amiga confined to some geekboy hacker twit vision
>of a real computer, but to make money. If making the Amiga system
>via the CD32 incarnation a game machine is what is required to do this
>then sobeit.

I think they'd be better off keeping it as a 'games computer'
rather than a 'games *machine*'. A large part of their installed base
actually load programs, use compilers/assemblers, and upload and download
software. Taking that away and leaving just a games console with
non-competititve features is stupid (unless they sell it for about $50, and
then probably not. I mean, you can get a C-64 with games for $50, but who
wants to?). The specs for the hardware in the 3DO and Jaguar make AGA
look sick and puny, and the Jag is supposedly going to sell for ~$200.
CD32 is supposed to compete with THAT?

>>We all know that Amiga has been known for its game image, but it isn't
>>something Commodore should want to promote.
>
>Why? They don't have anything else to promote. The Amiga as a serious business
>computer? Can it talk to my SQL database server? Can I run my FoxPro
>and Access databases on it? Will it's software read Word and WP files?
>I didn't think so.
>
>All the Amiga has left is DT-Video and Games.
>--
> ------------------------------------------------------------------------
>|MAIL : IANK@MICROSOFT.COM| "Macross II", the "Highlander II" of Anime... |
>|A1200/030-50/6/85 | -me |
> ------------------------------------------------------------------------

# 1211. Jaguar does make Atari grow

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-25 12:12:23 UTC
From: patrol@hacktic.nl
Message-ID: <25fkvlINNo77@xs4all.hacktic.nl>
Source record: 22047

Atari says it's planning to sell 500.000 Jaguars wordwide. Judging by the
local reactions here, they could succeed. That would mean a few hundred
million dollars worth of equipment to be sold, including games etc.!!!
Atari would once again be a mayor player in the industry. This could
also mean a LOT for all Lynx and especially Falcon owners, regarding
support, advertising budget etc. Any comment on this thought?

--
**********************************************************************
* Patrick Roelandt - Patrol@Hacktic.nl *
* "I love it when a plan comes together. All I need to do now is make one" *
**********************************************************************

# 1212. Re: Jaguar does make Atari grow

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-25 18:38:27 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <25gbj3$9nl@usenet.INS.CWRU.Edu>
Source record: 22048

In a previous article, patrol@hacktic.nl (patrol) says:

>
>Atari says it's planning to sell 500.000 Jaguars wordwide. Judging by the
>local reactions here, they could succeed. That would mean a few hundred
>million dollars worth of equipment to be sold, including games etc.!!!
>Atari would once again be a mayor player in the industry. This could
>also mean a LOT for all Lynx and especially Falcon owners, regarding
>support, advertising budget etc. Any comment on this thought?
>
>
>--
>*******************************************************************************

500,000 is still a very conservative number.

For example, Sega sells well over 7 million Genesis units worldwide each
year. Nintendo sells just as many of the SNES if not more.

I would say that 1 million Jaguar units seems like a better number for
1994. Perhaps 4 million Jaguar units for 1995. And 6 million units for 1996.

Remember, Nintendo sells 4 million GameBoys each year. I don't believe
they sold that many last year, but they have sold that many ever since the year
after they released it. This was in the U.S. alone!

BUT, 50,000 for this year seems about right for a company that doesn't seem
to have too much money. Too bad Jack Tramiel can't loan the company
some money from his own personal bank account.

>

--

# 1213. Amigoids Worry About The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-25 22:47:52 UTC
From: crissman@btree.uucp
Message-ID: <1993Aug25.224752.6926@btree.uucp>
Source record: 22049

In article <93233.003308MBS110@psuvm.psu.edu>, Mark 'Mark' Sachs
><MBS110@psuvm.psu.edu> writes:
>> [ Quoting A Previous Posting ]
>> So: move to Apple? I say thee nay! Quote all the price lists you want, Peter,
>> it won't make a speck of difference. I've used Macs, you see, and so
>> the propaganda bounces right off a shell of hard-learned facts.
>
>I probably [will] and so [will] masses of Amiga users if C= does not get
>its [act] to gether soon. CD32 will not save the company, The Atari Jaguar
>may doom any chance that CD32 has.
>
>Peter

No comment!

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ***********************************************************************
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
*************************************************************************
```

--

# 1214. Re: Jaguar does make Atari grow

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-26 08:10:38 UTC
From: gehnen@uni-paderborn.de
Message-ID: <25hr5u$83m@news.uni-paderborn.de>
Source record: 22050

Len Stys (aa399@cleveland.Freenet.Edu) wrote:

: I would say that 1 million Jaguar units seems like a better number for
: 1994. Perhaps 4 million Jaguar units for 1995. And 6 million units for 1996.

: Remember, Nintendo sells 4 million GameBoys each year. I don't believe
: they sold that many last year, but they have sold that many ever since the year
Have a look to comp.sys.sgi.announce. There is a article today about
a new gamesystem developed by a join force of SGI (sigh!) and Nintendo
They want to use the SGI-Technology for a 64-Bit Videogame with a price
of 250 Dollars.
Gerrit
--
Gerrit Gehnen gehnen@hni.uni-paderborn.de
Rechnerintegrierte Produktion
Heinz Nixdorf Institut
Uni-GH Paderborn
Tel: (+49)5251/60-3261 FAX: (+49)5251/60-3241 ...und das war's auch schon

## 1215. Jaguar does make Atari grow

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-26 11:00:07 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c7c4fc2@cindy.ct.se>
Source record: 22051

In a message of 25 Aug 93 18:59:11, Patrol wrote:

P> Atari says it's planning to sell 500.000 Jaguars wordwide. Judging by the
P> local reactions here, they could succeed. That would mean a few hundred
P> million dollars worth of equipment to be sold, including games etc.!!!
P> Atari would once again be a mayor player in the industry. This could
P> also mean a LOT for all Lynx and especially Falcon owners, regarding
P> support, advertising budget etc. Any comment on this thought?

That's what Atari is going to do too .... they haven't got enough money to push the Falcon only, or to develope new 060 machines ( :-) ) .. but with the help of 500.000 sold Jaguar systems, they won't have to worry about money!

Imagine a *FAST* 060 based Falcon, with dual 96002 and such, which Atari doesn't need to get a good profit on .... ouch .. :-)

Oh, I heard that Raiden is coming for the Falcon .. that's a result from the Jaguar development ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1216. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-26 11:35:38 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug26.113538.27464@nrtpa038.bnr.ca>
Source record: 22052

In article <88834@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|> 'Scuse me George... come back down to the real world...
|>
|> A'486 system can be had for a LOT less than a Falcon, and with a lot
|> more USABLE features.

Well in the latest computer shopper a 4meg 486SX-25 with 100meg hd, DOS, WINDOZE, two serial ports, one printer port, and 1 floppy, no monitor, sells for $1200.

|>
|> Not to mention that an equivalent '486 system can actually be FOUND at
|> a zillion times more dealers, and software is actually *available*...

But zero multiplied by a zillion is still zero :)

|>
|> Do YOU do "direct to disk" recording..? If you do, you're in a tiny, tiny
|> minority of computer users... why not pay for a bigger hard drive, or
|> a better resolution monitor instead of features you'll never use..?
|>
|> BobR

Well at least he uses his computer for something other than a dumb terminal. Among the computer owners I know most are now have 80386DX-40s or 80486SX-33s. All have a boot-leg copy of WinDOZE, and Dashboard (nice program btw), most have gotten boot-leg copies of Micro-sloths Office and all they do is play games and call bulletin boards.

So what Bob what do you do with your computer? And to answer the question before you ask, I'm working on a CD-Rom driver for MiNT, I have written a WAVe player for the STe/TT/Falcons, and generally experiment with 3-D graphics. And yes I have an account on GEnie, and Compuserve.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.


| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |

# 1217. Is the Jaguar vaporware?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-26 17:53:02 UTC
From: glane@happy.qualcomm.com
Message-ID: <1993Aug26.175302.23337@qualcomm.com>
Source record: 22054

Has anyone seen a demo of the Atari Jaguar? Is it still vaporware?

glane@qualcomm.com

Opinions are mine only. My employer won't claim them.

# 1218. Re: Jaguar does make Atari grow

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-26 18:05:54 UTC
From: aa728@Freenet.carleton.ca
Message-ID: <CCDoxu.K1F@freenet.carleton.ca>
Source record: 22053

In a previous article, patrol@hacktic.nl (patrol) says:

>
>Atari says it's planning to sell 500.000 Jaguars wordwide. Judging by the
>local reactions here, they could succeed. That would mean a few hundred
>million dollars worth of equipment to be sold, including games etc.!!!
>Atari would once again be a mayor player in the industry. This could
>also mean a LOT for all Lynx and especially Falcon owners, regarding
>support, advertising budget etc. Any comment on this thought?
>

We can only hope that the power's that be (Atari management) will be able to take advantage of any name recognition generated by Jaguar sales. If it (the Jag) turns out to be as popular as expected, I think Atari could reasonably expect to see some increased sales in other lines.

Bigger sales for Atari would mean a larger installed base of machines and that might attract some of the big software houses back to support that base. Of course knowing the way Atari handles its affairs, the Jag will sale well for a couple months. Atari will discontinue advertizing it and give up another market to the Johnny-come-lately competion (eg. the Portfolio.)
--
Blair A. Dean :) Products coming REAL SOON NOW:
aa728@freenet.carleton.ca :) Atari Mega Falcon
bdean@hpb.hwc.ca :) ORACLE V7 & SQL*FORMS 3.0
:) for the Data General

# 1219. Yet another Jaguar comment, and another ad idea (just for fun :-)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-26 22:40:41 UTC
From: rcarter@nyx.cs.du.edu
Message-ID: <1993Aug26.224041.16623@mnemosyne.cs.du.edu>
Source record: 22055

I think Nintendo got caught as flat-footed this time around by the Atari Jaguar, as Atari got caught by Nintendo, last time around...

The Nintendo/SGI machine is too little too late, when compared to the Jaguar...

Oh yeah, the ad idea; this is a print ad... A $10 off coupon, with a hologram of a Jaguar on it along with:

Header... To the parents of (fill in country of ad)...

Body... Find below the only gift that will come in an envelope that yours kids will like this X-Mas...

Tag... Coupon good for one Atari Jaguar Game machine from (fill in the blank, Mom and Dad...)

Along the bottom of the ad...

ATARI ----- JAGUAR ----- TOMORROW ----- TODAY

Atari needs to get print ads like this in a large number of publications the six or so weeks leading to X-Mas, as the intro (bad mistake!) won't be until after the holidays...

Give the parents something to give to the kids at X-Mas; allow them to pre-order somehow; let parents call Atari with their credit card orders in those 6 weeks before X-Mas, with a coupon sent to the kid from Atari, good for redemption at any store that carries the Jaguar...

Sure, it will cost a few extra bucks to something like this, but it is imperative that Atari get those machines into the homes -this- X-Mas, even if it is in (pre-payed) coupon form...

Just some thoughts from the keyboard of...
--
Ron Carter \ Director \ Center for the Study of Creative Intelligence
CSCI \ Denver, CO USA \
rcarter@nyx.cs.du.edu \ Ceci n'est pas un .signature

# 1220. Re: Jaguar does make Atari grow

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 01:34:14 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Aug26.203414.16017@cobra.uni.edu>
Source record: 22056

In article <2c7c4fc2@cindy.ct.se>, rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:
> In a message of 25 Aug 93 18:59:11, Patrol wrote:
>
> P> Atari says it's planning to sell 500.000 Jaguars wordwide. Judging by the
> P> local reactions here, they could succeed. That would mean a few hundred
> P> million dollars worth of equipment to be sold, including games etc.!!!
> P> Atari would once again be a mayor player in the industry. This could
> P> also mean a LOT for all Lynx and especially Falcon owners, regarding
> P> support, advertising budget etc. Any comment on this thought?
>
> That's what Atari is going to do too .... they haven't got enough money to push
> the Falcon only, or to develope new 060 machines ( :-) ) .. but with the help
> of 500.000 sold Jaguar systems, they won't have to worry about money!
>
> Imagine a *FAST* 060 based Falcon, with dual 96002 and such, which Atari
> doesn't need to get a good profit on .... ouch .. :-)

The 060 is a dead chip. I doubt that Motorola will come out with it since
their biggest customer Apple will not use it. Computer companies are moving to
risc..
>
> Oh, I heard that Raiden is coming for the Falcon .. that's a result from the
> Jaguar development ..
>
> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
> + SYNC -------- Opinions expressed are definitely not my own! -------+
>

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

## 1221. What is the Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 03:55:05 UTC
From: mheim@cogsci.uwo.ca
Message-ID: <1993Aug27.035505.21947@julian.uwo.ca>
Source record: 22057

I think I jumped into this newsgroup a little late? Could someone
please let me know what the Atari Jaguar is (or is going to be).

Thanks.

--
Michael Hiemstra, (Sysad-in-training) / mheim@cogsci.uwo.ca
Centre for Cognitive Science, S.S. Rm 7332 \ Opinions are _not_ those
University of Western Ontario / of the UWO, but are mine
London, Ontario Canada N6A 5C2 \ alone.

# 1222. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 04:42:50 UTC
From: aga@qedbbs.com
Message-ID: <40BX9B4w165w@qedbbs.com>
Source record: 22059
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

iank@microsoft.com (Ian Kennedy) writes:
> Why? They don't have anything else to promote. The Amiga as a serious busines
> computer? Can it talk to my SQL database server? Can I run my FoxPro
> and Access databases on it? Will it's software read Word and WP files?
> I didn't think so.

And <GAWD>

The new amiga's are supposed to <ICK> run NT on
an order of magnitude 5 times that of Petium..

ICK! The world is over. Oh sorry, Gotta save that
for when I see windows on my cable box :-D

---
aga@qedbbs.com (Peter Dilley) or qed!aga
The QED BBS -- (310)420-9327

# 1223. Retailers in Newcastle

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 05:45:19 UTC
From: c9225801@cc.newcastle.edu.au
Message-ID: <1993Aug27.154519.1@cc.newcastle.edu.au>
Source record: 22058

RETAILERS

Where are retailers for the atari st in the Newcastle Australia area.
I have been searching for some time and un able to find any.

Thanks

# 1224. Jaguar doesn't make atari grow. (I'm sorry)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 11:25:59 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <25kr07$h17@sus.edu.eur.nl>
Source record: 22061

>In a previous article, patrol@hacktic.nl (patrol) says:

>>
>>Atari says it's planning to sell 500.000 Jaguars wordwide. Judging by the
>>local reactions here, they could succeed. That would mean a few hundred
>>million dollars worth of equipment to be sold, including games etc.!!!
>>Atari would once again be a mayor player in the industry. This could
>>also mean a LOT for all Lynx and especially Falcon owners, regarding
>>support, advertising budget etc. Any comment on this thought?
>>

>We can only hope that the power's that be (Atari management) will be able
>to take advantage of any name recognition generated by Jaguar sales. If it
>(the Jag) turns out to be as popular as expected, I think Atari could
>reasonably expect to see some increased sales in other lines.

I am an atarier from the first day, i own a 8,16,32 bit atari. But I am one
of the few i hate to admit. Atari isn't the biggest selling computer creator.
In fact I think that they are the last "little" computer designers. (like
ZX sinclair Spectrum that is). Atari sold everything that made the parts of
their computer, the only way for them to make money is by management profit.

It's only a matter of time, until they faint away. Unless the Jaguar is going
to sell like hell. But let's face it; Management of atari sucks.

Probable "The Jag" will never have the same brand faim as something like
Nintendo or Sega. Let's face it, if you ask someone on the street now, if
they would like to buy a jaguar. They would say they can't afford it (and
they mean the car). If you explain to them that it is a console they say,
that they have bought a nintendo or sega (or even a lynx) allready.

Reality hurts. It really does.

Perhaps I will buy a jaguar. (Just because i hate the majority.)
;-)

---
Martijn Onstwedder - cspas050@edu.eur.nl
University of Rotterdam - The Netherlands
--- Take me to the church of the KLF ---
--
---
Martijn Onstwedder - cspas050@edu.eur.nl
University of Rotterdam - The Netherlands
--- Take me to the church of the KLF ---

# 1225. Re: Commodore makes "Amiga" a game machine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 12:22:06 UTC
From: don@chopin.udel.edu
Message-ID: <CCF3ov.BE1@news.udel.edu>
Source record: 22060

In article <40BX9B4w165w@qedbbs.com> aga@qedbbs.com (Peter Dilley) writes:
>
>The new amiga's are supposed to <ICK> run NT on
>an order of magnitude 5 times that of Petium..
>
>ICK! The world is over. Oh sorry, Gotta save that
>for when I see windows on my cable box :-D
>

Frighteningly enough, that's a very disticnt possibility that's being worked
on right now....

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

# 1226. Re: Jaguar doesn't make atari grow. (I'm sorry)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 15:48:12 UTC
From: cmedley@wam.umd.edu
Message-ID: <25labs$i4k@cville-srv.wam.umd.edu>
Source record: 22062

In article <25kr07$h17@sus.edu.eur.nl>,
El Boombastic <cspas050@sus.edu.eur.nl> wrote:
>
>It's only a matter of time, until they faint away. Unless the Jaguar is going
>to sell like hell. But let's face it; Management of atari sucks.
>
>Probable "The Jag" will never have the same brand faim as something like
>Nintendo or Sega. Let's face it, if you ask someone on the street now, if
>they would like to buy a jaguar. They would say they can't afford it (and
>they mean the car). If you explain to them that it is a console they say,
>that they have bought a nintendo or sega (or even a lynx) allready.

Well, the Jag has gotten some decent coverage in the video game rags, even
as just a vapor box. Even 3DO has been getting a lot of mention in the
media over here, and Sega and Nintendo are both spewing stuff about
making 32 and 64-bit systems, etc. etc. to try to deal with the fact
that a consumer 64-bit system is coming.

So I think while it isn't a household name, it is generating some excitement
already... (and the magazines were using info from 1-2 months ago!)

# 1227. Re: Is the Jaguar vaporware?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 16:01:24 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug27.160124.146205@zeus.calpoly.edu>
Source record: 22063

In article <1993Aug26.175302.23337@qualcomm.com>,
George Lane <glane@happy.qualcomm.com> wrote:
>Has anyone seen a demo of the Atari Jaguar? Is it still vaporware?
>
>glane@qualcomm.com
>

I have played the Jaguar. They had a functioning (without sound)
Jaguar within three weeks of announcing it.

For Atari, vapourware does not mean that they don't make the product.
You just never see it, or it takes a few extra years.

Anyhow, I only played one game, Cybermorph. I saw a demo of 5
others.

# 1228. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 17:05:13 UTC
From: crissman@btree.uucp
Message-ID: <1993Aug27.170513.25590@btree.uucp>
Source record: 22064
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

My, oh, my ... touched a nerve, eh?

In article <88834@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>'Scuse me George... come back down to the real world...

Real world approaching! :-)

>A'486 system can be had for a LOT less than a Falcon, and with a lot
>more USABLE features.
>

Well, sure, you can get a '486 for less than a Falcon. You can get a
Timex Sinclair 1000 for less than a Falcon, too, at a garage sale.

Remember: the Atari computer can run the *same* benchmark (256-color
Mandelbrot set) faster than a '486 running at 66 MHz. The numbers
reported from CeBIT were: '486 -- 6 seconds. Atari -- 4 seconds.

BTW -- Another poster complained that these numbers weren't "fair" because
it was using the "stock" Atari hardware to achieve this performance.
I'm not too sure where the unfairness is in the comparison. Was it
just an oblique reference to the fact that even the Disc Operating
System (DOS) is not standard equipment on an MS-DOS machine? :-)

>Not to mention that an equivalent '486 system can actually be FOUND at
>a zillion times more dealers, and software is actually *available*...
>

True (for now): the '486 system can actually be FOUND at a zillion more
dealers. And for equivalent performance, you need to spend $2500 or
more. That's certainly excessive compared to the Falcon's $1500. When
comparison shopping, I'd certainly go out of my way to save $1000!

True (for now): software is actually *available* for a '486 machine.
Would you seriously consider running it on a '286? Probably not.
(I've tried running Excel under Windows on a '286, in which moving
from one cell to an adjacent cell ... just a move ... took 3 seconds.)

True (for now): software is actually available for the Falcon.
Would I seriously consider running it on an ST? Probably.

>Do YOU do "direct to disk" recording..? If you do, you're in a tiny, tiny
>minority of computer users... why not pay for a bigger hard drive, or
>a better resolution monitor instead of features you'll never use..?
>
>BobR

Because Atari programs are more compact then their MS-DOS equivalent,
an 80 Megabyte hard drive gives space equivalent to 240 Megabytes on
a clone. GEM doesn't require 4 Megabytes of RAM and 20 to 30 Megabytes
of disc space to operate. Microsoft Windows does require all of this.

No, I don't do "direct to disc" recording. However, I do use my machine
for tracking the stock market (STalk The Market), desktop publishing
(Calamus), modem communications (Flash), spreadsheeting of payments
received (Logisitix), occasional letters to friends (ST Writer),
various utilities (ICD hard disc support, TOS patches distributed freely
by Atari), and an accessory (Card File 4).

What do you use yours for?

-- George Crissman

P.S.: In your followup (if any), please delete comp.sys.atari.st from
the Newsgroup: line. We should continue this in *.advocacy, I believe.
See you next month!

**********************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **********************************************************************
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
**********************************************************************
--

# 1229. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 17:43:21 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Aug27.174321.25672@ugle.unit.no>
Source record: 22065

In article <1993Aug27.170513.25590@btree.uucp>, crissman@btree.uucp (George Crissman) writes:

[...]

> BTW -- Another poster complained that these numbers weren't "fair" because
> it was using the "stock" Atari hardware to achieve this performance.
> I'm not too sure where the unfairness is in the comparison. Was it
> just an oblique reference to the fact that even the Disc Operating
> System (DOS) is not standard equipment on an MS-DOS machine? :-)

DOS does NOT stand for Disk Operating System... Not if we're talking about MS-DOS, anyway. MS-DOS is derived from QDOS, and EVERYBODY (sheesh ;) knows that QDOS stands for Quick and Dirty Operating System. So MS-DOS must stand for MicroSoft Dirty Operating System. See? ;)

> * George Crissman San Diego, California, USA *
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1230. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 18:00:55 UTC
From: johnson@cps.msu.edu
Message-ID: <25li4n$pfm@msuinfo.cl.msu.edu>
Source record: 22066

In article <1993Aug27.170513.25590@btree.uucp> crissman@btree.uucp (George Crissman) writes:
>Well, sure, you can get a '486 for less than a Falcon. You can get a
>Timex Sinclair 1000 for less than a Falcon, too, at a garage sale.

Great analogy! So very relevant.

>Remember: the Atari computer can run the *same* benchmark (256-color
>Mandelbrot set) faster than a '486 running at 66 MHz. The numbers
>reported from CeBIT were: '486 -- 6 seconds. Atari -- 4 seconds.

That's nice. It beat the 486 on one benchmark (and such a popular one, too!). It must be faster in general, by induction. 50% faster, too, I suppose. How scientific.
I would like to see anyone cite benchmarks in which a 486/66 (or for that matter any 486DX) running a 32-bit operating system was outperformed by an Atari computer. Good luck.

>BTW -- Another poster complained that these numbers weren't "fair" because
>it was using the "stock" Atari hardware to achieve this performance.
>I'm not too sure where the unfairness is in the comparison. Was it
>just an oblique reference to the fact that even the Disc Operating
>System (DOS) is not standard equipment on an MS-DOS machine? :-)

What the hell is an "MS-DOS machine"? They're called PC's. They are Intel 80x86-based personal computers. They run MS-DOS and Windows, and WindowsNT, and NeXTStep, and OS/2, and Solaris and countless other versions of UNIX...

>True (for now): software is actually *available* for a '486 machine.
>Would you seriously consider running it on a '286? Probably not.
>True (for now): software is actually available for the Falcon.

What software? Which of the best cross-platform (Mac and PC) software packages (Photoshop, Illustrator, Excel, etc.) are available for Atari? I can't believe you would even compare the application base for these two platforms. What a joke.

>Would I seriously consider running it on an ST? Probably.

Is this relevant? I don't think so. ("My computer is better than yours because the software it runs runs better on old computers than your software runs on old computers!")

>Because Atari programs are more compact then their MS-DOS equivalent,
>an 80 Megabyte hard drive gives space equivalent to 240 Megabytes on
>a clone.

Yeah, right.
--

___
/__ ___ "Uh, you're not gonna johnson@cps.msu.edu
<__/raham / eat that, are you?" Michigan State University
|<. <_/ohnson --Fish Tales East Lansing, Michigan

# 1231. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 19:00:07 UTC
From: cmedley@wam.umd.edu
Message-ID: <25lljn$pp4@cville-srv.wam.umd.edu>
Source record: 22067

In article <25li4n$pfm@msuinfo.cl.msu.edu>,
Graham K. Johnson <johnson@cps.msu.edu> wrote:
>In article <1993Aug27.170513.25590@btree.uucp> crissman@btree.uucp (George Crissman)
writes:
>>Well, sure, you can get a '486 for less than a Falcon. You can get a
>>Timex Sinclair 1000 for less than a Falcon, too, at a garage sale.
>
>Great analogy! So very relevant.
>
>>Remember: the Atari computer can run the *same* benchmark (256-color
>>Mandelbrot set) faster than a '486 running at 66 MHz. The numbers
>>reported from CeBIT were: '486 -- 6 seconds. Atari -- 4 seconds.
>
>That's nice. It beat the 486 on one benchmark (and such a popular
>one, too!). It must be faster in general, by induction. 50% faster,
>too, I suppose. How scientific.

Yeah, I disagree with that original poster's idea that the Falcon can outrun
a 486/66. I think that for specific purposes, hey, sometimes the DSP will
do something that will yield 486/66-like results... but in everyday use,
the machine probably won't come close in raw computational power.

>I would like to see anyone cite benchmarks in which a 486/66 (or for
>that matter any 486DX) running a 32-bit operating system was
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
What 32-bit OS? The only ones I can think of for Intel boxes are
NeXTStep, OS/2 2.1, and the various flavors of UNIX. However, I think
everyone has to agree that when a typical person buys one of these
price-competitive $1500 486 boxes, they aren't getting those OSes. They
are getting DOS 6 and Windows 3.1.

>outperformed by an Atari computer. Good luck.
>

>>BTW -- Another poster complained that these numbers weren't "fair" because
>>it was using the "stock" Atari hardware to achieve this performance.
>>I'm not too sure where the unfairness is in the comparison. Was it
>>just an oblique reference to the fact that even the Disc Operating
>>System (DOS) is not standard equipment on an MS-DOS machine? :-)
>
>What the hell is an "MS-DOS machine"? They're called PC's. They are
>Intel 80x86-based personal computers. They run MS-DOS and Windows,
>and WindowsNT, and NeXTStep, and OS/2, and Solaris and countless other
>versions of UNIX...

And the system requirements to run NeXTStep for Intel require that you spend roughly $3000 on the machine.

(the OS alone, unless you get an educational discount or get the trial package which offers no upgrades is $3000, but if you go edu-discount, a very reasonable $250... it does come on CD-ROM, though.)

WindowsNT... is that shipping now for the PC?

Solaris is nice, as is Linux, but let's face reality... the stock PC user boots into DOS and loads up Windows 3.1. The beauty of their platform is that they have the option (unlike ST/TT/Falcon owners) to get a real Unix on their box. (Some may argue Minix/ST is close enough... perhaps it is...)

>
>>True (for now): software is actually *available* for a '486 machine.
>>Would you seriously consider running it on a '286? Probably not.
>>True (for now): software is actually available for the Falcon.
>
>What software? Which of the best cross-platform (Mac and PC) software
>packages (Photoshop, Illustrator, Excel, etc.) are available for Atari?
>I can't believe you would even compare the application base for these
>two platforms. What a joke.
>

You have a point there. The PC has huge amounts of software.

>>Would I seriously consider running it on an ST? Probably.
>
>Is this relevant? I don't think so. ("My computer is better than
>yours because the software it runs runs better on old computers than
>your software runs on old computers!")
>
>>Because Atari programs are more compact then their MS-DOS equivalent,
>>an 80 Megabyte hard drive gives space equivalent to 240 Megabytes on
>>a clone.
>
>Yeah, right.

Actually, I'd have to agree with that. However, I think those massive DOS and Windows apps are also offering more features... and higher price (in general). But not many ST programs require, say, 5 or 6MB of HD space.

# 1232. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 20:27:16 UTC
From: johnson@cps.msu.edu
Message-ID: <25lqn4$ouk@msuinfo.cl.msu.edu>
Source record: 22068

In article <25lljn$pp4@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <25li4n$pfm@msuinfo.cl.msu.edu>,Graham K. Johnson <johnson@cps.msu.edu> wrote:
>>In article <1993Aug27.170513.25590@btree.uucp> crissman@btree.uucp (George Crissman)
writes:

>>I would like to see anyone cite benchmarks in which a 486/66 (or for
>>that matter any 486DX) running a 32-bit operating system was
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>What 32-bit OS? The only ones I can think of for Intel boxes are
>NeXTStep, OS/2 2.1, and the various flavors of UNIX. However, I think
You forgot WindowsNT...
>everyone has to agree that when a typical person buys one of these
>price-competitive $1500 486 boxes, they aren't getting those OSes. They
>are getting DOS 6 and Windows 3.1.

Alternately, the only less-than-32-bit operating system I can think of
is MS-DOS (Windows3.x being an environment). As for pricing, OS/2
sells for the same price as Windows, and "competitive upgrades" from
DOS/Windows to OS/2 are probably about $50 from IBM. So the price
really isn't an issue. (Not to mention Linux, which is _free_). So
those $1500 may _come_ with DOS/Windows3.1 (unless you specify
otherwise), but you can easily get a 32-bit OS on the same PC for
$15xx.

>And the system requirements to run NeXTStep for Intel require that you
>spend roughly $3000 on the machine.
>(the OS alone, unless you get an educational discount or get the trial
>package which offers no upgrades is $3000, but if you go edu-discount, a
^^^^ ???
>very reasonable $250... it does come on CD-ROM, though.)

I believe NeXTStep lists for $795. You may be thinking of the full
developer's version.

>WindowsNT... is that shipping now for the PC?

Sure is. $295 retail, $110 edu-discount (here, at least). I think the
MIPS release version is shipping now too, incidentally (not Alpha
yet, though). NT started shipping about 3 weeks ago, I believe.
--

___
/__ ___ "Uh, you're not gonna johnson@cps.msu.edu
<__/raham / eat that, are you?" Michigan State University
|<. <_/ohnson --Fish Tales East Lansing, Michigan

# 1233. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-27 22:27:24 UTC
From: cmedley@wam.umd.edu
Message-ID: <25m1oc$3kc@cville-srv.wam.umd.edu>
Source record: 22069

In article <25lqn4$ouk@msuinfo.cl.msu.edu>,
Graham K. Johnson <johnson@cps.msu.edu> wrote:
>In article <25lljn$pp4@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley)
writes:
>>In article <25li4n$pfm@msuinfo.cl.msu.edu>,Graham K. Johnson <johnson@cps.msu.edu>
wrote:
>>>In article <1993Aug27.170513.25590@btree.uucp> crissman@btree.uucp (George Crissman)
writes:
>
>>>I would like to see anyone cite benchmarks in which a 486/66 (or for
>>>that matter any 486DX) running a 32-bit operating system was
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>What 32-bit OS? The only ones I can think of for Intel boxes are
>>NeXTStep, OS/2 2.1, and the various flavors of UNIX. However, I think
>You forgot WindowsNT...
>>everyone has to agree that when a typical person buys one of these
>>price-competitive $1500 486 boxes, they aren't getting those OSes. They
>>are getting DOS 6 and Windows 3.1.
>
>Alternately, the only less-than-32-bit operating system I can think of
>is MS-DOS (Windows3.x being an environment). As for pricing, OS/2
>sells for the same price as Windows, and "competitive upgrades" from
>DOS/Windows to OS/2 are probably about $50 from IBM. So the price
>really isn't an issue. (Not to mention Linux, which is _free_). So
>those $1500 may _come_ with DOS/Windows3.1 (unless you specify
>otherwise), but you can easily get a 32-bit OS on the same PC for
>$15xx.

That's a good point... and OS/2 2.1 is not expensive... Not wih the competitve
upgrades. And Linux is indeed free...

>
>>And the system requirements to run NeXTStep for Intel require that you
>>spend roughly $3000 on the machine.
>>(the OS alone, unless you get an educational discount or get the trial
>>package which offers no upgrades is $3000, but if you go edu-discount, a
> ^^^^ ???
>>very reasonable $250... it does come on CD-ROM, though.)
>
>I believe NeXTStep lists for $795. You may be thinking of the full
>developer's version.
>

You're right. The student version is a full developer's version for $295.
If you run NeXTstep, its probably a lot nicer to have the developer's

version because you get the full suite of development tools and I think they also throw in an Encyclopedia or somesuch option, right? :)

>>WindowsNT... is that shipping now for the PC?
>
>Sure is. $295 retail, $110 edu-discount (here, at least). I think the
>MIPS release version is shipping now too, incidentally (not Alpha
>yet, though). NT started shipping about 3 weeks ago, I believe.
>--

Hmmm. Well, I'll eat my words on NT then. :) What does NT offer over 3.1 other than being a "full 32-bit environment"? Is it essentially a clone of say, OS/2 2.1 in regards to the functionality it offers compared to DOS/Win3?

# 1234. Re: Jaguar does make Atari grow

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-28 00:24:57 UTC
From: kendall@NeoSoft.com
Message-ID: <CCG15M.5yI@sugar.NeoSoft.COM>
Source record: 22070

In article <25hr5u$83m@news.uni-paderborn.de> gehnen@hni.uni-paderborn.de writes:
>Len Stys (aa399@cleveland.Freenet.Edu) wrote:
>
>: I would say that 1 million Jaguar units seems like a better number for
>: 1994. Perhaps 4 million Jaguar units for 1995. And 6 million units for 1996.
>
>: Remember, Nintendo sells 4 million GameBoys each year. I don't believe
>: they sold that many last year, but they have sold that many ever since the year
>Have a look to comp.sys.sgi.announce. There is a article today about
>a new gamesystem developed by a join force of SGI (sigh!) and Nintendo
>They want to use the SGI-Technology for a 64-Bit Videogame with a price
>of 250 Dollars.
> Gerrit

You need to go back and look at the press release a little closer -
this system has a tenative release date of LATE 1995!! That is about
2 years from now... I really think Nintendo thought that they would
be the leader for some time with the SNES, and were unprepared for 3DO
and the Jaguar. This leaves only Sega a possible contender at this
point... We have yet to see what they have planned, and they must
have been working on something after all this time.

>--
>Gerrit Gehnen gehnen@hni.uni-paderborn.de
>Rechnerintegrierte Produktion
>Heinz Nixdorf Institut
>Uni-GH Paderborn
>Tel: (+49)5251/60-3261 FAX: (+49)5251/60-3241 ...und das war's auch schon
>
--
---> Kendall Gelner (kendall@neosoft.com)
The real goal of AI is to make computers act like the ones in the movies.

# 1235. Re: Jaguar does make Atari grow

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-28 17:49:09 UTC
From: sys1@exnet.co.uk
Message-ID: <CCHDHz.M6K@exnet.co.uk>
Source record: 22071

In article <25gbj3$9nl@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In a previous article, patrol@hacktic.nl (patrol) says:
>
>>
>>Atari says it's planning to sell 500.000 Jaguars wordwide. Judging by the
>>local reactions here, they could succeed. That would mean a few hundred
>>million dollars worth of equipment to be sold, including games etc.!!!
>>Atari would once again be a mayor player in the industry. This could
>>also mean a LOT for all Lynx and especially Falcon owners, regarding
>>support, advertising budget etc. Any comment on this thought?
>>
>>
>
>
>500,000 is still a very conservative number.
>
>For example, Sega sells well over 7 million Genesis units worldwide each
>year. Nintendo sells just as many of the SNES if not more.
>

Interesting idea. Could the Jaguar be made to emulate the Segas and Nintendos
of the world and nick their customers looking for the support of the S&N, but
the features of the Jag?

Xavier G

# 1236. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 04:49:41 UTC
From: cmedley@wam.umd.edu
Message-ID: <25s0t5$5is@cville-srv.wam.umd.edu>
Source record: 22072
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <OA92-901-231p14_2c7f9ca8@piraya.bad.se>,
Mike Noreen <Mike_Noreen@p14.anet.bbs.bad.se> wrote:
>In the message * Re: CD32 * David wrote:
>
> >> What about the Jaguar?? My money is on the Atari product.
>
> DS> All of the DSP, blitter, and 13Mzh 68000 power (snicker) in the world
> DS> won't save you if you don't have a rich data stream coming from a large
> DS> storage device.
>
>So it is true then, the "64-bit custom RISC processor" is really a 68000?!
>Hahahahahahahahahaha...! Atari does it AGAIN!
>

Well, the 68000 is just like a conductor to a symphony of power. Read
the full spec sheet on the machine and you might realize it makes the CD^32
look like a toy. :)
```

# 1237. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 05:02:42 UTC
From: cmedley@wam.umd.edu
Message-ID: <25s1li$5tf@cville-srv.wam.umd.edu>
Source record: 22073
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <93241.232540MBS110@psuvm.psu.edu>,
Mark 'Mark' Sachs <MBS110@psuvm.psu.edu> wrote:
>In article <1993Aug29.192807.39876@rchland.ibm.com>,
>ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) says:
>
>> Well, the advantages of the Jaguar are...
>
>> * Vastly superior technology. Will allow new type of games (StarFox...
>> * I don't expect slowdown for any reason whatsoever in this system,
>> * Built-in networking support for games
>> * If I am correct, this system will do games in the '640x400' resolution
>> type class, even with normal games, in full 24-bit color.
>
>> The above four resume a lot of the Jaguar's advantages, don't
>>underestimate them!
>
>Ohhhh-kayyy... I've heard enough about the Jaguar without knowing enough.
>The only spec sheets that have passed through this newsgroup so far have
>been propaganda broadsides from Atari, which I find even less credible
>than claims that the Macintosh can multitask. So, a few skeptical questions.
>
>1. It has a 68000, eh? Isn't that, like, kinda crippling?

Nope... really... all this chip does is apparently handle some of the work
being done in the system. The major work is done by 64-bit RISC chips and
DSPs on a 64-bit bus.

And the 68000 in Jag runs 13.3mhz. That's almost 2X faster than a stock
A500/600 machine. :) Crippled? :)

>2. Why should it be better for Starglider-type games? (No, I didn't mean
>to say "Starfox". I don't want to play Starfox; I want to play a _real_ game.)
>Does it have some special 3-D or texture-mapping chips or whatever? And if
>so, will they be enough to overwhelm the CD32's '020+Akiko combination?

Yes, they have 3-D, texture mapping built-in to the custom chipset.

Can it beat the '020-Akiko combination?

Well..... i don't know anything about the CD^32's chipset, but the Jag's
specs sound amazing. Read the press-releases on atari.archive in the
/Newitems directory and get the full scoop on the specs.

>3. How many people are going to own so many Jaguars that they can network
>them (or did you mean, network them over phone lines -- which would be kind

>of a nice feature.)

No idea. Another thing they have mentioned is that some Jag games will link up to the Lynx via Comlynx making for some..... interesting possibilities.

(3 or 4 friends drop by and play along with you on the Jag... no need for split screens... but you might need a surge supressor for all those wall warts...)

>4. How do the rez/colors compare with AGA? Which also provides 24-bit color
>in 640x400 and higher, needless to say.

Jag does 24-bit color in 720x576.

>5. Who's promising to write games for this monster?

No official word yet on 3rd parties. Could be absolutely no one. :)

>6. When's the release date?

Late this year in NY and SF, worldwide early '94.

>7. Will it be advertised? (Not that that helped CD-I...)

$3 million before this Xmas and $45 million next year.

>8. Why is everyone so excited about it anyway?
>
It's $200.
It's got 24-bit video.
It's got a 32-bit expansion slot.
It's got a set of 64-bit custom chips on a 64-bit bus.
The games will run $50-$80 (just like SNES and Sega).
It's got 15-button controllers!

What is there NOT to get excited about?

# 1238. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 05:37:06 UTC
From: danb@shell.portal.com
Message-ID: <CCK4xw.60F@unix.portal.com>
Source record: 22074
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25s0t5$5is@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <OA92-901-231p14_2c7f9ca8@piraya.bad.se>,
>Mike Noreen <Mike_Noreen@p14.anet.bbs.bad.se> wrote:
>>In the message * Re: CD32 * David wrote:
>>
>> >> What about the Jaguar?? My money is on the Atari product.
>>
>> DS> All of the DSP, blitter, and 13Mzh 68000 power (snicker) in the world
>> DS> won't save you if you don't have a rich data stream coming from a large
>> DS> storage device.
>>
>>So it is true then, the "64-bit custom RISC processor" is really a 68000?!
>>Hahahahahahahahahaha...! Atari does it AGAIN!
>>
>
>Well, the 68000 is just like a conductor to a symphony of power. Read
>the full spec sheet on the machine and you might realize it makes the CD^32
>look like a toy. :)

Why do you think Atari lied about the CPU?

Dan

# 1239. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 05:45:29 UTC
From: asm@festival.ed.ac.uk
Message-ID: <CCK5Bu.s8@festival.ed.ac.uk>
Source record: 22075
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip' Medley) writes:
> Nope... really... all this chip does is apparently handle some of the work
> being done in the system. The major work is done by 64-bit RISC chips and
> DSPs on a 64-bit bus. ^^^^^

Make that chip, AFAIK the only 64-bit chip in the system is the blitter
AKA 64-bit RISC chip.

> And the 68000 in Jag runs 13.3mhz. That's almost 2X faster than a stock
> A500/600 machine. :) Crippled? :)

No, but I would call them old technology. ;)

> Yes, they have 3-D, texture mapping built-in to the custom chipset.

Impressive, if it only take a few register changes to produce these
effects.

> Well..... i don't know anything about the CD^32's chipset, but the Jag's
> specs sound amazing. Read the press-releases on atari.archive in the
> /Newitems directory and get the full scoop on the specs.

Yep, I remember reading the Falcon specs when they first came out, it
-sounded- impressive too. Did it live up to expectations?

> No official word yet on 3rd parties. Could be absolutely no one. :)

Well there are apparently 25 Jaguars in the UK now, each with a
development team. BUT and it's a big BUT, there were several developers
who refused to sign the Atari NDA, the likes of Electronic Arts, Gametek
and Psygnosis were among them.

> $3 million before this Xmas and $45 million next year.

That's funny Atari said that they have $40 million left for the launch
of the Jaguar. 3 + 45 != 40 :)

> It's $200.

Without a CD

> It's got 24-bit video.

Gonna need BIG carts for all those 24-bit graphics...

> It's got a 32-bit expansion slot.

Don't think it is as 'open' as the CD32 slot.

> It's got a set of 64-bit custom chips on a 64-bit bus.
^^^^^
It has a 64-bit blitter on a 64-bit bus. :)

> It's got 15-button controllers!

The joypads are supposed to be 10 button, originally created for the
Falcon.

> What is there NOT to get excited about?

errr.... The Jaguar.... :)

Martin &

# 1240. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 06:51:19 UTC
From: suraj@nwg.nectec.or.th
Message-ID: <25s817$13ef@nwg.nectec.or.th>
Source record: 22076
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'Flip' Medley (cmedley@wam.umd.edu) wrote:

> >8. Why is everyone so excited about it anyway?
> >
> It's $200.
> It's got 24-bit video.
> It's got a 32-bit expansion slot.
> It's got a set of 64-bit custom chips on a 64-bit bus.
> The games will run $50-$80 (just like SNES and Sega).
> It's got 15-button controllers!

> What is there NOT to get excited about?

Its designed by Atari and manufactured by IBM.. :(

# 1241. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 12:23:17 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug30.122317.23088@nrtpa038.bnr.ca>
Source record: 22078

In article <25li4n$pfm@msuinfo.cl.msu.edu>, johnson@cps.msu.edu (Graham K. Johnson) writes:
|> In article <1993Aug27.170513.25590@btree.uucp> crissman@btree.uucp (George Crissman) writes:
|> >Well, sure, you can get a '486 for less than a Falcon. You can get a
|> >Timex Sinclair 1000 for less than a Falcon, too, at a garage sale.
|>
|> Great analogy! So very relevant.

Well since you can get 486 machines at garage sales, I saw one two weekends ago, it is relevant.

|>
|> >Remember: the Atari computer can run the *same* benchmark (256-color
|> >Mandelbrot set) faster than a '486 running at 66 MHz. The numbers
|> >reported from CeBIT were: '486 -- 6 seconds. Atari -- 4 seconds.
|>
|> That's nice. It beat the 486 on one benchmark (and such a popular
|> one, too!). It must be faster in general, by induction. 50% faster,
|> too, I suppose. How scientific.
|> I would like to see anyone cite benchmarks in which a 486/66 (or for
|> that matter any 486DX) running a 32-bit operating system was
|> outperformed by an Atari computer. Good luck.

Well be carefull on that one here at work a number of the OS/2 boys are grumbling about my TT running faster that their 486, I'll admit their machines do not have localbus video :)

|>
|> >BTW -- Another poster complained that these numbers weren't "fair" because
|> >it was using the "stock" Atari hardware to achieve this performance.
|> >I'm not too sure where the unfairness is in the comparison. Was it
|> >just an oblique reference to the fact that even the Disc Operating
|> >System (DOS) is not standard equipment on an MS-DOS machine? :-)
|>
|> What the hell is an "MS-DOS machine"? They're called PC's. They are
|> Intel 80x86-based personal computers. They run MS-DOS and Windows,
|> and WindowsNT, and NeXTStep, and OS/2, and Solaris and countless other
|> versions of UNIX...

PC = Personal Computer, or Professional Computer. And Atari computers fits both these descriptions just fine. Only the hubris of the MS-DOS/IBM-PC clone owners cause them to believe that their choice of processor is the only real PC. If you want a flame war go to comp.sys.amiga.advocacy and say that no Amiga is a PC because it does not run MS-DOS and Windows, WindowsNT, and NeXTStep, and OS/2 :)

btw: can a MAC be considered a PC? (by your defintion NO)

|>
|> >True (for now): software is actually *available* for a '486 machine.
|> >Would you seriously consider running it on a '286? Probably not.
|> >True (for now): software is actually available for the Falcon.
|>
|> What software? Which of the best cross-platform (Mac and PC) software
|> packages (Photoshop, Illustrator, Excel, etc.) are available for Atari?
|> I can't believe you would even compare the application base for these
|> two platforms. What a joke.

Well let's see are we interested in Excel spreadsheets, MS-Word RTF files,
AutoCad files, Word Perfect files (even 5.0), all theses can be used on
Atari computers. Or is just that Micro-Sloth is not supporting Atari computers
that causes you grief?

|>
|> >Would I seriously consider running it on an ST? Probably.
|>
|> Is this relevant? I don't think so. ("My computer is better than
|> yours because the software it runs runs better on old computers than
|> your software runs on old computers!")

Sure it is. If I go out and get a new Atari computer the old one is still
a viable machine. Meaning that it will the same software as the new machine,
Now lets see a 8086/80286 run Windoze NT :)

|>
|> >Because Atari programs are more compact then their MS-DOS equivalent,
|> >an 80 Megabyte hard drive gives space equivalent to 240 Megabytes on
|> >a clone.
|>
|> Yeah, right.

Well, actually he is right. Typically 30->40 percent less because of the
lower overhead of having the run time libraries in ROM.

Let's not forget the good old OS:

120k = Multi-tasking extensions (Do not have to have)
410k = Fancy desktop (with trashcan built in, again optional I can use the
built-in desktop though it's not as fancy)
====
530k = A more flexible system than Windows 3.1 or NT

Now a quick check of RAM available (with optional software loaded):

1.3 meg out of 2.5 meg - ST
8.5 meg out of 10.0 meg - TT

You may notice a memory descrepancy, that's because Ataris have always had
the equivalent of local bus video :)

Now the beta version of Windows NT I have here at work requires 12 meg of memory to run and the performance on my 16 meg 386-33 is sluggish. The previous version required 16 meg and I could not run any programs because I did not have enough memory! The fact that NT has eaten up about 40 meg of my 120 megs of hard drive space is just another really annoying "feature". My company is getting me a 100 meg hard drive just to act as a swap disk!

But just think soon you'll have most of the features on your clone that I've enjoyed your years on my Atari. That is of course if you decide to purchase Windows NT. You will PURCHASE it right? No MS-DOS machine owner would ever steal software would they? (Yeah right)

```
|> --
|> ___
|> /__ ___ "Uh, you're not gonna johnson@cps.msu.edu
|> <__/raham / eat that, are you?" Michigan State University
|> |<. <_/ohnson --Fish Tales East Lansing, Michigan
```

Please come down out of your cloud and lose your 80x86 bigotry. There is plenty of room for many types PCs. The fact that my choice differs from yours only points out that different people have different needs. Besides going with the rest of the herd has never really thrilled me.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|______________________________________|
```

# 1242. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 12:51:59 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCKp2t.Ayp@cbnews.cb.att.com>
Source record: 22077
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCK5Bu.s8@festival.ed.ac.uk> asm@festival.ed.ac.uk (M Smyth) writes:
>cmedley@wam.umd.edu ('Flip' Medley) writes:
>> Nope... really... all this chip does is apparently handle some of the work
>> being done in the system. The major work is done by 64-bit RISC chips and
>> DSPs on a 64-bit bus. ^^^^^
>
>Make that chip, AFAIK the only 64-bit chip in the system is the blitter
>AKA 64-bit RISC chip.

No, make that chips. The graphics and DSP chips are both 64-bit.

>
>> And the 68000 in Jag runs 13.3mhz. That's almost 2X faster than a stock
>> A500/600 machine. :) Crippled? :)
>
>No, but I would call them old technology. ;)

It's only a controller, if that. It will have practically no real work to do.

>
>> Yes, they have 3-D, texture mapping built-in to the custom chipset.
>
>Impressive, if it only take a few register changes to produce these
>effects.
>
>> Well..... i don't know anything about the CD^32's chipset, but the Jag's
>> specs sound amazing. Read the press-releases on atari.archive in the
>> /Newitems directory and get the full scoop on the specs.
>
>Yep, I remember reading the Falcon specs when they first came out, it
>-sounded- impressive too. Did it live up to expectations?
>
>> No official word yet on 3rd parties. Could be absolutely no one. :)
>
>Well there are apparently 25 Jaguars in the UK now, each with a
>development team. BUT and it's a big BUT, there were several developers
>who refused to sign the Atari NDA, the likes of Electronic Arts, Gametek
>and Psygnosis were among them.
>
>> $3 million before this Xmas and $45 million next year.
>
>That's funny Atari said that they have $40 million left for the launch
>of the Jaguar. 3 + 45 != 40 :)

Maybe they changed their mind.

>
>> It's $200.
>
>Without a CD

Whoopee. How much do the CD-only systems cost? At least you don't have to
buy it up front, and the CD is only $200 more.

>
>> It's got 24-bit video.
>
>Gonna need BIG carts for all those 24-bit graphics...

Data compression. Decompression on the fly off the cartridges.
Approximately 50 MegaBYTES of compressed data on a cartridge.

>
>> It's got a 32-bit expansion slot.
>
>Don't think it is as 'open' as the CD32 slot.

Bzzzt, open as you can get. Phone lines, cable networks, etc, etc.

>
>> It's got a set of 64-bit custom chips on a 64-bit bus.
> ^^^^^
>It has a 64-bit blitter on a 64-bit bus. :)

I already addressed this.

>
>> It's got 15-button controllers!
>
>The joypads are supposed to be 10 button, originally created for the
>Falcon.

Three buttons, plus (I think) start and option, plus 12-key keypad.
For a grand total of 17. Of course, only the three are considered buttons in
the videogame sense.

>
>> What is there NOT to get excited about?
>
>errr.... The Jaguar.... :)

Check this guy's pulse.

>
>Martin &

Tom

--
+-------------------------------------------------------------------------+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|

+------------------------------------------------------------------------+

# 1243. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 13:21:48 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.H33gwoFbcmc@semprini.tdkcs.waterloo.on.ca>
Source record: 21885
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

In <1993Aug27.170513.25590@btree.uucp>, George Crissman writes:
> Well, sure, you can get a '486 for less than a Falcon. You can get a
> Timex Sinclair 1000 for less than a Falcon, too, at a garage sale.

But you might actually be able to find the Timex Sinclair. Oops, yes,
I've _seen_ one, I've never seen a Falcon. A mere ~200-300,000 people
in this 'small town', with no Atari dealers.

> Remember: the Atari computer can run the *same* benchmark (256-color
> Mandelbrot set) faster than a '486 running at 66 MHz. The numbers
> reported from CeBIT were: '486 -- 6 seconds. Atari -- 4 seconds.

That zippy Mandlebrot demo sure helps me do my work faster (ray tracing,
compiling, DTP, etc)... And it's one of TWO pieces of DSP software that
I've heard of since the Falcon's 'release'... The other is the DSP JPEG
software that people are licensing from BrainStorm.

> BTW -- Another poster complained that these numbers weren't "fair" because
> it was using the "stock" Atari hardware to achieve this performance.
> I'm not too sure where the unfairness is in the comparison. Was it
> just an oblique reference to the fact that even the Disc Operating
> System (DOS) is not standard equipment on an MS-DOS machine? :-)

Who uses DOS?

> True (for now): the '486 system can actually be FOUND at a zillion more
> dealers. And for equivalent performance, you need to spend $2500 or
> more. That's certainly excessive compared to the Falcon's $1500. When
> comparison shopping, I'd certainly go out of my way to save $1000!

Good luck doing a ray-trace on a Falcon is < 1 minute for 320x200x24-bit
colour. And don't try saying, "Yah, but re-write it to use the DSP and
it'll rip!" Sure it would, but I'm not going to re-work several
thousand lines of someone elses code just to get more performance; it's
easier to just spend the same amount on money on a faster CPU (not that
I would; I'd rather have 12M of RAM and a decent display, like
800x600x16-bit).

> True (for now): software is actually *available* for a '486 machine.
> Would you seriously consider running it on a '286? Probably not.
> (I've tried running Excel under Windows on a '286, in which moving
> from one cell to an adjacent cell ... just a move ... took 3 seconds.)

Software will never be available for the Falcon. It's been out for
what, a _year_? There are very few applications that use the DSP, and
there have been no more Falcon machines announced. I really don't care

if Atari is concentrating on the Jaguar (hey, haven't they heard of multitasking?!?), but I don't want a console, I want a fast, friendly '040-based computer (with a decent case and a good keyboard; don't underestimate ergonomics!).

> True (for now): software is actually available for the Falcon.
> Would I seriously consider running it on an ST? Probably.

Well, since the Falcon is, at most, 4x the speed of the ST, or the _same_ speed as the ST (if you're running in high-res graphics modes; pathetic!), there's no big deal. And besides, almost nothing but demos actually uses the DSP.

> Because Atari programs are more compact then their MS-DOS equivalent,
> an 80 Megabyte hard drive gives space equivalent to 240 Megabytes on
> a clone. GEM doesn't require 4 Megabytes of RAM and 20 to 30 Megabytes
> of disc space to operate. Microsoft Windows does require all of this.

You really are dreaming. A good word processor, with lots of functions, takes up lots of space on any platform. Granted, nothing takes up as much space as Micro$oft apps...

> No, I don't do "direct to disc" recording. However, I do use my machine
> for tracking the stock market (STalk The Market), desktop publishing
> (Calamus), modem communications (Flash), spreadsheeting of payments
> received (Logisitix), occasional letters to friends (ST Writer),
> various utilities (ICD hard disc support, TOS patches distributed freely
> by Atari), and an accessory (Card File 4).
>
> What do you use yours for?

Don't you think your computer uses would benefit GREATLY from a multitasking OS? Not Windoze, something that really multitasks, like OS/2?

Obviously, you can say, "My computer does all I want it to!" and I'll say, "Yah, eventually." I guess you don't care that Calamus isn't running terribly fast, or that your spreadsheets take a long time to calculate. Me, I don't like to wait for my computer.

I do a lot of compiling, ray-tracing, and DTP; mostly compiling though. It takes the ST an absurdly long time to build programs (gee, only 12 HOURS for NetHack 3.1.3! It takes a '486/33 with 8M of RAM [about the same price as a Falcon030...] an _hour_ to do it.) and there's no way I want to do ray-tracing unless I can leave the machine on all week. The Amiga A4000 actually has an '040 in it, and nice graphics; pity Atari's never going to release another computer (after all, they're concentrating on the Jaguar now).

> P.S.: In your followup (if any), please delete comp.sys.atari.st from
> the Newsgroup: line. We should continue this in *.advocacy, I believe.
> See you next month!

Is .advocacy even a valid group yet? Nothing comes through my UUCP feed
for it, and it's not a valid group at work.
--
------------------==========================================------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

# 1244. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 14:13:48 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug30.141348.38519@rchland.ibm.com>
Source record: 22082
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25s0t5$5is@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <OA92-901-231p14_2c7f9ca8@piraya.bad.se>,
|> Mike Noreen <Mike_Noreen@p14.anet.bbs.bad.se> wrote:
|> >In the message * Re: CD32 * David wrote:
|> >
|> > >> What about the Jaguar?? My money is on the Atari product.
|> >
|> > DS> All of the DSP, blitter, and 13Mzh 68000 power (snicker) in the world
|> > DS> won't save you if you don't have a rich data stream coming from a large
|> > DS> storage device.
|> >
|> >So it is true then, the "64-bit custom RISC processor" is really a 68000?!
|> >Hahahahahahahahahaha...! Atari does it AGAIN!
|> >
|>
|> Well, the 68000 is just like a conductor to a symphony of power. Read
|> the full spec sheet on the machine and you might realize it makes the CD^32
|> look like a toy. :)
|>

True. But one thing 'FLIP'- The Jaguar *IS NOT* '64-bit RISC based' as
the ATARI specs suggest. It USES 64-bit RISC technology, but the
CPU is a 68000.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1245. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 14:18:20 UTC
From: Mark 'Mark' Sachs <MBS110@psuvm.psu.edu>
Message-ID: <93242.101820MBS110@psuvm.psu.edu>
Source record: 22081
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

OK, thanks to all who assaulted me repeatedly with Jaguar specs. It
does sound nice, actually, but given that this is Atari we're talking
about I'll wait and see. (Not that I'm likely to buy any game console
in the near _or_ far future -- I'm just interested, that's all.)

But... it still seems that CD32 has a huge advantage as far as software
support goes. A Commodore machine being supported _better_ than something
else? You don't hear _that_ every day! :)

"We promise you there are no dinosaurs in this presentation."
[Your blood pressure just went up.] Mark Sachs IS: mbs110@psuvm.psu.edu
DISCLAIMER: These opinions were probably generated by a buggy news reader.

# 1246. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 14:24:26 UTC
From: cmedley@wam.umd.edu
Message-ID: <25t2iq$q0h@cville-srv.wam.umd.edu>
Source record: 22079
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25s817$13ef@nwg.nectec.or.th>,
Suraj Gulrajanai <suraj@nwg.nectec.or.th> wrote:
>'Flip' Medley (cmedley@wam.umd.edu) wrote:
>
>> >8. Why is everyone so excited about it anyway?
>> >
>> It's $200.
>> It's got 24-bit video.
>> It's got a 32-bit expansion slot.
>> It's got a set of 64-bit custom chips on a 64-bit bus.
>> The games will run $50-$80 (just like SNES and Sega).
>> It's got 15-button controllers!
>
>> What is there NOT to get excited about?
>
>Its designed by Atari and manufactured by IBM.. :(
>
>

I'd like the Jaguar even if it was made by Commodore and manufactured by
Apple. :)

# 1247. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 14:27:54 UTC
From: cmedley@wam.umd.edu
Message-ID: <25t2pa$q4k@cville-srv.wam.umd.edu>
Source record: 22080
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCK4xw.60F@unix.portal.com>,
Dan E Babcock <danb@shell.portal.com> wrote:
>In article <25s0t5$5is@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley)
writes:
>>In article <OA92-901-231p14_2c7f9ca8@piraya.bad.se>,
>>Mike Noreen <Mike_Noreen@p14.anet.bbs.bad.se> wrote:
>>>In the message * Re: CD32 * David wrote:
>>>
>>> >> What about the Jaguar?? My money is on the Atari product.
>>>
>>> DS> All of the DSP, blitter, and 13Mzh 68000 power (snicker) in the world
>>> DS> won't save you if you don't have a rich data stream coming from a large
>>> DS> storage device.
>>>
>>>So it is true then, the "64-bit custom RISC processor" is really a 68000?!
>>>Hahahahahahahahahaha...! Atari does it AGAIN!
>>>
>>
>>Well, the 68000 is just like a conductor to a symphony of power. Read
>>the full spec sheet on the machine and you might realize it makes the CD^32
>>look like a toy. :)
>
>Why do you think Atari lied about the CPU?
>
>Dan
>
>

Perhaps for the same reason TurboTechnologies used an 8-bit CPU to drive
16-bit graphics and sound engines and called their machine the TurboGrafx-16.

For the same reason SNES has (from what I've heard) a modified chip from the
6502 line in their machine, but calls their box 16-bit.

For the same reason when you read video game rags, everyone talks about
"megs" but don't tell you it is "bits" not "bytes" they are measuring.

:)

# 1248. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 14:43:23 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug30.144323.25703@nrtpa038.bnr.ca>
Source record: 22083
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCK4xw.60F@unix.portal.com>, danb@shell.portal.com (Dan E Babcock) writes:
|> In article <25s0t5$5is@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> >In article <OA92-901-231p14_2c7f9ca8@piraya.bad.se>,
|> >Mike Noreen <Mike_Noreen@p14.anet.bbs.bad.se> wrote:
|> >>In the message * Re: CD32 * David wrote:
|> >>
|> >> >> What about the Jaguar?? My money is on the Atari product.
|> >>
|> >> DS> All of the DSP, blitter, and 13Mzh 68000 power (snicker) in the world
|> >> DS> won't save you if you don't have a rich data stream coming from a large
|> >> DS> storage device.
|> >>
|> >>So it is true then, the "64-bit custom RISC processor" is really a 68000?!
|> >>Hahahahahahahahahaha...! Atari does it AGAIN!
|> >>
|> >
|> >Well, the 68000 is just like a conductor to a symphony of power. Read
|> >the full spec sheet on the machine and you might realize it makes the CD^32
|> >look like a toy. :)
|>
|> Why do you think Atari lied about the CPU?
|>
|> Dan
|>
|>
They did not. People are doing selective reading, Atari never claimed there
was not a 32/16 bit processor they claimed a 64 bit graphics processor.

Open your eyes, and mind and read the WHOLE THING.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

# 1249. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 15:20:21 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <25t5rlINN2bn@flipper.pvv.unit.no>
Source record: 22084
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug30.144323.25703@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:

[...]

> They did not. People are doing selective reading, Atari never claimed there
> was not a 32/16 bit processor they claimed a 64 bit graphics processor.

Sure, fine, yeah, cool... Except they didn't actually *say* 16/32 anywhere, did they? What happened to the truth, the *whole* truth...? Yeah, sure, pr value blah blah blah. I was just expecting something more than the equivalent of a 500 with a graphics accelerator from this great and mighty CD32basher.

At least the CD32 has a *full* 32-bit CPU.

> Open your eyes, and mind and read the WHOLE THING.

Y'know, the problem with having an open mind is that stuff tends to fall out.

> Brian
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1250. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 16:24:25 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug30.162425.28089@nrtpa038.bnr.ca>
Source record: 22086
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug30.141348.38519@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> In article <25s0t5$5is@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
|> |> In article <OA92-901-231p14_2c7f9ca8@piraya.bad.se>,
|> |> Mike Noreen <Mike_Noreen@p14.anet.bbs.bad.se> wrote:
|> |> >In the message * Re: CD32 * David wrote:
|> |> >
|> |> > >> What about the Jaguar?? My money is on the Atari product.
|> |> >
|> |> > DS> All of the DSP, blitter, and 13Mzh 68000 power (snicker) in the world
|> |> > DS> won't save you if you don't have a rich data stream coming from a large
|> |> > DS> storage device.
|> |> >
|> |> >So it is true then, the "64-bit custom RISC processor" is really a 68000?!
|> |> >Hahahahahahahahahaha...! Atari does it AGAIN!
|> |> >
|> |>
|> |> Well, the 68000 is just like a conductor to a symphony of power. Read
|> |> the full spec sheet on the machine and you might realize it makes the CD^32
|> |> look like a toy. :)
|> |>
|>
|> True. But one thing 'FLIP'- The Jaguar *IS NOT* '64-bit RISC based' as
|> the ATARI specs suggest. It USES 64-bit RISC technology, but the
|> CPU is a 68000.

And a computer can have only one processor? Must be a clone or Amiga owner
to have such a narrow view of reality :)

|>
|> ------------------------------------------------------------------------
|> Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD

Yep an Amiga owner :)

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |

| Research Triangle Park, NC | real work to do. So please get lost! |
|_____________________________|_____________________________|

# 1251. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 16:29:31 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug30.162931.28176@nrtpa038.bnr.ca>
Source record: 21987
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25t5rlINN2bn@flipper.pvv.unit.no>, eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
|> In article <1993Aug30.144323.25703@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|>
|> [...]
|>
|> > They did not. People are doing selective reading, Atari never claimed there
|> > was not a 32/16 bit processor they claimed a 64 bit graphics processor.
|>
|> Sure, fine, yeah, cool... Except they didn't actually *say* 16/32 anywhere,
|> did they? What happened to the truth, the *whole* truth...? Yeah, sure,
|> pr value blah blah blah. I was just expecting something more than the
|> equivalent of a 500 with a graphics accelerator from this great and mighty
|> CD32basher.

With the addition of a decent graphics processor the A500 could be a CD32Basher,
What's your beef?

|>
|> At least the CD32 has a *full* 32-bit CPU.

What part of a 68000 is not a full 32 bit CPU? It's a 32bit CPU designed
to attach to a 16 bit memory, big deal.

|>
|> > Open your eyes, and mind and read the WHOLE THING.
|>
|> Y'know, the problem with having an open mind is that stuff tends to fall out.
|>

Yep I sure hate when that stupidity and arrogance falls out :)

|> > Brian
|> --
|> //| Eyvind Bernhardsen | eyvind@lise.unit.no
|> // | |
|> \\ //--| Finger me for my | Amigoid and Linux advocate.
|> \X/ | public PGP key :) | Save the whalers!

--

Disclaimer: The opinions expressed are mine not those of BNR.

---
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |

| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|_____|_____|

# 1252. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 16:33:44 UTC
From: johnson@cps.msu.edu
Message-ID: <25ta58$la1@msuinfo.cl.msu.edu>
Source record: 22085

In article <1993Aug30.122317.23088@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>In article <25li4n$pfm@msuinfo.cl.msu.edu>, johnson@cps.msu.edu (Graham K. Johnson) writes:
>|> In article <1993Aug27.170513.25590@btree.uucp> crissman@btree.uucp (George Crissman) writes:
>|> >Well, sure, you can get a '486 for less than a Falcon. You can get a
>|> >Timex Sinclair 1000 for less than a Falcon, too, at a garage sale.
>|>
>|> Great analogy! So very relevant.
>
>Well since you can get 486 machines at garage sales, I saw one two weekends
>ago, it is relevant.

Whether something is true does not indicate whether or not it is relevant (please refer to the definition of "relevant" in your nearest dictionary).

>|> What the hell is an "MS-DOS machine"? They're called PC's. They are
>|> Intel 80x86-based personal computers. They run MS-DOS and Windows,
>|> and WindowsNT, and NeXTStep, and OS/2, and Solaris and countless other
>|> versions of UNIX...
>
>PC = Personal Computer, or Professional Computer. And Atari computers fits

Not in the real world. PC implies a computer based on the architecture of the IBM PC.

>|> >True (for now): software is actually available for the Falcon.
>|>
>|> What software? Which of the best cross-platform (Mac and PC) software
>|> packages (Photoshop, Illustrator, Excel, etc.) are available for Atari?
>|> I can't believe you would even compare the application base for these
>|> two platforms. What a joke.
>
>Well let's see are we interested in Excel spreadsheets, MS-Word RTF files,
>AutoCad files, Word Perfect files (even 5.0), all theses can be used on
>Atari computers. Or is just that Micro-Sloth is not supporting Atari computers
>that causes you grief?

So you are saying that if you have a utility to convert one of these application formats to anything an Atari uses, then there is no need for the applications on which they originated? The quality of the application interface, its features, etc. are unimportant as long as something else can read or output in the same format? No thanks. I'll keep my PhotoShop, thank you.

And of course, since one of the three applications I mentioned was a
MicroSoft product, then everything would be fine if MS ported its
applications to Atari. Then it would be a truly great computer. (Of
course since I am apparently advocating "PC clones", MicroSoft must
therefore be my favorite software company)
<sarcasm off>

>|> >Would I seriously consider running it on an ST? Probably.
>|>
>|> Is this relevant? I don't think so. ("My computer is better than
>|> yours because the software it runs runs better on old computers than
>|> your software runs on old computers!")
>
>Sure it is. If I go out and get a new Atari computer the old one is still
>a viable machine. Meaning that it will the same software as the new machine,
>Now lets see a 8086/80286 run Windoze NT :)

Sorry, if I get a new computer, I intend it to _replace_ the old one.
The point of purchasing a new system is to run more complex software
at reasonable speed; if your old computer runs new software fine, why
get a new system? It is ridiculous to mention NT. Do you think your
512K Atari ST would run NT if it were ported? The 286 was introduced
in what, 1984 or so? That's 9 years of systems that can run Windows
(far and away the most popular OS for systems that can run it).
By the way, please compare the date at which the 8086 was introduced
to the introduction date of the Atari ST.

>|> >Because Atari programs are more compact then their MS-DOS equivalent,
>|> >an 80 Megabyte hard drive gives space equivalent to 240 Megabytes on
>|> >a clone.
>|>
>|> Yeah, right.
>
>Well, actually he is right. Typically 30->40 percent less because of the
>lower overhead of having the run time libraries in ROM.

Interesting. 30-40 percent less. So 240 MB x ~65% = 80 MB? Or were
you talking about RAM while he was talking about secondary memory?
(What's your point, then?)

>Please come down out of your cloud and lose your 80x86 bigotry. There is plenty
>of room for many types PCs. The fact that my choice differs from yours only
>points out that different people have different needs. Besides going with the
>rest of the herd has never really thrilled me.

I don't care what kind of computer you use. Just don't make false
claims about its supposed superiority to another computer that you
can't back up.
I certainly do not fit your assumption of "80x86 bigotry". I do not
prefer that platform over Mac, NeXT, or Sun/X/Motif. However, I do
prefer a system that runs the programs I use, and if not, is enough of
an improvement over those systems that do that it doesn't matter. I

don't see that in Atari.
--

___
/__ ___ "Uh, you're not gonna johnson@cps.msu.edu
<__/raham / eat that, are you?" Michigan State University
|<. <_/ohnson --Fish Tales East Lansing, Michigan

# 1253. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 16:52:29 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug30.165229.112724@zeus.calpoly.edu>
Source record: 21989

Graham K. Johnson <johnson@cps.msu.edu> wrote:
>>And the system requirements to run NeXTStep for Intel require that you
>>spend roughly $3000 on the machine.
>>(the OS alone, unless you get an educational discount or get the trial
>>package which offers no upgrades is $3000, but if you go edu-discount, a
>>very reasonable $250... it does come on CD-ROM, though.)
>I believe NeXTStep lists for $795. You may be thinking of the full
>developer's version.
>>WindowsNT... is that shipping now for the PC?
>Sure is. $295 retail, $110 edu-discount (here, at least). I think the
>MIPS release version is shipping now too, incidentally (not Alpha
>yet, though). NT started shipping about 3 weeks ago, I believe.

You seem to have missed some of the point of the message you were replying to! I have ran NT on a machine with 16 MB of memory. It was not happy. It really wants about 32MB or better. 32MB of memory costs quit a bit. NextStep also requires a significant amount of memory. The software cost is not the significant part anyhow.

But, back to the original topic. Indeed it is INSANE to think a Falcon could outperform a 486-66 in pure computational power. The 030 is a fair amount better (per MHz) than a 386. A 16 MHz 030 probably gives about the same power as a 40 MHz 386. I believe the slowest 486 is 25MHz. Even a 25MHz 486 should be faster that a 16 MHz 030 (probably by 2 or 3 times).

However, part of the idea of the DSPs is that they can be used to make the machine perform much better than without. DSPs are very inexpensive, so if a DSP can give you a significant power increase it is a good move.

Furthermore, we have to base comparisons on the norm. A PC running DOS/Windows looses quite a bit because of the OS. NT or OS2.1 are fairly good. But Windows 3.1 and DOS is still the norm. What matters on speed is the speed that the user sees. It is a very bad experience to run Windows on a 286 and then try to load an application. It is not very good on a 386-40. Windows runs OK on a 486. This doesnt seem to be going anywhere (I am rambling). My point is that with DOS/Windows, which is what most people use, the PC has a severe performance degradation, which leads to the illusion that the processor is slow. In fact it is the BUS and the OS and other factors relating to stupid decisions by IBM in the 70s! I think that Atari should have used a 33MHz 030 and 32 bit memory. But even with a 16MHz and 16 bit memory, it is not as haddicapped as a PC. When the MIPS PCs (if) become popular, and the PC world goes to NT or OS2 (I dont think Solaris or

NextStep have a chance really), the PC will be able to harness most of the processors power. Until then, it is at a disadvantage.

So back to my original point. a 16MHz 030 processor is about as fast as a 40MHz 386. That is maybe equiv to a 10 MHz 486 (yeah I know they dont exist). So with DSP and the difference is architecture, the Falcon could perhaps do real benchmarks (not the fractal one which is pure DSP and not indicitive of speed in general) about equiv to a 20MHz 486.

This is all, of course, IMHO. (but based on my own observations and knowledge). I use a 386-33, a MAC with a 25MHz 030, and an Atari ST (yeah, 8MHZ 68000). At work I use a 66MHz 486 and a 25MHz 040 MAC. What we really need is some firm benchmarks. I have no doubt that a 66MHz 486 will beat a Falcon, except in very DSP intesive stuff. But the Falcon utilizes it's processors power much better.

Are simple but standard benchmarks available on the Falcon? We should be able to do some Sieves and dhrystones and a few others and at least get an idea. I would like to see this on maybe 5 different breeds of PCs (386s and 486s), a few macs, the Atari Falcon, TT, and original ST. Of course difference is the specific implementation of the benchmark can make a difference, but at least we will have a good indication of performance in general. (On the Falcon, and a new DSP MAC, it would be nice to do the tests both with and without the DSP if possible, although I think that for the tesst designed to be similar to real worls uses, we need to use the DSP, as it is being used for exactly that purpose).

Anyone have said benchmarks? Or maybe source code?

- mike

# 1254. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 16:58:24 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug30.165824.114772@zeus.calpoly.edu>
Source record: 21990
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

You guys are fucking unbelieveable. The RISC chip in the Jaguar is not a fucking 68000! Try to get 107MB/s through the bus of a 68000! I have played the Jaguar, and the rendering is very fast. VERY much faster than the SNES. Try to get 36+ MIPS out of a 68000! Go look at cybermorph and see the shaded polygon surface generation.

No better yet, sit at home and make up some more bullshit about it. That seems to be what you people are good for!

(BTW this is not aimed at the msg I am replying to, but instead the line of BS going back several steps).

-mike

# 1255. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 17:00:36 UTC
From: danb@shell.portal.com
Message-ID: <CCL0L2.KDB@unix.portal.com>
Source record: 21988
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug30.144323.25703@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>In article <CCK4xw.60F@unix.portal.com>, danb@shell.portal.com (Dan E Babcock) writes:
>|> In article <25s0t5$5is@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>|> Why do you think Atari lied about the CPU?
>|>
>|> Dan
>|>
>|>
>They did not. People are doing selective reading, Atari never claimed there
>was not a 32/16 bit processor they claimed a 64 bit graphics processor.
>
>Open your eyes, and mind and read the WHOLE THING.

According to the EETimes article last month about the Jaguar, which quoted
Atari people, the Jaguar is powered by a 64-bit RISC processor of
Atari's design. Now I find out that the Jaguar is driven by a 68000.
That doesn't _neccessarily_ make the Jaguar any less exciting, but it
does make me wonder what the next big lie is going to be.

Dan

# 1256. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 17:10:05 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug30.171005.32999@rchland.ibm.com>
Source record: 21993
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25t5rlINN2bn@flipper.pvv.unit.no>, eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
|> In article <1993Aug30.144323.25703@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|>
|> [...]
|>
|> > They did not. People are doing selective reading, Atari never claimed there
|> > was not a 32/16 bit processor they claimed a 64 bit graphics processor.
|>
|> Sure, fine, yeah, cool... Except they didn't actually *say* 16/32 anywhere,
|> did they? What happened to the truth, the *whole* truth...? Yeah, sure,
|> pr value blah blah blah. I was just expecting something more than the
|> equivalent of a 500 with a graphics accelerator from this great and mighty
|> CD32basher.
|>
|> At least the CD32 has a *full* 32-bit CPU.
|>
|> > Open your eyes, and mind and read the WHOLE THING.
|>
|> Y'know, the problem with having an open mind is that stuff tends to fall out.
|>
|> > Brian
|> --
|> //| Eyvind Bernhardsen | eyvind@lise.unit.no
|> // | |
|> \\ //--| Finger me for my | Amigoid and Linux advocate.
|> \X/ | public PGP key :) | Save the whalers!

Eyvind, sorry for the jumping in, but the CD-32 may have a '32-bit' engine,
but the Jaguar has some coprocessors that from what it looks so far, could emulate
CD-32 several times!

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1257. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 17:10:57 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <25tcb1INN2bn@flipper.pvv.unit.no>
Source record: 21991
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug30.162425.28089@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:

[...]

> And a computer can have only one processor? Must be a clone or Amiga owner
> to have such a narrow view of reality :)

An interesting comment, and one which I'm sure you will live to regret.
Think multiprocessing; think CPU, blitter, copper. All of which the Amiga
has had since the only ST was the 520ST.

> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1258. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 17:19:08 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <25tcqcINN2bn@flipper.pvv.unit.no>
Source record: 21992
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug30.162931.28176@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
> In article <25t5rlINN2bn@flipper.pvv.unit.no>, eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:

[...]

> |> Sure, fine, yeah, cool... Except they didn't actually *say* 16/32 anywhere,
> |> did they? What happened to the truth, the *whole* truth...? Yeah, sure,
> |> pr value blah blah blah. I was just expecting something more than the
> |> equivalent of a 500 with a graphics accelerator from this great and mighty
> |> CD32basher.
>
> With the addition of a decent graphics processor the A500 could be a CD32Basher,
> What's your beef?

Oh nothing, nothing... Except that the CD32 IS an A500 with a decent graphics processor (or two)... AND a 32-bit CPU. You work it out.

> |> At least the CD32 has a *full* 32-bit CPU.
>
> What part of a 68000 is not a full 32 bit CPU? It's a 32bit CPU designed
> to attach to a 16 bit memory, big deal.

Well, the data bus, you know, the bit of the CPU that communicates with the actual *memory*, yeah, that's right, the bit where you read your code and data. Why the hell do you think Motorola *makes* true 32-bit CPUs? Why do you think everybody didn't just stick with 8 bits?

> |> Y'know, the problem with having an open mind is that stuff tends to fall out.
>
> Yep I sure hate when that stupidity and arrogance falls out :)

Well, I'm sorry, but I'm having great difficulty in keeping from extreme verbal abuse, possibly because you just now, in that very same post, claimed - no, stated - that a 16-bit bus is equivalent to a 32-bit bus. Forgive me for my stupidity and arrogance in not being able to see this equivalence.

> |> //| Eyvind Bernhardsen | eyvind@lise.unit.no
> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1259. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 17:30:19 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <25tdfbINN2bn@flipper.pvv.unit.no>
Source record: 21994
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug30.165824.114772@zeus.calpoly.edu>, mcookson@flute.calpoly.edu (Mark Cookson) writes:
> You guys are fucking unbelieveable. The RISC chip in the Jaguar is not
> a fucking 68000! Try to get 107MB/s through the bus of a 68000! I have
> played the Jaguar, and the rendering is very fast. VERY much faster
> than the SNES. Try to get 36+ MIPS out of a 68000! Go look at
> cybermorph and see the shaded polygon surface generation.

I love this... "The RISC chip in the Jaguar is not a fucking 68000!".
Well, some people might be tempted to reply "Of COURSE it fucking isn't,
DIMWIT! The 68000 ISN'T a RISC CHIP!". But far be it from me to pass
comments such as this. Particularly in such a vulgar manner.

> No better yet, sit at home and make up some more bullshit about it.
> That seems to be what you people are good for!

Look, as far as I know, the CPU in the Jag is a 68000, OK? And no, I
really don't give a shit whether it renders gouraud-shaded napalm
polygons from HELL faster than an Onyx with a RE2; if it has
a 16-bit CPU, it's a 16-bit machine. By definition.

> (BTW this is not aimed at the msg I am replying to, but instead the
> line of BS going back several steps).

Show me a Jag with a RISC CPU. That's all I'm asking, I wanna see one.
Now.

> -mike
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1260. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 18:27:08 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CCL4L8.1FK@freenet.carleton.ca>
Source record: 21995

In a previous article, danb@shell.portal.com (Dan E Babcock) says:

>According to the EETimes article last month about the Jaguar, which quoted
>Atari people, the Jaguar is powered by a 64-bit RISC processor of
^^^^^^^^^

>Atari's design. Now I find out that the Jaguar is driven by a 68000.
>That doesn't _neccessarily_ make the Jaguar any less exciting, but it
>does make me wonder what the next big lie is going to be.
>
>Dan
>
It isn't really a lie; the Jaguar does have a 64 bit RISC processor.
It [the RISC] is not the CPU, which is what people automatically seem to
assume, but is still has a 64 bit RISC processor.

--
---------------------------------------------------------------------------
!! Computer Engineering at CCC; Carleton U. Ottawa Ontario Canada!!
------------------------ac382@freenet.carleton.ca-----------------------------

# 1261. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 18:51:01 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <25ti6lINNf6u@uwm.edu>
Source record: 21996
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug30.165824.114772@zeus.calpoly.edu>, Mark Cookson
(mcookson@flute.calpoly.edu) wrote:
: No better yet, sit at home and make up some more bullshit about it.
: That seems to be what you people are good for!

No, that's Atari's job, so they can lace their press releases with
bullshit.

They can probably get away with calling this thing the Falcon II.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1262. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 18:53:46 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <25tibqINNf6u@uwm.edu>
Source record: 21997
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tcqcINN2bn@flipper.pvv.unit.no>, Eyvind Bernhardsen (eyvind@Lise.Unit.NO) wrote:
: Well, the data bus, you know, the bit of the CPU that communicates with the
: actual *memory*, yeah, that's right, the bit where you read your code and
: data. Why the hell do you think Motorola *makes* true 32-bit CPUs? Why do
: you think everybody didn't just stick with 8 bits?

Atari did the same thing with the Falcon. "32-bit CPU!!!" Heaven forbid they mention that it's sitting on a 16-bit bus. This time, they didn't bother sticking the faster CPU in, that's all.

You know, they're getting pretty good at misleading the public.

: Forgive me for my stupidity and arrogance in not being able to see this
: equivalence.

People who bought the Falcon are still trying to forgive themselves for that one...

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1263. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 18:54:46 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug30.185446.1859@nrtpa038.bnr.ca>
Source record: 21998
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCL0L2.KDB@unix.portal.com>, danb@shell.portal.com (Dan E Babcock) writes:
|> In article <1993Aug30.144323.25703@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> >In article <CCK4xw.60F@unix.portal.com>, danb@shell.portal.com (Dan E Babcock) writes:
|> >|> In article <25s0t5$5is@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
|> >|> Why do you think Atari lied about the CPU?
|> >|>
|> >|> Dan
|> >|>
|> >|>
|> >They did not. People are doing selective reading, Atari never claimed there
|> >was not a 32/16 bit processor they claimed a 64 bit graphics processor.
|> >
|> >Open your eyes, and mind and read the WHOLE THING.
|>
|> According to the EETimes article last month about the Jaguar, which quoted
|> Atari people, the Jaguar is powered by a 64-bit RISC processor of
|> Atari's design. Now I find out that the Jaguar is driven by a 68000.
|> That doesn't _neccessarily_ make the Jaguar any less exciting, but it
|> does make me wonder what the next big lie is going to be.
|>
|> Dan
|>

Please "Open your eyes, and mind and read the WHOLE THING."
It seems that because there is a 68000 in a system a couple people
believe that it runs the whole thing. Could it possibly be that the
68000 is just an ancillary processor, not the main processor?

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________|_____________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|
```

# 1264. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 19:03:29 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug30.190329.2078@nrtpa038.bnr.ca>
Source record: 21999
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tcqcINN2bn@flipper.pvv.unit.no>, eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
|> In article <1993Aug30.162931.28176@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> > In article <25t5rlINN2bn@flipper.pvv.unit.no>, eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
|>
|> [...]
|>
|> > |> Sure, fine, yeah, cool... Except they didn't actually *say* 16/32 anywhere,
|> > |> did they? What happened to the truth, the *whole* truth...? Yeah, sure,
|> > |> pr value blah blah blah. I was just expecting something more than the
|> > |> equivalent of a 500 with a graphics accelerator from this great and mighty
|> > |> CD32basher.
|> >
|> > With the addition of a decent graphics processor the A500 could be a CD32Basher,
|> > What's your beef?
|>
|> Oh nothing, nothing... Except that the CD32 IS an A500 with a decent
|> graphics processor (or two)... AND a 32-bit CPU. You work it out.

Let me see an A500 has a 68000 for its processor, and it is a 32-bit CPU.
But the 68000 in the Jaguar is not a 32-Bit CPU. NEAT TRICK!!!!

|>
|> > |> At least the CD32 has a *full* 32-bit CPU.
|> >
|> > What part of a 68000 is not a full 32 bit CPU? It's a 32bit CPU designed
|> > to attach to a 16 bit memory, big deal.
|>
|> Well, the data bus, you know, the bit of the CPU that communicates with the
|> actual *memory*, yeah, that's right, the bit where you read your code and
|> data. Why the hell do you think Motorola *makes* true 32-bit CPUs? Why do
|> you think everybody didn't just stick with 8 bits?

Yes Motorola makes the 68000 familly of processors, all of which are 32-bit processors, though some have 8/24, 16/32, 32/24, and 32/32 external data/address busses.

|>
|> > |> Y'know, the problem with having an open mind is that stuff tends to fall out.
|> >
|> > Yep I sure hate when that stupidity and arrogance falls out :)
|>

|> Well, I'm sorry, but I'm having great difficulty in keeping from extreme
|> verbal abuse, possibly because you just now, in that very same post,
|> claimed - no, stated - that a 16-bit bus is equivalent to a 32-bit bus.
|> Forgive me for my stupidity and arrogance in not being able to see this
|> equivalence.

Sorry but I did not make any such claim. I was taking about the CPU being
a 32-bit processor. With regards to the 16 bit data bus I said "big deal"
which does not translate to "a 16 bit data bus is the same as a 32 bit data bus."

If your going to quote some one please be accurate.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

# 1265. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 19:28:26 UTC
From: johnson@cps.msu.edu
Message-ID: <25tkcq$scb@msuinfo.cl.msu.edu>
Source record: 22000

In article <1993Aug30.165229.112724@zeus.calpoly.edu> mcookson@flute.calpoly.edu (Mark Cookson) writes:
> However, part of the idea of the DSPs is that they can be used to make
>the machine perform much better than without. DSPs are very
>inexpensive, so if a DSP can give you a significant power increase it is
>a good move.

DSP's are inexpensive, but is the supporting hardware (allowing
DMA/shared memory access) equally inexpensive?

> Furthermore, we have to base comparisons on the norm. A PC running
>DOS/Windows looses quite a bit because of the OS. NT or OS2.1 are
>fairly good. But Windows 3.1 and DOS is still the norm. What matters
>on speed is the speed that the user sees. It is a very bad experience

By that argument, PCs and Macs are the norm, so the speed of the Atari
doesn't matter. You can't say the Atari is a better performer than a
486 and then say that the 486 can't use the best OS in the comparison.
People who really care about performance _will_ use the better OS.
The majority of users with a 486 _are_ using DOS/Windows, but then the
majority of users never do anything that requires a fast computer or
more than a 16-bit OS. The people who really need performance _will_
be running OS/2 or NeXTStep or Unix or NT (or, next year, Windows 4.0)
on their 486.

>decisions by IBM in the 70s! I think that Atari should have used a
>33MHz 030 and 32 bit memory. But even with a 16MHz and 16 bit memory,

Why not an 040? 25MHz 68040s have been around since 1989.

>it is not as haddicapped as a PC. When the MIPS PCs (if) become
>popular, and the PC world goes to NT or OS2 (I dont think Solaris or
>NextStep have a chance really), the PC will be able to harness most of
>the processors power. Until then, it is at a disadvantage.

You are apparently saying that those options have to become popular to
exist, which is somewhat backwards logic-wise. Like I said, anyone
who needs all that processing power can easily get it.

> Are simple but standard benchmarks available on the Falcon? We should
>be able to do some Sieves and dhrystones and a few others and at least
>get an idea. I would like to see this on maybe 5 different breeds of
>PCs (386s and 486s), a few macs, the Atari Falcon, TT, and original ST.
>Of course difference is the specific implementation of the benchmark can
>make a difference, but at least we will have a good indication of
>performance in general. (On the Falcon, and a new DSP MAC, it would be
>nice to do the tests both with and without the DSP if possible, although

>I think that for the tesst designed to be similar to real worls uses, we
>need to use the DSP, as it is being used for exactly that purpose).

I believe, at least on the Mac, that code has to be written (compiled?) to
specifically make use of the DSP, so it's probably not just a matter of
disabling the DSP.

> Anyone have said benchmarks? Or maybe source code?

Try marlin.nosc.mil, /pub/aburto/*
This site/directory contains source code and tables of results for
many benchmarks. There are plenty of x86 and Mac results already, so
the Atari results are all that would be needed for comparisons.

Unfortunately, unless you are running UNIX on your Atari, the source
might require some modification; the timing routines that they use are
not standard across platforms, and I don't remember seeing any Atari
ifdefs in the code. Then again, when you go messing with the code...

Of course, benchmarks are no comparison to running the same task in
the same application on each platform, but since most of the programs
generally used for that (Excel, PhotoShop, MSWord/WordPerfect, some
popular DB program , etc.) are probably not available for Atari,
that's somewhat difficult.
--

___
/__ ___ "Uh, you're not gonna johnson@cps.msu.edu
<__/raham / eat that, are you?" Michigan State University
|<. <_/ohnson --Fish Tales East Lansing, Michigan

# 1266. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 19:42:21 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <25tl6t$30b@sol.ctr.columbia.edu>
Source record: 22001

```
}
} Unfortunately, unless you are running UNIX on your Atari, the source
} might require some modification; the timing routines that they use are
} not standard across platforms, and I don't remember seeing any Atari
} ifdefs in the code. Then again, when you go messing with the code...
}
} Of course, benchmarks are no comparison to running the same task in
} the same application on each platform, but since most of the programs
} generally used for that (Excel, PhotoShop, MSWord/WordPerfect, some
} popular DB program , etc.) are probably not available for Atari,
} that's somewhat difficult.

In fact they'll probably compile straight off if you're using the
MiNT libraries for gcc/Turbo C/Lattice C/whatever. Define the system
as -DUNIX on the command line (for gcc) and it ought to go with no
problems. The libraries are almost identical in their interface to
the libraries on unix hosts. I regularly download and compile source
from comp.sources.unix with no problems. The only fly in the
ointment is when sockets are used. We haven't got them yet, but the
tcpip group on the MiNT mailing list are hard at work to create
them.

Simon.

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 1267. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 20:10:17 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <25tmr9INN85l@flipper.pvv.unit.no>
Source record: 22002
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug30.190329.2078@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
> In article <25tcqcINN2bn@flipper.pvv.unit.no>, eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:

[...]

> |> Oh nothing, nothing... Except that the CD32 IS an A500 with a decent
> |> graphics processor (or two)... AND a 32-bit CPU. You work it out.
>
> Let me see an A500 has a 68000 for its processor, and it is a 32-bit CPU.
> But the 68000 in the Jaguar is not a 32-Bit CPU. NEAT TRICK!!!!

Oh for Christ's sake, this is geting incredibly stupid. THE 68020 IN THE CD32 IS A 32 BIT PROCESSOR, OK? Okay, I'm gonna walk you through this one slowly:

(1) I say that the Jag is basically an A500 with neat GFX.
(2) You say "Yeah, an A500 with neat GFX will beat the CD32"
(3) I say that the CD32 IS, in fact, an A500 with neat GFX, but that it IN ADDITION TO its neat GFX, and IN CONTRAST TO the A500, HAS a 32-bit CPU.

Okay? Did we get it this time?

[...]

> |> Well, the data bus, you know, the bit of the CPU that communicates with the
> |> actual *memory*, yeah, that's right, the bit where you read your code and
> |> data. Why the hell do you think Motorola *makes* true 32-bit CPUs? Why do
> |> you think everybody didn't just stick with 8 bits?
>
> Yes Motorola makes the 68000 familly of processors, all of which are 32-bit
> processors, though some have 8/24, 16/32, 32/24, and 32/32 external data/address
> busses.

Yes, that's right! And what decides how fast we can get data to/from, for instance, your famous 64-bit DSPs? Even if they *do* have DMA (don't know about this), the data is going to have to get into memory somehow... And how will it get there? 16 bits at a time! Very good! And can the 16-bit bus of the 68000 read code 32 bits at a time? No! Gee, I guess there IS a difference between a 16-bit bus and a 32-bit bus, after all!

[...]

> |> Well, I'm sorry, but I'm having great difficulty in keeping from extreme
> |> verbal abuse, possibly because you just now, in that very same post,

> |> claimed - no, stated - that a 16-bit bus is equivalent to a 32-bit bus.
> |> Forgive me for my stupidity and arrogance in not being able to see this
> |> equivalence.
>
> Sorry but I did not make any such claim. I was taking about the CPU being
> a 32-bit processor. With regards to the 16 bit data bus I said "big deal"
> which does not translate to "a 16 bit data bus is the same as a 32 bit data bus."

No? You basically ignored the fact that the 16 bit data bus is half as
efficient as a 32 bit databus. Well, I don't care what you call it, to me
that says you don't care whether you have 16-bit or 32-bit databus, which
means that they are equivalent.

> If your going to quote some one please be accurate.

I wasn't quoting. I was telling you what you said, in case you didn't
catch it while you were writing it, and why it was stupid.

> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1268. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 20:35:42 UTC
From: cmedley@wam.umd.edu
Message-ID: <25toav$h6b@cville-srv.wam.umd.edu>
Source record: 22003
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25ti6lINNf6u@uwm.edu>,
Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>In article <1993Aug30.165824.114772@zeus.calpoly.edu>, Mark Cookson
(mcookson@flute.calpoly.edu) wrote:
>: No better yet, sit at home and make up some more bullshit about it.
>: That seems to be what you people are good for!
>
>No, that's Atari's job, so they can lace their press releases with
>bullshit.
>
>They can probably get away with calling this thing the Falcon II.
>
>Greg
>

You can always tell when Atari has a winner because Greg flames it. :)

From what it appears, no one here knows what the actual use of the 68000 is
in the Jaguar. So until we know for a fact whether it is the CPU or not,
it is probably best for everyone to be quiet.

But then, this being *.advocacy, I doubt this will happen. :)

# 1269. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 20:41:16 UTC
From: cmedley@wam.umd.edu
Message-ID: <25told$hha@cville-srv.wam.umd.edu>
Source record: 22004
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25t5rlINN2bn@flipper.pvv.unit.no>,
Eyvind Bernhardsen <eyvind@Lise.Unit.NO> wrote:
>In article <1993Aug30.144323.25703@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk)
writes:
>
>[...]
>
> > They did not. People are doing selective reading, Atari never claimed there
> > was not a 32/16 bit processor they claimed a 64 bit graphics processor.
>
>Sure, fine, yeah, cool... Except they didn't actually *say* 16/32 anywhere,
>did they? What happened to the truth, the *whole* truth...? Yeah, sure,
>pr value blah blah blah. I was just expecting something more than the
>equivalent of a 500 with a graphics accelerator from this great and mighty
>CD32basher.
>

Well the Amiga 500 is almost half the speed (7.16mhz) of the Jag (13.3mhz)
with the same processor.

Factor in the 64-bit Blitter and graphics, and the DSP, and we have something
that is a little bit ahead of the competition, being as though the current
market is inundated with machines running on 8/16 processors (SNES) or
16/32 processors (Genesis).

Also throw in the texture mapping, the ability to have as much as 50MB of
data compressed in catridge form, and of course, widespread knowledge that
the machine exists (look in the game rags... there are only "rumors" of
a new 32-bit SNES and Sega, and no mention of the CD^32... whereas Jag is
getting more and more mention as information has come out... tres interessant,
eh?).

I think Atari is lining up to have a killer machine out there that will
actually threaten SNES and Genesis sales.

And as much as you all flame away on it because you prefer CBM products,
remember that it doesn't matter how good the hardware is, but how well it
sells. :) If hardware were all that mattered, MS-DOS machines would have
faded from the scene when the 520ST and A1000 came out, right? :)

# 1270. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 20:46:01 UTC
From: cmedley@wam.umd.edu
Message-ID: <25tou9$ho0@cville-srv.wam.umd.edu>
Source record: 22005
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tibqINNf6u@uwm.edu>,
Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>In article <25tcqcINN2bn@flipper.pvv.unit.no>, Eyvind Bernhardsen (eyvind@Lise.Unit.NO)
wrote:
>: Well, the data bus, you know, the bit of the CPU that communicates with the
>: actual *memory*, yeah, that's right, the bit where you read your code and
>: data. Why the hell do you think Motorola *makes* true 32-bit CPUs? Why do
>: you think everybody didn't just stick with 8 bits?
>
>Atari did the same thing with the Falcon. "32-bit CPU!!!" Heaven forbid
>they mention that it's sitting on a 16-bit bus. This time, they didn't
>bother sticking the faster CPU in, that's all.
>

Maybe Commodore should advertise that AmigaDOS lacks memory protection so
we can all know the truth about that, too, eh? :)

I don't think you can flame a company for using advertising hype to build a
rep. I also don't think any of you cared to notice that many other video
game companies claim a 16-bit system when they still use numerous 8-bit
components (SNES is a great example of this... 8-bit DMA sound, 8/16 bit
CPU).

Also, it's a known fact that Jaguar has a 64-bit bus.

This is 2X bigger than the CD^32 and 4X bigger than the Falcon's 68030's
buss to memory. :)

>You know, they're getting pretty good at misleading the public.
>

So are the jealous Amiga owners. :)

>: Forgive me for my stupidity and arrogance in not being able to see this
>: equivalence.
>

You're forgiven. :) Why not read more about the CBM Insiders Reveal the
Truth thread in your newsgroups? :)

>People who bought the Falcon are still trying to forgive themselves for
>that one...
>

That's simply not true. And I'd like for you to find an unhappy Falcon owner
posting to comp.sys.atari.st or atari.st.tech if you want to make a claim

like that, which is totally unsubstantiated.

Greg, if you're going to spout opinion, at least do it right and say it is opinion. :)

>Greg
>
>--
>(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
>(: "The chrome and glitter serves to disguise the fact that you're :)
>(: running the operating-system equivalent of a Choose Your Own :)
>(: Adventure book." -- Mark 'Mark' Sachs :)
>(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1271. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 20:49:56 UTC
From: cmedley@wam.umd.edu
Message-ID: <25tp5k$hvr@cville-srv.wam.umd.edu>
Source record: 22006
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tmr9INN85l@flipper.pvv.unit.no>,
Eyvind Bernhardsen <eyvind@Lise.Unit.NO> wrote:
>In article <1993Aug30.190329.2078@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk)
writes:
> > In article <25tcqcINN2bn@flipper.pvv.unit.no>, eyvind@Lise.Unit.NO (Eyvind
Bernhardsen) writes:
>
>[...]
>
> > |> Oh nothing, nothing... Except that the CD32 IS an A500 with a decent
> > |> graphics processor (or two)... AND a 32-bit CPU. You work it out.
> >
> > Let me see an A500 has a 68000 for its processor, and it is a 32-bit CPU.
> > But the 68000 in the Jaguar is not a 32-Bit CPU. NEAT TRICK!!!!
>
>Oh for Christ's sake, this is geting incredibly stupid. THE 68020 IN THE
>CD32 IS A 32 BIT PROCESSOR, OK? Okay, I'm gonna walk you through this one
>slowly:
>
>(1) I say that the Jag is basically an A500 with neat GFX.
>(2) You say "Yeah, an A500 with neat GFX will beat the CD32"
>(3) I say that the CD32 IS, in fact, an A500 with neat GFX, but that it IN
> ADDITION TO its neat GFX, and IN CONTRAST TO the A500, HAS a 32-bit CPU.
>
>Okay? Did we get it this time?
>

I think so, Eyvin. :)

>
>Yes, that's right! And what decides how fast we can get data to/from, for
>instance, your famous 64-bit DSPs? Even if they *do* have DMA (don't know
>about this), the data is going to have to get into memory somehow... And
>how will it get there? 16 bits at a time! Very good! And can the 16-bit
>bus of the 68000 read code 32 bits at a time? No! Gee, I guess there IS
>a difference between a 16-bit bus and a 32-bit bus, after all!
>

You have missed ONE simple point.

The Jaguar, according to Atari, has a 64-bit buss.

Now, this may be like the Falcon, where between the 68000 and RAM there is
a 16-bit buss, and between the custom chipset and RAM there is a 64-bit
buss, and so on.

But considering these are true coprocessors who may get the odd command from the 68000... i don't see where they are going to have much of a problem running fast or getting fed only 16-bits at a time.

And if that is a problem, would you care to explain what game system exists or is coming where every chip in it runs at 32-bit (or greater) access to memory?

(other than the Amiga 4000 :) )

# 1272. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 20:54:33 UTC
From: cmedley@wam.umd.edu
Message-ID: <25tpe9$i93@cville-srv.wam.umd.edu>
Source record: 22007
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug30.141348.38519@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <25s0t5$5is@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
>|>
>|> Well, the 68000 is just like a conductor to a symphony of power. Read
>|> the full spec sheet on the machine and you might realize it makes the CD^32
>|> look like a toy. :)
>|>
>
> True. But one thing 'FLIP'- The Jaguar *IS NOT* '64-bit RISC based' as
>the ATARI specs suggest. It USES 64-bit RISC technology, but the
>CPU is a 68000.

This becomes a matter of semantics. a 64-bit RISC based CPU would make it
in a class with the DEC Alpha. From what we've heard so far, the 68000 acts
as a CPU in the sense that it coordinates the actions of the other chips...
IF it even does that! <because we are all operating on a scrap of info>

I think they can claim it to be 64-bit RISC based IF the custom chips indeed
fall into that spec.

Personally, all I know is, for $200 there is nothing that will come close.
The biggest argument against any machine over $400 (like CD^32) would be
that if you're going that far, you may as well get a 3DO (The Sanyo model
may go as low as $550).

# 1273. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 20:55:44 UTC
From: cmedley@wam.umd.edu
Message-ID: <25tpgg$iae@cville-srv.wam.umd.edu>
Source record: 22008
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tcb1INN2bn@flipper.pvv.unit.no>,
Eyvind Bernhardsen <eyvind@Lise.Unit.NO> wrote:
>In article <1993Aug30.162425.28089@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk)
writes:
>
>[...]
>
> > And a computer can have only one processor? Must be a clone or Amiga owner
> > to have such a narrow view of reality :)
>
>An interesting comment, and one which I'm sure you will live to regret.
>Think multiprocessing; think CPU, blitter, copper. All of which the Amiga
>has had since the only ST was the 520ST.
>

All of which have only added to its ability to be the most powerful orphaned
platform in the world. :)

# 1274. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 21:32:42 UTC
From: murphygp@bnr.ca
Message-ID: <1993Aug30.213242.13486@newton.ccs.tuns.ca>
Source record: 22009
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'Flip' Medley (cmedley@wam.umd.edu) wrote:
: In article <25s817$13ef@nwg.nectec.or.th>,
: Suraj Gulrajanai <suraj@nwg.nectec.or.th> wrote:
: >'Flip' Medley (cmedley@wam.umd.edu) wrote:
: >
: >> >8. Why is everyone so excited about it anyway?
: >> >
: >> It's $200.
: >> It's got 24-bit video.
: >> It's got a 32-bit expansion slot.
: >> It's got a set of 64-bit custom chips on a 64-bit bus.

Correct me if I'm wrong, but I never saw any mention of the BUS being 64-bits
(and if it's not, it doesn't make that 64-bit processor as useful as it
could be).

As an aside, I really like how the specs were made to look a wee bit better
than they are by staing that it has 16 megaBITS of RAM, which is only
2 megaBYTES. ;)

--

```
*******************************************************************************
* /// A2000 Gavin Murphy Technical University ///*
* /// 68040 murphygp@newton.tuns.ca of /// *
*\\\/// 19MEG Nova Scotia \\\/// *
* \XX/ "No matter where you go...there you are!!!" \XX/ *
*******************************************************************************
```

# 1275. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 22:11:45 UTC
From: cmedley@wam.umd.edu
Message-ID: <25ttv1$m2a@cville-srv.wam.umd.edu>
Source record: 22010
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug30.213242.13486@newton.ccs.tuns.ca>,
Gavin Patrick Murphy <murphygp@bnr.ca> wrote:
>
>Correct me if I'm wrong, but I never saw any mention of the BUS being 64-bits
>(and if it's not, it doesn't make that 64-bit processor as useful as it
>could be).
>

Check the press release.

It has a 64-bit buss. There was mention of this even when the prototype
(which did not have the sound circuitry integrated) was shown to shareholders
about 2 months ago, I believe.

>As an aside, I really like how the specs were made to look a wee bit better
>than they are by staing that it has 16 megaBITS of RAM, which is only
>2 megaBYTES. ;)
>

Well, yes, but this is true of all video game manufacturers. Would you buy
a SNES or Genesis if you knew it only had 64k of RAM? :) Heck, NeoGeo
has 330 MEG (abit) carts. Street Fighter came on a 14 MEG (abit, once again)
cartridge for SNES.

I really think if you are to survive in the video game advertising war, you
better go with the BITS for your measurable units instead of BYTES because
it would look pretty bad if they said 2 MEG (abytes) and the gamers all
thought it was a 128K machine. :)

# 1276. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 22:25:21 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <25tuohINNhml@uwm.edu>
Source record: 22011
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25ttv1$m2a@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Check the press release.

Just did. You know what I thought of it.

: It has a 64-bit buss. There was mention of this even when the prototype
: (which did not have the sound circuitry integrated) was shown to shareholders
: about 2 months ago, I believe.

A twisting of the truth, I'll venture. 32-bit access to ram, with the
optional burst page-mode access. It's a 32-bit bus though.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1277. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 22:45:49 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <25tvut$qi@Tut.MsState.Edu>
Source record: 22012
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tp5k$hvr@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>
>And if that is a problem, would you care to explain what game system exists
>or is coming where every chip in it runs at 32-bit (or greater) access to
>memory?
>
>(other than the Amiga 4000 :) )

Well, even the "mighty" A4000 is stuck with several chips which do
not have 32bit access. The Paula chip is the same tired old dog
from the original A1000, except it has a cute little package. The
Blitter, once part of the Amiga's claim to fame, is still 16bit,
although the Alice chip may be able to access memory a bit faster.
The Lisa chip can grab memory in 64bit chunks, resulting in a 4x
improvement, but even it chokes on resolutions and color depths
which other machines handle easily. And last but not least, don't
forget that the A4000's 040 is far from being the best in the world,
and may rank among the worst.

Skip Sauls
skip@cy.cs.olemiss.edu

# 1278. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 22:57:53 UTC
From: kirchh@ccu.umanitoba.ca
Message-ID: <CCLH4I.42M@ccu.umanitoba.ca>
Source record: 22016
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tpe9$i93@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>Personally, all I know is, for $200 there is nothing that will come close.
>The biggest argument against any machine over $400 (like CD^32) would be
>that if you're going that far, you may as well get a 3DO (The Sanyo model
>may go as low as $550).

Another factor that could (I suppose) affect all of this is the new high price of the Japanese yen, which could give a competitive advantage to the C=/Atari stuff against the Sanyo/Matsushita 3DO stuff. I assume this worsening exchange rate was the cause of Nintendo jacking up the SuperFX chip-price to the point where Lucasarts and (some other company whose name excapes me) decided to drop the chip from their planned cartridges. (I read about this SuperFX price thing in that annoying yet fascinating "Video Cowboy" syndicated newspaper column; I have no idea how reliable a source that is).

--
Evan Kirchhoff, kirchh@ccu.umanitoba.ca

# 1279. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 23:47:34 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CCLJFA.JB@freenet.carleton.ca>
Source record: 22014

In a previous article, gblock@csd4.csd.uwm.edu (Gregory R Block) says:

>
>A twisting of the truth, I'll venture. 32-bit access to ram, with the
^^^^^^^^^^^^^^^
I'll venture you're full of it :) Read the official press release again and
while you're at it take a look at the system diagram (on an IMG file).

>optional burst page-mode access. It's a 32-bit bus though.
>
>Greg
>

--
---
!! Computer Engineering at CCC; Carleton U. Ottawa Ontario Canada!!
-----------------------ac382@freenet.carleton.ca----------------------------

# 1280. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 23:48:01 UTC
From: cmedley@wam.umd.edu
Message-ID: <25u3jh$q8e@cville-srv.wam.umd.edu>
Source record: 22013
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tuohINNhml@uwm.edu>,
Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>A twisting of the truth, I'll venture. 32-bit access to ram, with the
>optional burst page-mode access. It's a 32-bit bus though.
>
>Greg

Your post is hilarious. Any more guesses, Greg? Anything else you think is wrong with the Jaguar? :)

When we have facts about what is what in the machine, I think then it'll be ok to critique it, but geez, you guys are flaming a machine before you even KNOW what it is like!

<all because Commode is making a CD game console... which, according to anonymous insiders inside C=, is the last dying gasp of air to the Amiga... now... Atari may be bad, but at least it can only be speculated as to how bad off they are... :) >

# 1281. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-30 23:56:17 UTC
From: cmedley@wam.umd.edu
Message-ID: <25u431$qi5@cville-srv.wam.umd.edu>
Source record: 22015
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tvut$qi@tut.msstate.edu>,
Skip Sauls <skip@cy.cs.olemiss.edu> wrote:
>In article <25tp5k$hvr@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley)
writes:
>>
>>And if that is a problem, would you care to explain what game system exists
>>or is coming where every chip in it runs at 32-bit (or greater) access to
>>memory?
>>
>>(other than the Amiga 4000 :) )
>
>Well, even the "mighty" A4000 is stuck with several chips which do
>not have 32bit access. The Paula chip is the same tired old dog
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>from the original A1000, except it has a cute little package. The
^^^^^^^^^^^^^^^^^^^^^^^^

Oh my God! Does this mean the Amiga ISN'T perfect? Heaven forbid! God
will damn you for this, Skip! :)

>Blitter, once part of the Amiga's claim to fame, is still 16bit,
^^^^^

You mean Commodore crippled the A4000 with a 16-bit Blitter?!?!!? Why,
even the Atari Falcon has a 32-bit Blitter!

>although the Alice chip may be able to access memory a bit faster.
>The Lisa chip can grab memory in 64bit chunks, resulting in a 4x
>improvement, but even it chokes on resolutions and color depths
>which other machines handle easily. And last but not least, don't
>forget that the A4000's 040 is far from being the best in the world,
>and may rank among the worst.
^^^^^^^^^^^^^^^^^^^^^^^^

Nonononnonono... not the Amiga 4000/40. That's Commode's top of the line
killer machine. After all, it was designed for the video professional not
an end user who needs.. ummm... whatever end users want. :)

Well it's nice to see someone else other than me thinks it is pretty cheesy
for people to complain about the lack of a 32-bit this and 64-bit that in
the Jag, which is touted as a 64-bit system. Maybe it is something with
our names... Skip... Flip.. probably someone named Drip will drop by and
enlighten us further. :) But my point is this... for the rest of the
masses...

The Jag is a nice machine with some very nice 64-bit components in it in areas where performance, for a video game console, are necessary. We know for a fact that console systems have done quite well, performance wise, with a load of specialized custom chips and a relatively slow CPU. Anyone who thinks otherwise should look at a TurboGrafx-16 (using an 8-bit processor!) and the SNES (8/16 CPU!). What makes them better game machines than some dedicated computers are the abilities of their custom chips.

And I doubt anyone here is going to argue that those machines would even come close to outperforming a Jag.

The only close competition will be from 3DO (at $550-$700 a pop, but with CD unit built-in, and the Tripster backing it up with EA Software) and CD^32 which, in case no one has noticed, is an A1200 with CD, but no keyboard and some other doodads.

Judging from the current response in magazines, 3DO is getting hyped a lot more than the other two, and Jaguar news is just bubbling to the print media, and CD^32, doesn't exist.

>
>Skip Sauls
>skip@cy.cs.olemiss.edu

# 1282. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 00:18:57 UTC
From: davidme@qdpii.ind.dpi.qld.gov.au
Message-ID: <CCLKvM.E22@qdpii.ind.dpi.qld.gov.au>
Source record: 22017
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

bjgrier@bnr.ca (Brian Grier Perpk) writes:

>What part of a 68000 is not a full 32 bit CPU?

All of the internals, other than the registers. The ALU, the very core of
the chip, is 16-bit.

>It's a 32bit CPU designed
>to attach to a 16 bit memory, big deal.

No, the 386SX is a 32-bit CPU with a 16-bit data bus. The 68000 is a 16-bit
chip with a 32-bit programming model.

--
David Meiklejohn (davidme@dpi.qld.gov.au)

# 1283. Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 00:57:03 UTC
From: cmedley@wam.umd.edu
Message-ID: <25u7kv$39@cville-srv.wam.umd.edu>
Source record: 22018
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25u3tdINNhml@uwm.edu>,
Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>In article <25u1fm$29s@Tut.MsState.Edu>, Skip Sauls (skip@cy.cs.olemiss.edu) wrote:
>: No, this comment comes from people who understand marketing.
>
>Undoubtedly.
>
>: Even so, it kicks the shit out of the CD32.
>
>We'll have to wait and see, won't we. Statistically, it's wonderful.
>Then again, it might be "too little, too late".
>

Are you talking about CD^32 or Jaguar? :)

>: In other words, smoking the Amiga's chipset, even if they aren't the
>: fanciest things in the world.
>
>And to think, we thought you were above that kind of comment... And
>they're pretty damn fancy, I might add. A DSP, video processor, and
>sprite processor? Not bad.
>

Yes, we all agree it is a very nice chipset. :)

>: Considering that the AGA isn't fully 32bit, doesn't it suffer from
>: the Falcon syndrome as well?
>
>The path to the ram IS 32-bit, as they claim. Unlike the Jag.
^^^^^^^^^^^^^^^^^^

PROVE IT. Otherwise, don't say it.

>: Ah, so you do admit that AGA is a hack...
>
>No. There's NOTHING wrong with this approach. It's just a lie to call
>it 64-bit.
>
Well, can I quote you on that? "Nothing wrong with...."

:)

>: >16-bit access to RAM for the 68000, 32-bit and page mode for the
>: >chipset. Chipset, naturally, gets deterministic access. Since the DSP
>: >is likely to be a RISC design, it isn't going to be meant for general
>: >purpose use.

>
>: And how will the non-existant DSP in the CD32 be better?
>

Great point. :)

>Its a general-purpose CPU at a faster clock rate and a more advanced
>processor, with a full 32-bit path to ram. It's a cross. Do too much GP
>stuff on the Jag, and you eat performance. The CD32's 020 fits somewhere
>in the middle. It isn't a DSP, but it's a far better GP.
>

But Greg has forgotten.........

VIDEO GAMES DON'T NEED A GOOD GENERAL PURPOSE PROCESSOR!

:)

They just need to have incredible graphics and sound performance, with
as little load on the CPU as possible.

Either that, or Amiga owners have been lying when they insult ST owners
about games for nearly a decade now.

:)

>: Would you go so far as to claim that it will be lower than AGA in
>: the CD32? I certainly hope not, as that would cripple the Jaguar
>: even more than the Atari name.
>
>No, definitely not. The Jag _LOOKS_ to be a technically superior system,
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

That's all you needed to say. End of story.

# 1284. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 01:05:05 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <25u841INNivu@uwm.edu>
Source record: 22019
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25u3jh$q8e@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Your post is hilarious. Any more guesses, Greg? Anything else you think is
: wrong with the Jaguar? :)

No, not offhand. And while it may be "funny", it's certainly NOT a
long-shot. All of it is based in fact; whether it is the TRUTH or not is
yet unknown.

: When we have facts about what is what in the machine, I think then it'll be
: ok to critique it, but geez, you guys are flaming a machine before you even
: KNOW what it is like!

Blame the Falcon's hype for how I treat the Jaguar, I see it no
differently now.

: <all because Commode is making a CD game console... which, according to

Again, this has NOTHING to do with CD32. The Jag beats the HELL out of
it, even if everything I said is true. Don't be dumb enough to think
that I'm not open enough to recognize a better machine when I see it, I
am. I just hate marketing, and that's marketing if I've ever seen it.

Fudged numbers, mistruths, that whole post reeked of twisting facts.
This has NOTHING to do with the Amiga, and everything to do with the Jag.

My problem with the Falcon is NOT Atari, and it has nothing to do with my
Amiga. My problem with the Falcon is the intentional crippling.

My problem with this Jag post is its intentional marketspeak.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1285. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 01:17:35 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <25u8rfINNivu@uwm.edu>
Source record: 22020
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25u7kv$39@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Are you talking about CD^32 or Jaguar? :)

Jag. It's a great system; but there have been lots of technically superior systems which lost simply because they were late to market. As is, CD32 has a lot of force behind it; the list of games in development and slated for release is over twice the size in that Jaguar post. As well, it's due for a world-wide release within a month; something the Jaguar isn't.

I -LIKE- what I see about the Jaguar; I just know marketspeak when I see it. That "technological peek at the Jag" was more marketing than it was specs.

: Yes, we all agree it is a very nice chipset. :)

Good.

: PROVE IT. Otherwise, don't say it.

Know anything about engineering? They're saying "64-bit" ram. And yet, suspiciously, they're saying, rather specifically, that they're using page-mode ram.

What is the logical conclusion? That they're making use of page-mode. Which MEANS that they're using a 32-bit pathway to ram, and using page-mode to get that second 32-bits.

NOW. We get to "64-bit". Again, the GPU for the thing is a 68000, a 32/16-bit cpu that accesses memory in 16-bit lengths. Regardless of how much function is actually taken by the DSP, it's still a DSP, and not the GP for the system.

Therefore, it's misleading to say it's a 64-bit system, when the main processor, even if superceded by other, faster processors, is 32/16.

Nothing about the Jag says 64-bit, except the fetch system. And that may or may not say anything about the chipset itself--you could easily stick 64-bit chips onto this 32-bit bus, and use the page-mode to do that second fetch.

But it's a lie to call that a 64-bit system in the same way that it's a lie to call an A2000 with a 68030 card a 32-bit system.

: Well, can I quote you on that? "Nothing wrong with...."

There is NOTHING WRONG WITH USING PAGE MODE. If there was something wrong with it, you idiot, it wouldn't be USEFUL, would it? No. But it is NOT A 64-BIT PATH.

Don't mince words with me, damnit, because I _DO_ know what I'm talking about. Nothing ticks me off more than some computer geek who couldn't tell a burst read from a page fault telling me that I'm a total fool. Especially when, for at LEAST once, I'm not.

: Great point. :)

It's NOT a point. I don't GIVE A DAMN ABOUT THE CD32. IT'S TECHNICALLY INFERIOR, AND THAT ISN'T WHAT THIS DAMN POSTING WAS ABOUT.

Excuse me for thinking that you WOULDN'T want to be mislead by marketing. I'm sorry, I mistook you for someone with intelligence, someone who thought that maybe they wanted to know what was REALLY going on under the hood. I thought maybe you cared how it worked, maybe you thought that not everything is as rosy as it seems.

I guess I was wrong, my apologies. Feel free to believe everything you read, and I hope it gets you everything you so dearly deserve.

: But Greg has forgotten.....
: VIDEO GAMES DON'T NEED A GOOD GENERAL PURPOSE PROCESSOR!

That depends on how "RISC" their DSP is. It may be desperately needed, it may not be. It WILL be needed, in some capacity, that is known: or it wouldn't be there. If their DSP is TRULY RISC, and it follows the RISC philosophy, then it may very well be that a GP will get a good bit of use, even in games, if for nothing but to direct the flow of everything that goes on.

: That's all you needed to say. End of story.

If you really think that's all there is, then you're a fool. Go ahead, follow marketing blindly. Personally, I like to have some knowledge of what I'm buying.

And I'd be awfully interested, if I were a more intelligent version of you, why they are so bent on misrepresenting their own features.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1286. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 01:47:42 UTC
From: danb@shell.portal.com
Message-ID: <CCLozK.3uB@unix.portal.com>
Source record: 22021
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25u8rfINNivu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <25u7kv$39@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
>: Are you talking about CD^32 or Jaguar? :)
>
>Know anything about engineering? They're saying "64-bit" ram. And yet,
>suspiciously, they're saying, rather specifically, that they're using
>page-mode ram.
>
>What is the logical conclusion? That they're making use of page-mode.
>Which MEANS that they're using a 32-bit pathway to ram, and using
>page-mode to get that second 32-bits.

Doesn't follow.

>There is NOTHING WRONG WITH USING PAGE MODE. If there was something
>wrong with it, you idiot, it wouldn't be USEFUL, would it? No. But it
>is NOT A 64-BIT PATH.
>
>Don't mince words with me, damnit, because I _DO_ know what I'm talking
>about. Nothing ticks me off more than some computer geek who couldn't
>tell a burst read from a page fault telling me that I'm a total fool.
>Especially when, for at LEAST once, I'm not.

Sorry, but I think you are. The claimed memory bandwidth is consistent
with a 64-bit wide page-mode DRAM system. There is simply no
information available to say otherwise.

>it wouldn't be there. If their DSP is TRULY RISC, and it follows the
>RISC philosophy, then it may very well be that a GP will get a good bit
>of use, even in games, if for nothing but to direct the flow of
>everything that goes on.

Calling a DSP "RISC" is just silly. The term doesn't apply.

Dan

# 1287. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 03:17:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15168@uqcspe.cs.uq.oz.au>
Source record: 22022
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

asm@festival.ed.ac.uk (M Smyth) writes:

>> It's got a set of 64-bit custom chips on a 64-bit bus.
> ^^^^^
>It has a 64-bit blitter on a 64-bit bus. :)

There are at least 3 processing units with 64-bit connections. The fact that the BLITTER, GPU, DRAM controller, and OBJECT PROCESSOR are all in the one chip ("Tom") may have confused you.

Here's an ASCII version of the block diagram posted with aeo_se_j.zip to atari.archive.

1 = 16 bit bus
3 = 32 bit bus
6 = 64 bit bus

```
....JERRY........... BUS
: : 6
: ------- : 6 ....TOM........
: ----- | DSP | : 6 : :
sound <------|SOUND|| + |3333336 : ---- : ------
: ----- |8K SRAM| : 6 : |DRAM| : | |
: ------- : 666666|MEM |6666666666| DRAM |
: |TIMERS | : 6 : |CTRL| : | |
: |UART | : 6 : ---- : ------
joystick <------------>|JSTICKS| : 6 : --------- :
: |CLOCKS | : 6 : |OBJECT |--------> to video
: ------- : 666666|PROCESSOR| :
:.................: 6 : --------- :
------- 6 : :
| | 6 : :
| 68000 |11111116 : ------- :
| | 666666| GPU | :
------- 6 : |4K SRAM| :
6 : ------- :
--------- 6 : :
|CARTRIDGE| 6 : ------- :
| CD-ROM |3333333666666|BLITTER| :
--------- 6 : ------- :
6 :.............:
6
```

--
Warwick

# 1288. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 04:07:55 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Aug31.040755.18158@monu6.cc.monash.edu.au>
Source record: 22028
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Brian Grier Perpk (bjgrier@bnr.ca) wrote:

[...]

: |> Well, I'm sorry, but I'm having great difficulty in keeping from extreme
: |> verbal abuse, possibly because you just now, in that very same post,
: |> claimed - no, stated - that a 16-bit bus is equivalent to a 32-bit bus.
: |> Forgive me for my stupidity and arrogance in not being able to see this
: |> equivalence.
:
: Sorry but I did not make any such claim. I was taking about the CPU being
: a 32-bit processor. With regards to the 16 bit data bus I said "big deal"
: which does not translate to "a 16 bit data bus is the same as a 32 bit data bus."
:

Try sticking a 68040 on a 16bit bus and see how fast it goes.
"big deal" indeed!

- Jim

# 1289. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 04:29:52 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Aug31.042952.23380@monu6.cc.monash.edu.au>
Source record: 22029
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Brian Grier Perpk (bjgrier@bnr.ca) wrote:

: Please "Open your eyes, and mind and read the WHOLE THING."
: It seems that because there is a 68000 in a system a couple people
: believe that it runs the whole thing. Could it possibly be that the
: 68000 is just an ancillary processor, not the main processor?

Um perhaps you're right. Then what tools do you use for cross-development?
Are there 680x0-> whatever risc processor Atari have made
or is there away of developing this you-beut risc microcode?

How are you going to work out the rules for your game, the mechanics,
and then compile it for "risc machine code"?

Are programmers going to manually change every bit in the Jaguar
by hand until they can snapshot the memory?

I have a strong feeling that the 68000 is the main processor
and the risc whatever it is, is just a graphics co-processor. A few
cheapish dsp's might be in the box as well. Also, the specs sound
very dodgey, especially the 100MB/sec bandwith, probably Megabits (Mb),
not megabytes (MB). The MIPS figure sounds awfully fast, fast
enough for Atari to sell the risc chip to others as a cpu. Then
again, I guess the MIPS figure is just adding the 68000 (all 2 mips of
it), to the risc chip and the dsp..

- Jim

PS. Apart from Economics and a bit of Civil Engineering, I know
nothing, so any compuuter-techno stuff is probably wrong ;-)

## 1290. Jaguar Architecture

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 05:01:30 UTC
From: bgilbert@hardy.u.washington.edu
Message-ID: <25ulva$epv@news.u.washington.edu>
Source record: 22023

To all the people who keep claiming the Jaguar is some sort of 8/16/32 bit hybrid running off a 68000 or some such nonsense, I would strongly advise downloading and viewing the Jaguar architecture diagram which was posted in the last Atari Explorer Online. This may be found at the following site :

atari.archive.umich.edu (try msdos.archive.umich.edu if busy)
/atari/Magazines/Aeo/aeo_se_j.zip

This is a pretty detailed pic (same thing Warwick converted to ASCII) of how the memory, bus, chips, etc. are setup in the Jaguar. There _is_ a 64 bit bus, the memory is accessed via the 64 bit bus (not through 16 bit references via the 68000 as someone suggested) and there is no valid argument that the 68000 will somehow "slow down" the system. Heck, I could have a VIC-20 feeding 3-D object coordinates to a Cray-XMP which would then do the rendering pretty darn fast, but you wouldn't say this was only as fast as the VIC-20, would you? Just because the 68000 is there doesn't mean it will be doing most of the work in the system -- I think it will be quite the opposite, the specialized chips will be doing the brunt of the graphics work. It doesn't take a 68040 to calculate how many lives the player has left or figure out which monsters are going to attack.

Regards,

# 1291. Time-Warner was Re: Can CD-32 vs Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 05:21:33 UTC
From: watt0012@gold.tc.umn.edu
Message-ID: <watt0012.746774493@gold.tc.umn.edu>
Source record: 22026
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Time-Warner, mega-media-conglomerate, parent company of Time Magazine, Warner Brothers Records, and the American Broadcasting Corporation (ABC), as well as countless other newspapers, magazines, TV stations, etc. Why the hell is it that this company is interested in Atari?

It is pointless to speculate which console will do best, because there are too many factors. CD^32 seems to have better games support, while Jaguar has a nice list of specs and some sort of connection with Time-Warner. ETC.

--
Andrew Wattenhofer ~| "Everybody's got a job to do, everybody's got |
watt0012@student.tc.umn.edu |_ to move and groove." -The Kids in the Hall _|

# 1292. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 05:22:28 UTC
From: cmedley@wam.umd.edu
Message-ID: <25un6k$ao0@cville-srv.wam.umd.edu>
Source record: 22024
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25u8rfINNivu@uwm.edu>,
Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>In article <25u7kv$39@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
>: Are you talking about CD^32 or Jaguar? :)
>
>Jag. It's a great system; but there have been lots of technically
>superior systems which lost simply because they were late to market. As
>is, CD32 has a lot of force behind it; the list of games in development
>and slated for release is over twice the size in that Jaguar post. As
>well, it's due for a world-wide release within a month; something the
>Jaguar isn't.
>

The CD^32 also isn't known outside of Commodore's HQ. Have you seen a single
advertisment in any game magazines, computer magazines, or ANY magazines for
CD^32?

Commodore has little credibility to the buying public as a computer maker,
and NONE as a video game company.

>I -LIKE- what I see about the Jaguar; I just know marketspeak when I
>see it. That "technological peek at the Jag" was more marketing than it
>was specs.
>

Which is what you have to do to generate excitement and sell machines.

>: Yes, we all agree it is a very nice chipset. :)
>
>Good.
>
>: PROVE IT. Otherwise, don't say it.
>
>Know anything about engineering? They're saying "64-bit" ram. And yet,
>suspiciously, they're saying, rather specifically, that they're using
>page-mode ram.
>
>What is the logical conclusion? That they're making use of page-mode.
>Which MEANS that they're using a 32-bit pathway to ram, and using
>page-mode to get that second 32-bits.
>
>NOW. We get to "64-bit". Again, the GPU for the thing is a 68000, a
>32/16-bit cpu that accesses memory in 16-bit lengths. Regardless of how
>much function is actually taken by the DSP, it's still a DSP, and not the
>GP for the system.

>

And no matter how much you speculate, you can't back up what you say as
fact until the full specs are out. Then, if you are correct, you have the
right to run rampant in the *.advocacy groups yelling like a scorned prophet,
but Greg, my whole point is that despite your claims to the contrary, you
are flaming Jag for being... well... advertised with the same meaningless
hype attributed to other video game companies.

If you feel so strongly about how many bits are in a system, I'd like to
hear your ideas on how 16-bit the SNES is with its 65816 CPU and 8-bit sound.

Then I'd like to hear how late it was to market.

And how it didn't sell.

And how wrong you are.

>But it's a lie to call that a 64-bit system in the same way that it's a
>lie to call an A2000 with a 68030 card a 32-bit system.
>

Is it? Perhaps we should sue TurboTechnolgies for putting an 8-bit CPU in
their "16-bit" system. :)

>: Well, can I quote you on that? "Nothing wrong with...."
>
>There is NOTHING WRONG WITH USING PAGE MODE. If there was something
>wrong with it, you idiot, it wouldn't be USEFUL, would it? No. But it
>is NOT A 64-BIT PATH.
>

Greg, you're getting very emotional.

Face it, you're flaming all things Atari, and this time, you are stuck trying
to grasp at straws the way you always do.

Did you have a traumatic experience with an Atari VCS as a child? :)

>Don't mince words with me, damnit, because I _DO_ know what I'm talking
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>about. Nothing ticks me off more than some computer geek who couldn't
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>tell a burst read from a page fault telling me that I'm a total fool.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>Especially when, for at LEAST once, I'm not.
>

Ok, Greg, you've made your point.

The CD^32 is vastly superior to the Jaguar because you know all about this
kind of thing, and I am saying this mainly because I'm a computer geek and
you'll kick my ass if I don't agree with you, Mr. Page Fault. :)

So, other than personal attacks, and speculation, what else is in your post?

>It's NOT a point. I don't GIVE A DAMN ABOUT THE CD32. IT'S TECHNICALLY
>INFERIOR, AND THAT ISN'T WHAT THIS DAMN POSTING WAS ABOUT.
>

Greg! I'm shocked! Could you be using caps so much and ranting and
speculating because... an Atari box is superior to the competing Amiga
box?

And you, like many other computer users, have confused your computer with your
religion?

I'm definitely Atari-biased, but there's a limit... perhaps it is called
netiquette... and I sincerely believe one shouldn't go around bashing
machines before you have the full information.

Even video game consoles. :)

>Excuse me for thinking that you WOULDN'T want to be mislead by
>marketing. I'm sorry, I mistook you for someone with intelligence,
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
People frequently do that. Perhaps that's why I have my CS degree. :)

>someone who thought that maybe they wanted to know what was REALLY going
>on under the hood. I thought maybe you cared how it worked, maybe you
>thought that not everything is as rosy as it seems.
>

Or perhaps I know how videogames are marketed, and I know the full specs
probably better than you do (as you've probably only seen them for the
first time within the past 48 hrs.), and after putting 2 and 2 together and
getting 4 (just like every other time in my life :) ) I've found that
I like the machine, and while it isn't the 8th miracle of the world or the
2nd coming of Christ, it certainly seems to be a very viable console unit
to entertain the family with.

>I guess I was wrong, my apologies. Feel free to believe everything you
>read, and I hope it gets you everything you so dearly deserve.
>

Well, actually, all I hope is that it has games that are more amusing than
watching you speculate. :)

>: But Greg has forgotten.........
>: VIDEO GAMES DON'T NEED A GOOD GENERAL PURPOSE PROCESSOR!
>
>That depends on how "RISC" their DSP is. It may be desperately needed,
>it may not be. It WILL be needed, in some capacity, that is known: or
>it wouldn't be there. If their DSP is TRULY RISC, and it follows the
>RISC philosophy, then it may very well be that a GP will get a good bit
>of use, even in games, if for nothing but to direct the flow of
>everything that goes on.
>

Yes, that is correct. But I'll stand by my original statement.. my basis
for my claim is this:

1) so far, the advantage of a more powerful CPU seems minimal provided a console gets better performance out of its graphics and sound units.

Proof:

SNES vs. Genesis. The 65816 vs. the 68000. SNES is loaded with a nice set of custom chips, actually superior to the Genesis'. Better graphics, better sound, better scaling & rotation. The SNES, even though it doesn't have a 68000 can perform 3D rotation faster than a Genesis, and if you've ever tried a Mode 7 game, you'll see the Genesis cannot really keep up with that. Also, the Genesis sometimes have sprite flicker (if you ever play madden '93 on the Genesis, you'll see it whenever you get ready to call a time out and some of your players disappear).

2) the main CPU has to do very little with the speed of the overall system

Proof 1: TurboGrafx-16. There is an excellent title out right now only in Japan, but it is their version of Street Fighter II ' which is amazing, considering their CPU is 8/16 bit, as is SNES' but like SNES, their custom chips are on par or better than the Sega's.

Proof 2: Look at your Amiga. How many times have you argued with PC owners about how much faster the Amiga is graphically? (well, maybe in 1990 :) )

I would suggest you study the Jaguar specs more carefully, and then post.

# 1293. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 05:28:20 UTC
From: cmedley@wam.umd.edu
Message-ID: <25unhk$ast@cville-srv.wam.umd.edu>
Source record: 22025
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

In article ,
Dan E Babcock wrote:
>In article <25u8rfINNivu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>
>>What is the logical conclusion? That they're making use of page-mode.
>>Which MEANS that they're using a 32-bit pathway to ram, and using
>>page-mode to get that second 32-bits.
>
>Doesn't follow.
>

Uh oh, Dan, now Greg is going to be REALLY mad because you disagreed with him.

>>Don't mince words with me, damnit, because I _DO_ know what I'm talking
>>about. Nothing ticks me off more than some computer geek who couldn't
>>tell a burst read from a page fault telling me that I'm a total fool.
>>Especially when, for at LEAST once, I'm not.
>
>Sorry, but I think you are. The claimed memory bandwidth is consistent
>with a 64-bit wide page-mode DRAM system. There is simply no
>information available to say otherwise.
>

Greg doesn't listen to logic, Dan. :) But you have made an admirable attempt!

# 1294. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 05:41:29 UTC
From: cmedley@wam.umd.edu
Message-ID: <25uoa9$b9s@cville-srv.wam.umd.edu>
Source record: 22027
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25u841INNivu@uwm.edu>,
Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>
>Again, this has NOTHING to do with CD32. The Jag beats the HELL out of
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>it, even if everything I said is true. Don't be dumb enough to think
^^

Just want to make sure the entire world notices this. :)

>that I'm not open enough to recognize a better machine when I see it, I
>am. I just hate marketing, and that's marketing if I've ever seen it.
^^^^^^^^^^^^^^^^^^^^^^

I'm sure someone at Commodore must share you feelings about marketing, because if they had felt differently about it in 1987, they wouldn't have a soon-to-be orphan machine on their hands.

>
>My problem with this Jag post is its intentional marketspeak.
>

Greg, have you ever played with a NeoGeo?

I think you'd enjoy seeing their 330 MEG (abit) cartridges. Their system has such novelties as a Z80 helping the sound subsystem and a combination of some very interesting, but ancient, technologies, into a killer arcade box.

If you for one second think a console manufacturer can use the same terms we use to converse in the computer industry and sell machines, then you are welcome to that opinion, but if the gamers think MEG means MEGABITS, and you mean MEGABYTES, they'll think your product is less powerful than it is.

Likewise, if you include 64-bit components in your system, you might be justified in saying it is a 64-bit system, especially when it comprises your video and a major part of the processing for your system.

If you can't understand that, then you can't understand why Nintendo has money and Commodore is losing it.

# 1295. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 08:07:56 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c82e374@troed.ct.se>
Source record: 22030

In a message of 30 Aug 93 11:12:05, Dan E Babcock wrote:

DE> >Well, the 68000 is just like a conductor to a symphony of power. Read
DE> >the full spec sheet on the machine and you might realize it makes the
DE> CD^32
DE> >look like a toy. :)
DE>
DE> Why do you think Atari lied about the CPU?

Lied? It IS a 64 bit RISC processor!

(The 68000 is NOT the processor that is!)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1296. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 08:07:56 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c82e446@troed.ct.se>
Source record: 22031

In a message of 30 Aug 93 11:12:06, M Smyth wrote:

MS> Yep, I remember reading the Falcon specs when they first came out, it
MS> -sounded- impressive too. Did it live up to expectations?

YEP! I have one, noone's been able to leave this room without being amazed!

MS> > It's $200.
MS>
MS> Without a CD

Additional CD for $200.

MS> > It's got 24-bit video.
MS>
MS> Gonna need BIG carts for all those 24-bit graphics...

50 Megabyte, using realtime compression!

MS> > It's got a 32-bit expansion slot.
MS>
MS> Don't think it is as 'open' as the CD32 slot.

It *IS*.

MS> > It's got a set of 64-bit custom chips on a 64-bit bus.
MS> ^^^^^
MS> It has a 64-bit blitter on a 64-bit bus. :)

..and a LOT of other chips ... the "blitter" is a RISC, and then there's the
DSP ..

MS> > It's got 15-button controllers!
MS>
MS> The joypads are supposed to be 10 button, originally created for the
MS> Falcon.

Nope, three firebuttons, 2 start/select buttons, and a 10 button keypad ..
that's 15 ...

MS> > What is there NOT to get excited about?
MS>
MS> errr.... The Jaguar.... :)

"diehard amigoid" eh? .... hehe ....

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +

+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1297. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 08:07:56 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c82e514@troed.ct.se>
Source record: 22032

In a message of 30 Aug 93 18:44:52, Ricardo Hernandez Muchado wrote:

RH> True. But one thing 'FLIP'- The Jaguar *IS NOT* '64-bit RISC based'
RH> as
RH> the ATARI specs suggest. It USES 64-bit RISC technology, but the
RH> CPU is a 68000.

Where did you get that from? The 64 bit RISC is the MAIN PROCESSOR in the
Jaguar even though it's a graphics processor ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1298. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 08:07:56 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c82e552@troed.ct.se>
Source record: 22033

In a message of 30 Aug 93 18:45:21, Eyvind Bernhardsen wrote:

EB> At least the CD32 has a *full* 32-bit CPU.

You do know that the 68EC020 is the worst processor ever made by Motorola,
don't you?

It's DEAD SLOW ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1299. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 11:49:34 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug31.114934.21118@nrtpa038.bnr.ca>
Source record: 22034
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug31.040755.18158@monu6.cc.monash.edu.au>,
int877w@lindblat.cc.monash.edu.au (William Fang) writes:
|> Brian Grier Perpk (bjgrier@bnr.ca) wrote:
|>
|> [...]
|>
|> : |> Well, I'm sorry, but I'm having great difficulty in keeping from extreme
|> : |> verbal abuse, possibly because you just now, in that very same post,
|> : |> claimed - no, stated - that a 16-bit bus is equivalent to a 32-bit bus.
|> : |> Forgive me for my stupidity and arrogance in not being able to see this
|> : |> equivalence.
|> :
|> : Sorry but I did not make any such claim. I was taking about the CPU being
|> : a 32-bit processor. With regards to the 16 bit data bus I said "big deal"
|> : which does not translate to "a 16 bit data bus is the same as a 32 bit data bus."
|> :
|>
|> Try sticking a 68040 on a 16bit bus and see how fast it goes.
|> "big deal" indeed!
|>
|> - Jim
|>

Well if the 680x0 is used only for controlling silly little things like
button input and setting up of the sound system, then there will be no
noticable difference in system throughput. So the fact that it has a 16 bit
bus is no "big deal".

EVERYONE STOP DOING SYSTEM ANALYSIS ON A VIDEO GAME CONSOLE WHEN YOU DO NOT
KNOW THE DESIGN REQUIREMENTS! But then again these are the same people that
thought the A1200 would be a Falcon killer (because of the Falcons 16 bit
bus). But after doing the timing comparisons they shut up pretty quickly.

When I was at Lockheed we did make a 68040 to 68000 adapter card and while
the 68040 was hurt by the 16 bit bus (about 60% with no chaches enabled).
It is still a very fast processor. Most of the degradation had to do with
the 8 state bus accesses of the 68000 motherboard vs the 4 state accesses
the 68030/68040 enjoy.( The bus snooping feature of the 040 was not
implemented at that time :( )

What SOME PEOPLE are still missing is that the 68000 will not have to do the
major part of the work, graphic rendering. There is another whole chipset for
that. And if you do not think that rendering is where the majority of your
time will be spent, then try writing a busy animation that uses a 320x200 area

and send a character out the serial port after every frame. The results will astound you, even if you choose a monochrome display.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.


| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |

# 1300. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 12:00:57 UTC
From: pab@dcs.ed.ac.uk
Message-ID: <CCMHDL.69L@dcs.ed.ac.uk>
Source record: 21937
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25un6k$ao0@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
>
> The CD^32 also isn't known outside of Commodore's HQ. Have you seen a single
> advertisment in any game magazines, computer magazines, or ANY magazines for
> CD^32?
>

In the latest Amiga Format, the UK Commodore guy states that they have NO PLANS to sell the CD32 in the US at present. They're going to concentrate on the Europe market; not surprising considering how much a US campaign would cost, and how low they'd have to set their price there compared to Europe.

They *might* sell it in the US if it really takes off, but officially there are no definite plans. Nomatter what, they don't foresee it being launched in the US for six months to a year.

Meanwhile, AFormat has a CD32 booklet with the mag, with some comments by Lew Eggebrecht on the CD32 design. He mentions the S-Video port, saying that S-Video is popular, and adds "I'm not sure about the UK, but in the US almost every tv you can buy has one."

Not sure about the UK? Maybe they should have asked somebody :) Weird to include a port that you know is used in a country you don't intend to SELL in, while forgetting to check on your actual market.

Anyway, what exactly is S-Video, is it a waste of space, and is it like SCART?

Other titbits... A1200 CD32 add-on will be available soon, but the A4000 version is some way off. AFormat mention that, as the add-on goes into the trap door, you won't be able to use the CD drive with any other expansions. Peripherals to allow the CD32 to be used as a full A1200 will be left to third party support.

Microprose mentioned that they want to do a CD32 version of F1GP, but not unless Commodore comes up with more info on plans for disk drives and the like; they said that C= has to keep developers better informed than they currently are. There was loads of other game info, but nothing specific that I can remember.

Don't be glum, US. CD32 is bound to sell billions in Europe and become so well known that every American will want one, so Commodore can sell it there too, ushering in a new era of peace and happiness! (It'll at least do fairly well...)

alan

# 1301. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 12:09:38 UTC
From: farren@netcom.com
Message-ID: <farrenCCMHs3.5x0@netcom.com>
Source record: 22035
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

gblock@csd4.csd.uwm.edu (Gregory R Block) writes:

>: It has a 64-bit buss. There was mention of this even when the prototype
>: (which did not have the sound circuitry integrated) was shown to shareholders
>: about 2 months ago, I believe.

>A twisting of the truth, I'll venture. 32-bit access to ram, with the
>optional burst page-mode access. It's a 32-bit bus though.

Where do you get this information? I don't know whether or not you are
right - you easily could be, but on the other hand, it would be just
as easy for them to have provided a true 64-bit bus. One of the points
is that we *just don't know* - the only information we've gotten is
truly suspect.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 1302. Re: Time-Warner was Re: Can CD-32 vs Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 12:17:11 UTC
From: farren@netcom.com
Message-ID: <farrenCCMI4o.62H@netcom.com>
Source record: 22036
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

watt0012@gold.tc.umn.edu (Andrew J Wattenhofer-1) writes:

>Time-Warner, mega-media-conglomerate, parent company of Time Magazine,
>Warner Brothers Records, and the American Broadcasting Corporation (ABC),
>as well as countless other newspapers, magazines, TV stations, etc. Why
>the hell is it that this company is interested in Atari?

Most likely because A) they used to own Atari, and B) because they still
have a financial interest in Atari Games, which, although it's not
connected with Atari Corp, still has some resonances with it.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 1303. Re: Time-Warner was Re: Can CD-32 vs Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 12:32:15 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Aug31.073215.16137@cobra.uni.edu>
Source record: 21938
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <watt0012.746774493@gold.tc.umn.edu>, watt0012@gold.tc.umn.edu (Andrew J Wattenhofer-1) writes:
> Time-Warner, mega-media-conglomerate, parent company of Time Magazine,
> Warner Brothers Records, and the American Broadcasting Corporation (ABC),
> as well as countless other newspapers, magazines, TV stations, etc. Why
> the hell is it that this company is interested in Atari?
>
> It is pointless to speculate which console will do best, because there are
> too many factors. CD^32 seems to have better games support, while Jaguar
> has a nice list of specs and some sort of connection with Time-Warner. ETC.

Time-Warner is the second largest institution holder of Atari stock after Tramiel, inc..

>
> --
> Andrew Wattenhofer ~| "Everybody's got a job to do, everybody's got |
> watt0012@student.tc.umn.edu |_ to move and groove." -The Kids in the Hall _|
>

Peter

# 1304. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 13:10:51 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCMKM9.CLy@cbnews.cb.att.com>
Source record: 21944
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25u8rfINNivu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>Know anything about engineering? They're saying "64-bit" ram. And yet,
>suspiciously, they're saying, rather specifically, that they're using
>page-mode ram.
>
>What is the logical conclusion? That they're making use of page-mode.
>Which MEANS that they're using a 32-bit pathway to ram, and using
>page-mode to get that second 32-bits.
>
>NOW. We get to "64-bit". Again, the GPU for the thing is a 68000, a
>32/16-bit cpu that accesses memory in 16-bit lengths. Regardless of how
>much function is actually taken by the DSP, it's still a DSP, and not the
>GP for the system.

First of all, the GPR is 64-bit. The DSP is 64-bit.
Second, THE BUS IS 64-BIT. This was explicitly stated, and present in the
block diagram.

>There is NOTHING WRONG WITH USING PAGE MODE. If there was something
>wrong with it, you idiot, it wouldn't be USEFUL, would it? No. But it
>is NOT A 64-BIT PATH.

Yes, it is. Get that through your head.

>Greg
>

Tom

--
+---------------------------------------------------------------------------+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---------------------------------------------------------------------------+

# 1305. Re: Time-Warner was Re: Can CD-32 vs Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 13:54:38 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <25vl6u$8eb@charm.magnus.acs.ohio-state.edu>
Source record: 21939
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> Most likely because A) they used to own Atari, and B) because they still
> have a financial interest in Atari Games, which, although it's not
> connected with Atari Corp, still has some resonances with it.

Actually, I believe Warner unloaded Atari Games some time ago. However,
they undoubtedly still have a financial stake in Atari Games just like they do
in Atari CORP. (Time-Warner owns 25% of Atari CORP.)

->->->((JP))<-<-<-

All warranty and guarantee clauses are voided by payment of the
invoice.
--- Klipstein's Lament

# 1306. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 14:07:36 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <25vlv8INNia1@flipper.pvv.unit.no>
Source record: 21940
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tp5k$hvr@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
> In article <25tmr9INN85l@flipper.pvv.unit.no>,
> Eyvind Bernhardsen <eyvind@Lise.Unit.NO> wrote:

[...]

> And if that is a problem, would you care to explain what game system exists
> or is coming where every chip in it runs at 32-bit (or greater) access to
> memory?
>
> (other than the Amiga 4000 :) )

Well, if the 4000 does, the 1200 and CD32 do too.
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1307. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 14:08:03 UTC
From: pab@dcs.ed.ac.uk
Message-ID: <CCMn9F.954@dcs.ed.ac.uk>
Source record: 21941
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I'd better un-rain on the parade here...

In article <CCMHDL.69L@dcs.ed.ac.uk>, I wrote:
>
> In the latest Amiga Format, the UK Commodore guy states that they have NO PLANS to
> sell the CD32 in the US at present. They're going to concentrate on the Europe
> market; not surprising considering how much a US campaign would cost, and how low
> they'd have to set their price there compared to Europe.
>
> They *might* sell it in the US if it really takes off, but officially there are no
> definite plans. Nomatter what, they don't foresee it being launched in the US for
> six months to a year.
>

I had a vague suspicion I was exaggerating this, so I checked back with the AF booklet. The *actual* gist was this: a US release in this quarter is "unlikely", but if all goes well a release early 94 may be on the cards. Okay, my memory is knackered. I'm trying to be pessimistic so I can be "pleasantly surprised" at how good things turn out.

> Meanwhile, AFormat has a CD32 booklet with the mag, with some comments by Lew
> Eggebrecht on the CD32 design. He mentions the S-Video port, saying that S-Video is
> popular, and adds "I'm not sure about the UK, but in the US almost every tv you can
> buy has one."
>
> Not sure about the UK? Maybe they should have asked somebody :) Weird to include a
> port that you know is used in a country you don't intend to SELL in, while forgetting
> to check on your actual market.

And THIS was off, too... Lew was actually quoted as saying "I'm not sure about the rest of the world, but...". Mmmm.

> Other titbits... A1200 CD32 add-on will be available soon, but the A4000 version is
> some way off. AFormat mention that, as the add-on goes into the trap door, you won't

"Soon" for the A1200 add-on meant around (after :) Christmas.

alan

## 1308. The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 15:28:11 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9308311525.AA01542@bot4>
Source record: 21942

Hey, when Atari actually MAKE a jaguar you Atari-heads can argue
that it`ll kill the CD32.

Until then, its VAPOURWARE and IMHO will *never* appear.

Listen up

THE JAGUAR DOES NOT CURRENTLY _EXIST_

Lets all hope it`s as big a sucess as the Amiga-killing `Falcon`

ha

ha

ha

Gavan

p9166475@athmail1.causeway.qub.ac.uk
OR gmoran@nyx.cs.du.edu

# 1309. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 15:32:38 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Aug31.103238.16143@cobra.uni.edu>
Source record: 21943
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCMHDL.69L@dcs.ed.ac.uk>, pab@dcs.ed.ac.uk (Alan Blair) writes:
> In article <25un6k$ao0@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
>>
>> The CD^32 also isn't known outside of Commodore's HQ. Have you seen a single
>> advertisment in any game magazines, computer magazines, or ANY magazines for
>> CD^32?
>>
>
>
> In the latest Amiga Format, the UK Commodore guy states that they have NO PLANS to
> sell the CD32 in the US at present. They're going to concentrate on the Europe
> market; not surprising considering how much a US campaign would cost, and how low
> they'd have to set their price there compared to Europe.
>
> They *might* sell it in the US if it really takes off, but officially there are no
> definite plans. Nomatter what, they don't foresee it being launched in the US for
> six months to a year.

I was told by a developer/Amiga dealer who left me E-mail that CD32 will be
released at the WOC show.

>
> Meanwhile, AFormat has a CD32 booklet with the mag, with some comments by Lew
> Eggebrecht on the CD32 design. He mentions the S-Video port, saying that S-Video is
> popular, and adds "I'm not sure about the UK, but in the US almost every tv you can
> buy has one."
>
> Not sure about the UK? Maybe they should have asked somebody :) Weird to include a
> port that you know is used in a country you don't intend to SELL in, while forgetting
> to check on your actual market.
>
> Anyway, what exactly is S-Video, is it a waste of space, and is it like SCART?
>
> Other titbits... A1200 CD32 add-on will be available soon, but the A4000 version is
> some way off. AFormat mention that, as the add-on goes into the trap door, you won't
> be able to use the CD drive with any other expansions. Peripherals to allow the CD32
> to be used as a full A1200 will be left to third party support.
>
The developer also said that there was an expansion box hack for CD32 available
for Amiga developers. Did not state if this would be a commercial product.

> Microprose mentioned that they want to do a CD32 version of F1GP, but not unless
> Commodore comes up with more info on plans for disk drives and the like; they said

> that C= has to keep developers better informed than they currently are. There was
> loads of other game info, but nothing specific that I can remember.
>
>
>
> Don't be glum, US. CD32 is bound to sell billions in Europe and become so well known
> that every American will want one, so Commodore can sell it there too,
> ushering in a new era of peace and happiness! (It'll at least do fairly well...)
>
>

Unless people are informed in what the Jaguar can do. The Jaguar eats CD32.
If this was a C= product, every Amiga droid would go ga ga over it and praise
it at every moment..

> alan

Peter

# 1310. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 15:43:04 UTC
From: kennejs@a.cs.okstate.edu
Message-ID: <1993Aug31.154304.9590@a.cs.okstate.edu>
Source record: 21955
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

From article <CCMn9F.954@dcs.ed.ac.uk>, by pab@dcs.ed.ac.uk (Patrick Blair):
> I'd better un-rain on the parade here...
>
> In article <CCMHDL.69L@dcs.ed.ac.uk>, I wrote:
>>
>> In the latest Amiga Format, the UK Commodore guy states that they have NO PLANS to
>> sell the CD32 in the US at present. They're going to concentrate on the Europe
>> market; not surprising considering how much a US campaign would cost, and how low
>> they'd have to set their price there compared to Europe.
>>
>> They *might* sell it in the US if it really takes off, but officially there are no
>> definite plans. Nomatter what, they don't foresee it being launched in the US for
>> six months to a year.
>>
>
> I had a vague suspicion I was exaggerating this, so I checked back with the AF
> booklet. The *actual* gist was this: a US release in this quarter is "unlikely",
> but if all goes well a release early 94 may be on the cards. Okay, my memory is
> knackered. I'm trying to be pessimistic so I can be "pleasantly surprised" at how
> good things turn out.
>
>> Meanwhile, AFormat has a CD32 booklet with the mag, with some comments by Lew
>> Eggebrecht on the CD32 design. He mentions the S-Video port, saying that S-Video is
>> popular, and adds "I'm not sure about the UK, but in the US almost every tv you can
>> buy has one."
>>
>> Not sure about the UK? Maybe they should have asked somebody :) Weird to include a
>> port that you know is used in a country you don't intend to SELL in, while forgetting
>> to check on your actual market.
>
> And THIS was off, too... Lew was actually quoted as saying "I'm not sure about the
> rest of the world, but...". Mmmm.
>
>> Other titbits... A1200 CD32 add-on will be available soon, but the A4000 version is
>> some way off. AFormat mention that, as the add-on goes into the trap door, you won't
>
> "Soon" for the A1200 add-on meant around (after :) Christmas.

So, does this mean that the A1200 add-on will be available in the U.S before
the standalone model is available in the U.S.? I own an A1200 and I'm really
hoping that the add-on model comes out right away. I might buy one if the
price is right and I can use it as a regular CD ROM drive.

BTW, I've heard that you can get some kind of doodad that would allow you to put more than one card inside the trap door in the A1200. So, if I bought this then would I be able to use a CD32 and a RAM board or accelerator card in my A1200 at the same time? I certainly hope so. I'd like to buy the CD32 add-on when it comes out but I'd also like to be able to put some RAM or an accelerator card in my A1200 too.

>
> alan

---Scott

"Amiga - the computer for the residue of the rest of us." :-)

# 1311. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 15:52:07 UTC
From: don@chopin.udel.edu
Message-ID: <CCMs2x.6tp@news.udel.edu>
Source record: 21946
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCMHDL.69L@dcs.ed.ac.uk> pab@dcs.ed.ac.uk (Alan Blair) writes:
>
>In the latest Amiga Format, the UK Commodore guy states that they have NO PLANS to
>sell the CD32 in the US at present. They're going to concentrate on the Europe
>market; not surprising considering how much a US campaign would cost, and how low
>they'd have to set their price there compared to Europe.
>
>They *might* sell it in the US if it really takes off, but officially there are no
>definite plans. Nomatter what, they don't foresee it being launched in the US for
>six months to a year.
>

This kind of goes against CBM USA's announced intention to officially
debut the CD32 here at the Pasadena WOCA next month...

--
Don Lloyd don@chopin.udel.edu GENIE: D.LLOYD7
Owner of the MegaSlab 3000

Amiga Users do it blitter!

## 1312. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 15:56:33 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug31.155633.25211@nrtpa038.bnr.ca>
Source record: 21950

In article <9308311525.AA01542@bot4>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

```
|>
|>
|> Hey, when Atari actually MAKE a jaguar you Atari-heads can argue
|> that it`ll kill the CD32.
|>
|> Until then, its VAPOURWARE and IMHO will *never* appear.
|>
|> Listen up
|>
|> THE JAGUAR DOES NOT CURRENTLY _EXIST_
|>
|> Lets all hope it`s as big a sucess as the Amiga-killing `Falcon`
|>
|> ha
|>
|> ha
|>
|> ha
|>
|> Gavan
```

From the Amigoid posts around here I thought the A1200 was supposed to be the Falcon killer :) Amazing how things get twisted around in these groups.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|______________________________________|
```

# 1313. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 16:00:14 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <25vsie$g9n@Tut.MsState.Edu>
Source record: 21945
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <25u431$qi5@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <25tvut$qi@tut.msstate.edu>,
>Skip Sauls <skip@cy.cs.olemiss.edu> wrote:
>>In article <25tp5k$hvr@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley)
writes:
>>>
>>>And if that is a problem, would you care to explain what game system exists
>>>or is coming where every chip in it runs at 32-bit (or greater) access to
>>>memory?
>>>
>>>(other than the Amiga 4000 :) )
>>
>>Well, even the "mighty" A4000 is stuck with several chips which do
>>not have 32bit access. The Paula chip is the same tired old dog
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>from the original A1000, except it has a cute little package. The
> ^^^^^^^^^^^^^^^^^^^^^^^
>
>Oh my God! Does this mean the Amiga ISN'T perfect? Heaven forbid! God
>will damn you for this, Skip! :)

Let him/her/it go ahead and try, I'd love to see some proof of the
existence of this entity that so many are fooled into following.

(Being in the Bible-Belt and surrounded by Southern Baptists, I have
to be completely nuts to have written the above.) :-)

>>Blitter, once part of the Amiga's claim to fame, is still 16bit,
> ^^^^^
>
>You mean Commodore crippled the A4000 with a 16-bit Blitter?!?!!? Why,
>even the Atari Falcon has a 32-bit Blitter!

I wonder why no one has come out to argue with me about this point.
Could it be that they know I'm right? Sheesh, I expected at least
a post or two from some bozo who believed the blitter to be 32 bit,
"cuz' Commodore wouldn't name it CD_32_ if it wasn't!" :-)

>>although the Alice chip may be able to access memory a bit faster.
>>The Lisa chip can grab memory in 64bit chunks, resulting in a 4x
>>improvement, but even it chokes on resolutions and color depths
>>which other machines handle easily. And last but not least, don't
>>forget that the A4000's 040 is far from being the best in the world,
>>and may rank among the worst.
> ^^^^^^^^^^^^^^^^^^^^^^^^
```

>
>Nonononnonono... not the Amiga 4000/40. That's Commode's top of the line
>killer machine. After all, it was designed for the video professional not
>an end user who needs.. ummm... whatever end users want. :)

It looked like what I wanted, and seemed really awesome compare to
the A3000 that I had previously. But when compared to its
contemporaries, it looked pretty miserable. The response from the
Amiga faithful is crap like "but it's not a high-end machine!" and
"well, it still multitasks better!" etc. Okay, fine, if its not a
high-end machine, why in the hell does Commodore price it like it
is? Sheesh, the damn thing has a perceived value of around $1500,
and that's still too high when certain factors are considered.

>Well it's nice to see someone else other than me thinks it is pretty cheesy
>for people to complain about the lack of a 32-bit this and 64-bit that in
>the Jag, which is touted as a 64-bit system. Maybe it is something with
>our names... Skip... Flip.. probably someone named Drip will drop by and
>enlighten us further. :) But my point is this... for the rest of the
>masses...

Hell, maybe "Trip" Hawkins will come along and tell us all how much
better the 3DO is than all of them! :-)

>The Jag is a nice machine with some very nice 64-bit components in it in
>areas where performance, for a video game console, are necessary. We know
>for a fact that console systems have done quite well, performance wise, with
>a load of specialized custom chips and a relatively slow CPU. Anyone who
>thinks otherwise should look at a TurboGrafx-16 (using an 8-bit processor!)
>and the SNES (8/16 CPU!). What makes them better game machines than some
>dedicated computers are the abilities of their custom chips.

Until the A4000 came along, it was common for Amiga Advocates, myself
included, to boast how the Amiga was not crippled like other
computers. My how things change.

>And I doubt anyone here is going to argue that those machines would even come
>close to outperforming a Jag.

Actually, my money is on the 486 VLB systems that will start appearing
next year with CDROMs and VGA-TV boards...

>The only close competition will be from 3DO (at $550-$700 a pop, but with CD
>unit built-in, and the Tripster backing it up with EA Software) and CD^32
>which, in case no one has noticed, is an A1200 with CD, but no keyboard and
>some other doodads.

Don't forget the Akiko! It is the miracle chip that is going to make
the CD32 blow away everything else!!!!!

>Judging from the current response in magazines, 3DO is getting hyped a lot
>more than the other two, and Jaguar news is just bubbling to the print
>media, and CD^32, doesn't exist.

CD32 hasn't gotten a single shred of coverage in the mainstream press in this country. Hell, if I didn't read about it on the Internet, I doubt that I'd have even heard of it! Commodore should name the damn thing "Stealth32" instead, because they appear to want to keep it hidden...

Skip Sauls
skip@cy.cs.olemiss.edu

# 1314. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 16:04:55 UTC
From: cmedley@wam.umd.edu
Message-ID: <25vsr7$818@cville-srv.wam.umd.edu>
Source record: 21947
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

```
In article <1993Aug31.042952.23380@monu6.cc.monash.edu.au>,
William Fang wrote:
>Brian Grier Perpk (bjgrier@bnr.ca) wrote:
>
>: Please "Open your eyes, and mind and read the WHOLE THING."
>: It seems that because there is a 68000 in a system a couple people
>: believe that it runs the whole thing. Could it possibly be that the
>: 68000 is just an ancillary processor, not the main processor?
>
>Um perhaps you're right. Then what tools do you use for cross-development?
>Are there 680x0-> whatever risc processor Atari have made
>or is there away of developing this you-beut risc microcode?
>

The Atari cross-development system for Jaguar can be a TT, PC clone, or Mac,
but it also includes a modified Jaguar unit.
```

# 1315. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 16:13:10 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug31.161310.150322@zeus.calpoly.edu>
Source record: 21948
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Brian Grier Perpk <bjgrier@bnr.ca> wrote:
>Please "Open your eyes, and mind and read the WHOLE THING."
>It seems that because there is a 68000 in a system a couple people
>believe that it runs the whole thing. Could it possibly be that the
>68000 is just an ancillary processor, not the main processor?

Yes. That is what Atari has said. It would be harder to have a
68000 as the main CPU because of the limitations of that chip to
interface with a 64 bit bus.

The 68000 is used for auxiliary purposes. I don't remember exactly
what. I will try to find out (reliably).

Some people here seem to think having a 68000 in the machine means
that the 68000 is the main CPU (see my post "You people are fucking
unbelieveable). Does that mean that at Atari 800 uses the Antic as the
main microprocessor? I assume that is implied by this lune of
thought...

It is a tribute to the Jaguar that it would be of any benefit to have
a 68000 as an aux. proc. Although the 68000 is very cheap these days,
it is not as cheap as many other processors out there with less power.
You can be assured that Atari would not spend more than they had too
(they typically will rather cut cost at the expence of the
upgradeability and even power). If the Jag needs a 68000 as an
auxillary processor, you can be assured it is going to be quite
powerful.

# 1316. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 16:16:40 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug31.161640.151381@zeus.calpoly.edu>
Source record: 21951
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>A twisting of the truth, I'll venture. 32-bit access to ram, with the
>optional burst page-mode access. It's a 32-bit bus though.

No. Wrong. 64 bit bus to memory. That question was asked at the
shareholder meeting. End.

# 1317. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 16:17:10 UTC
From: asm@festival.ed.ac.uk
Message-ID: <CCMt8M.4B0@festival.ed.ac.uk>
Source record: 21949
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
> Jag. It's a great system; but there have been lots of technically
> superior systems which lost simply because they were late to market. As
> is, CD32 has a lot of force behind it; the list of games in development
> and slated for release is over twice the size in that Jaguar post. As
> well, it's due for a world-wide release within a month; something the
> Jaguar isn't. ^^^^^^^^^^^^^^^^^^^^^^

Make that 'release within a week' or even in the next two days according
to a few retail outlets. :)

It comes with two games, Diggers and Trolls I think, and has been
advertised as 285 UKP.

Martin &

# 1318. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 16:24:08 UTC
From: crissman@btree.uucp
Message-ID: <1993Aug31.162408.11952@btree.uucp>
Source record: 21959

In article <25li4n$pfm@msuinfo.cl.msu.edu> johnson@cps.msu.edu
(Graham K. Johnson) writes:
>That's nice. It beat the 486 on one benchmark (and such a popular
>one, too!). It must be faster in general, by induction. 50% faster,
>too, I suppose. How scientific.
>I would like to see anyone cite benchmarks in which a 486/66 (or for
>that matter any 486DX) running a 32-bit operating system was
>outperformed by an Atari computer. Good luck.

First you admit that the Atari beat the '486 on a benchmark, then
you say you'd like to see evidence of a benchmark showing a '486 being
outperformed by an Atari. Isn't that being rather inconsistant?

>What the hell is an "MS-DOS machine"? They're called PC's. They are
>Intel 80x86-based personal computers. They run MS-DOS and Windows,
>and WindowsNT, and NeXTStep, and OS/2, and Solaris and countless other
>versions of UNIX...

PC stands for "Personal Computer", and can be represented by MS-DOS
machines (Intel boxes, if you prefer, but such a designation is
probably not appreciated by Advanced Micro Devices, Cyrix, etc.),
Amigas, Ataris, Acorns, MacIntoshes, et. al. Unless you mean *all*
personal computers when you say "PC", you should specify the type
of PC you mean. Hence: MS-DOS machines.

>What software?

For starters, I listed the software running on my machine.

>Is this relevant? I don't think so. ("My computer is better than
>yours because the software it runs runs better on old computers than
>your software runs on old computers!")

Sure it's relevant -- it means that I'm not forced to perform expensive
system upgrades every few years just to keep up with new software
releases. It's an indication that Atari users are not as subject to the
"planned obsolescence" that's so prevalent in the MS-DOS world.

-- George Crissman

**********************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **********************************************************************
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *

**********
--

## 1319. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 16:32:15 UTC
From: pd@mbuc.bio.cam.ac.uk
Message-ID: <1993Aug31.163215.24608@infodev.cam.ac.uk>
Source record: 21952

p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

> THE JAGUAR DOES NOT CURRENTLY _EXIST_

>Gavan

> p9166475@athmail1.causeway.qub.ac.uk
> OR gmoran@nyx.cs.du.edu
Maybe you should spell your name Moron rather than Moran!
--
Phil Davey
(E-mail pd@mbuc.bio.cam.ac.uk)

# 1320. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 16:35:53 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <25vul9INNj26@flipper.pvv.unit.no>
Source record: 21953
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug31.161310.150322@zeus.calpoly.edu>, mcookson@flute.calpoly.edu (Mark Cookson) writes:

[...]

> Yes. That is what Atari has said. It would be harder to have a
> 68000 as the main CPU because of the limitations of that chip to
> interface with a 64 bit bus.
>
> The 68000 is used for auxiliary purposes. I don't remember exactly
> what. I will try to find out (reliably).
>
> Some people here seem to think having a 68000 in the machine means
> that the 68000 is the main CPU (see my post "You people are fucking
> unbelieveable). Does that mean that at Atari 800 uses the Antic as the
> main microprocessor? I assume that is implied by this lune of
> thought...

Oh yes, the lucid comment on our believability. Gosh, did you train to be so cogent, or does it come naturally?

OK, now for the meat:

y MC68000 CPU clocked at 13.3 MHz as a general purpose control processor.

A direct quote from a jaguar technical doc someone was kind enough to send me. Not the words "CPU", "general purpose" and "control". Now, where I come from, CPU stands for Central Processing Unit. Note the words "central" and "processing".

> It is a tribute to the Jaguar that it would be of any benefit to have
> a 68000 as an aux. proc. Although the 68000 is very cheap these days,
> it is not as cheap as many other processors out there with less power.
> You can be assured that Atari would not spend more than they had too
> (they typically will rather cut cost at the expence of the
> upgradeability and even power). If the Jag needs a 68000 as an
> auxillary processor, you can be assured it is going to be quite
> powerful.

Yeah. But from the docs I have, it ain't auxiliary.

Hint: Everything else is specialized... Lemme put it this way. If Commodore, in 1986, had chosen to use a 6502 as their main processor in the Amiga, I'd have felt much the same way about the Amiga then as I do about the Jaguar now. Powerful copros, crap CPU. Thank God

C= saw sense. Maybe Atari will, too.
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1321. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 17:27:40 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <2601mclNNkmc@anaconda.cis.ohio-state.edu>
Source record: 21954

In article <9308311525.AA01542@bot4> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>
>
> Hey, when Atari actually MAKE a jaguar you Atari-heads can argue
>that it`ll kill the CD32.
>
> Until then, its VAPOURWARE and IMHO will *never* appear.
>
> Listen up
>
> THE JAGUAR DOES NOT CURRENTLY _EXIST_
>
> Lets all hope it`s as big a sucess as the Amiga-killing `Falcon`
>
>ha
>
>ha
>
>ha
>
>Gavan

Could you tell me where I can buy a CD 32 TODAY? Hmmmm. Seems like vaporware to me as well.

Atari does have ACTUAL units. Some are being used as development consoles, some where shown at the shareholders meeting, and the press release.

You might argue that like the Falcon, the Jag will come out late...but you can't say they don't _EXIST_ as people have seen them already.

I think you are oversimplifing the comparisions. If you think the CD 32 will just waltz in and take over the game market, try again. At least Atari HAS an image in the game console market--they helped create it.

Right now, it's too soon to tell WHAT is going to happen.

Don't worry, that CD 32 toy will probably like as a kiosk machine for awhile yet to come....

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

# 1322. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 17:51:41 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug31.175141.35673@rchland.ibm.com>
Source record: 21961
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <1993Aug30.162425.28089@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk)
writes:
|> In article <1993Aug30.141348.38519@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> |> In article <25s0t5$5is@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> |> |> In article <OA92-901-231p14_2c7f9ca8@piraya.bad.se>,
|> |> |> Mike Noreen <Mike_Noreen@p14.anet.bbs.bad.se> wrote:
|> |> |> >In the message * Re: CD32 * David wrote:

[stuff deleted]

|>
|> And a computer can have only one processor? Must be a clone or Amiga owner
|> to have such a narrow view of reality :)

Brian, mind you, the Amiga has at least 2 procesors... but I don't say
it has a 'video display CPU'.

|>
|> |>
|> |> ------------------------------------------------------------------------
|> |> Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
|>
|> Yep an Amiga owner :)
|>
|> Brian
|>
|> --
|>
|> Disclaimer: The opinions expressed are mine not those of BNR.
|>
|> _____________________________________________________________________
|> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
|> | Bell Northern Research | on I'd buy an Amiga. However I have |
|> | Research Triangle Park, NC | real work to do. So please get lost! |
|> |____________________________________|______________________________________|

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
/ Ah, is this kid. Okay, I see.

------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
```

>>> New internet address: raist@vnet.ibm.com <<<<

# 1323. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 17:55:39 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug31.175539.19635@rchland.ibm.com>
Source record: 21962
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug30.162931.28176@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> In article <25t5rlINN2bn@flipper.pvv.unit.no>, eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
|> |> In article <1993Aug30.144323.25703@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> |>
|> |> [...]

[stuff deleted]

|> |>
|> |> At least the CD32 has a *full* 32-bit CPU.
|>
|> What part of a 68000 is not a full 32 bit CPU? It's a 32bit CPU designed
|> to attach to a 16 bit memory, big deal.

Well, it's not a 32-bit CPU. DO you know the difference or not? Do you want to perhaps argue against Motorola?

IT *IS* a big deal. One of the greatest improvements in performance for the '20, '30 and '040 is that they have a 32-bit data path. Without this those chips suffer *big time*.

Just in case I like the Jaguar, but I can see that you are making false conclusions.

[stuff deleted]
|> _____________________________________________________________________
|> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |

[stuff deleted]
--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1324. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 17:57:18 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug31.175718.19457@rchland.ibm.com>
Source record: 21963
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCL0L2.KDB@unix.portal.com>, danb@shell.portal.com (Dan E Babcock) writes:
|> In article <1993Aug30.144323.25703@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> >In article <CCK4xw.60F@unix.portal.com>, danb@shell.portal.com (Dan E Babcock) writes:
|> >|> In article <25s0t5$5is@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:

[stuff deleted]

|>
|> According to the EETimes article last month about the Jaguar, which quoted
|> Atari people, the Jaguar is powered by a 64-bit RISC processor of
|> Atari's design. Now I find out that the Jaguar is driven by a 68000.
|> That doesn't _neccessarily_ make the Jaguar any less exciting, but it
|> does make me wonder what the next big lie is going to be.
|>
|> Dan
|>

Absolutely true. I think the Jaguar would be good, but somewhere along
the line it seems to me that ATARI build a lot of false hype again...
That object processor... we'll see.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1325. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 18:00:18 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug31.180018.28046@rchland.ibm.com>
Source record: 21964
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug30.165824.114772@zeus.calpoly.edu>, mcookson@flute.calpoly.edu (Mark Cookson) writes:
|> You guys are fucking unbelieveable. The RISC chip in the Jaguar is not
|> a fucking 68000! Try to get 107MB/s through the bus of a 68000! I have
|> played the Jaguar, and the rendering is very fast.

WHEN! (no flame or irony, curious).

|> VERY much faster
|> than the SNES. Try to get 36+ MIPS out of a 68000! Go look at
|> cybermorph and see the shaded polygon surface generation.
|>
|> No better yet, sit at home and make up some more bullshit about it.
|> That seems to be what you people are good for!
|>
|> (BTW this is not aimed at the msg I am replying to, but instead the
|> line of BS going back several steps).
|>
|> -mike
|>

Just in case: yes, I can believe those custom chips are really
good, and just in case I would not say the system is bad 'cause it
uses a 68000 as CPU. After all, the custom chips is what matters
a lot. Now, I am also in for validating 'ATARI's specs'... there
was hype about the Jaguar using 64-bit RISC *as CPU*.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1326. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 18:24:04 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug31.182404.39051@rchland.ibm.com>
Source record: 21965
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug30.190329.2078@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> In article <25tcqcINN2bn@flipper.pvv.unit.no>, eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
|> |> In article <1993Aug30.162931.28176@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> |> > In article <25t5rlINN2bn@flipper.pvv.unit.no>, eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
|> |>

[stuff deleted]

|> |>
|> |> Oh nothing, nothing... Except that the CD32 IS an A500 with a decent
|> |> graphics processor (or two)... AND a 32-bit CPU. You work it out.
|>
|> Let me see an A500 has a 68000 for its processor, and it is a 32-bit CPU.
|> But the 68000 in the Jaguar is not a 32-Bit CPU. NEAT TRICK!!!!

Look kid, he meant in figurative terms. The CD-32 is an A1200, and it uses
a 68020, not a 68000. Okay? YES, the 68000 is a 16-bit CPU (16/32 hybrid),
Okay?

[stuff deleted]

|> Yes Motorola makes the 68000 familly of processors, all of which are 32-bit
|> processors, though some have 8/24, 16/32, 32/24, and 32/32 external data/address
|> busses.

I suggest you to talk to Motorola or open a Motorola catalog for that matter.
They don't classify the 68000 as a 32-bit processor, but exactly what you said: 16/32.

[stuff deleted]

|> Brian
|> --
|>
|> Disclaimer: The opinions expressed are mine not those of BNR.
|>
|> _____________________________________________________________________
|> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
|> | Bell Northern Research | on I'd buy an Amiga. However I have |
|> | Research Triangle Park, NC | real work to do. So please get lost! |
|> |____________________________________|_____________________________________|

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1327. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 18:29:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug31.182916.16364@rchland.ibm.com>
Source record: 21966
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25toav$h6b@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
|> In article <25ti6lINNf6u@uwm.edu>,
|> Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
|> >In article <1993Aug30.165824.114772@zeus.calpoly.edu>, Mark Cookson (mcookson@flute.calpoly.edu) wrote:
|> >: No better yet, sit at home and make up some more bullshit about it.
|> >: That seems to be what you people are good for!
|> >
|> >No, that's Atari's job, so they can lace their press releases with
|> >bullshit.
|> >
|> >They can probably get away with calling this thing the Falcon II.
|> >
|> >Greg
|> >
|>
|> You can always tell when Atari has a winner because Greg flames it. :)

Well, then Greg made an exception with the Falcon I guess :-)

|>
|> From what it appears, no one here knows what the actual use of the 68000 is
|> in the Jaguar. So until we know for a fact whether it is the CPU or not,
|> it is probably best for everyone to be quiet.
|>
|> But then, this being *.advocacy, I doubt this will happen. :)

True. I guess that the 64-bit graphics processor does the CPU tasks
and the 68000 is being used by the graphics processor to do the Graphics Goraoud shading
:-)

|>
|>

Seriuosly, the only thing I can think the 68000 will do (besides being a CPU) is
just controlling the ComLynx ports and stuff like that.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1328. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 18:32:09 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug31.183209.25400@rchland.ibm.com>
Source record: 21967
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tp5k$hvr@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <25tmr9INN85l@flipper.pvv.unit.no>,
|> Eyvind Bernhardsen <eyvind@Lise.Unit.NO> wrote:
|> >In article <1993Aug30.190329.2078@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk)
writes:
|> > > In article <25tcqcINN2bn@flipper.pvv.unit.no>, eyvind@Lise.Unit.NO (Eyvind
Bernhardsen) writes:
|>
|> And if that is a problem, would you care to explain what game system exists
|> or is coming where every chip in it runs at 32-bit (or greater) access to
|> memory?
|>
|> (other than the Amiga 4000 :) )

CD-32.

|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1329. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 18:33:23 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug31.183323.39293@rchland.ibm.com>
Source record: 21968
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tpe9$i93@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <1993Aug30.141348.38519@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <25s0t5$5is@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
[stuff deleted]

|> Personally, all I know is, for $200 there is nothing that will come close.
|> The biggest argument against any machine over $400 (like CD^32)

CD-32 is not over $400.

|> would be
|> that if you're going that far, you may as well get a 3DO (The Sanyo model
|> may go as low as $550).

We'll see :-)

|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1330. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 18:39:39 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug31.183939.39393@rchland.ibm.com>
Source record: 21969
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25u3jh$q8e@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <25tuohINNhml@uwm.edu>,
|> Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:

[stuff deleted]

|>
|> When we have facts about what is what in the machine, I think then it'll be
|> ok to critique it, but geez, you guys are flaming a machine before you even
|> KNOW what it is like!
|>
|> <all because Commode is making a CD game console... which, according to
|> anonymous insiders inside C=, is the last dying gasp of air to the Amiga...
|> now... Atari may be bad, but at least it can only be speculated as to how
|> bad off they are... :) >
|>
And what do you think the Jaguar is for ATARI flip?

Mind you, I like the Jaguar from what I have read, but I would
also like de-hyping it a little. While I wouldn't bet on what GReg
said, it sounds like it could be true...

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1331. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 18:42:36 UTC
From: campbell@cbmvax.cbm.commodore.com
Message-ID: <CCMzz1.1LM@cbmvax.cbm.commodore.com>
Source record: 21980
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

OPINION MODE ON

No offense intended, but I am starting to find this thread boring. If I want to read a lot about the Jaguar, there are other places to research that information. We have pretty much covered the "I really like it/It really stinks" discussion.

To me, the major factors are product, pricing, promotion, and placement (distribution). Included in product are the specs and in this case the available software from third party vendors. If Jaguar has these pieces, then it will be successful.

I am actively working, along with many others, to get sufficient developer support for the Amiga CD32. I believe we have had some success, signing up companies such as Mindscape, Ocean, Grandslam, Flairsoft, and many others. We will continue to add more, so that there are a lot of good titles.

I think that Jaguar is an excellent machine from what I know of it. I do not know of any software vendor who has announced a committment and a plan for specific titles and release dates for the machine, but that may be my ignorance.

Regardless of the machine, you need to have the "4 Ps" (product, price, promotion, placement) to be successful. And in this case, the product must include a lot of third party software.

Just my opinion,

John

# 1332. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 20:14:59 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug31.201459.131148@zeus.calpoly.edu>
Source record: 21956
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug31.042952.23380@monu6.cc.monash.edu.au>,
>(deleted) Also, the specs sound
>very dodgey, especially the 100MB/sec bandwith, probably Megabits (Mb),
>not megabytes (MB).

No. 107 mega-bytes/sec through a 64 bit bus.

> The MIPS figure sounds awfully fast, fast
>enough for Atari to sell the risc chip to others as a cpu. Then
>again, I guess the MIPS figure is just adding the 68000 (all 2 mips of
>it), to the risc chip and the dsp..

Atari had no plans to sell the RISC processor. It is fairly
specialized. Probably does not support a lot of Virtual Machine aspects
and things like that.

>PS. Apart from Economics and a bit of Civil Engineering, I know
>nothing, so any compuuter-techno stuff is probably wrong ;-)

Yes. I guess I didn't need to reply!

# 1333. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 20:18:10 UTC
From: kennejs@a.cs.okstate.edu
Message-ID: <1993Aug31.201810.6331@a.cs.okstate.edu>
Source record: 21958
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
From article <25vsie$g9n@Tut.MsState.Edu>, by skip@cy.cs.olemiss.edu (Skip Sauls):
> In article <25u431$qi5@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley)
writes:
>>In article <25tvut$qi@tut.msstate.edu>,
>>Skip Sauls <skip@cy.cs.olemiss.edu> wrote:
>>>In article <25tp5k$hvr@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley)
writes:
>>>>
>>>>And if that is a problem, would you care to explain what game system exists
>>>>or is coming where every chip in it runs at 32-bit (or greater) access to
>>>>memory?
>>>>
>>>>(other than the Amiga 4000 :) )
>>>
>>>Well, even the "mighty" A4000 is stuck with several chips which do
>>>not have 32bit access. The Paula chip is the same tired old dog
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>>from the original A1000, except it has a cute little package. The
>> ^^^^^^^^^^^^^^^^^^^^^^^^
>>
>>Oh my God! Does this mean the Amiga ISN'T perfect? Heaven forbid! God
>>will damn you for this, Skip! :)
>
> Let him/her/it go ahead and try, I'd love to see some proof of the
> existence of this entity that so many are fooled into following.
>
> (Being in the Bible-Belt and surrounded by Southern Baptists, I have
> to be completely nuts to have written the above.) :-)
>
>>>Blitter, once part of the Amiga's claim to fame, is still 16bit,
>> ^^^^^
>>
>>You mean Commodore crippled the A4000 with a 16-bit Blitter?!?!!? Why,
>>even the Atari Falcon has a 32-bit Blitter!
>
> I wonder why no one has come out to argue with me about this point.
> Could it be that they know I'm right? Sheesh, I expected at least
> a post or two from some bozo who believed the blitter to be 32 bit,
> "cuz' Commodore wouldn't name it CD_32_ if it wasn't!" :-)
>
>>>although the Alice chip may be able to access memory a bit faster.
>>>The Lisa chip can grab memory in 64bit chunks, resulting in a 4x
>>>improvement, but even it chokes on resolutions and color depths
```

>>>which other machines handle easily. And last but not least, don't
>>>forget that the A4000's 040 is far from being the best in the world,
>>>and may rank among the worst.
>> ^^^^^^^^^^^^^^^^^^^^^^^^
>>
>>Nonononnonono... not the Amiga 4000/40. That's Commode's top of the line
>>killer machine. After all, it was designed for the video professional not
>>an end user who needs.. ummm... whatever end users want. :)
>
> It looked like what I wanted, and seemed really awesome compare to
> the A3000 that I had previously. But when compared to its
> contemporaries, it looked pretty miserable. The response from the
> Amiga faithful is crap like "but it's not a high-end machine!" and
> "well, it still multitasks better!" etc. Okay, fine, if its not a
> high-end machine, why in the hell does Commodore price it like it
> is? Sheesh, the damn thing has a perceived value of around $1500,
> and that's still too high when certain factors are considered.
>
>>Well it's nice to see someone else other than me thinks it is pretty cheesy
>>for people to complain about the lack of a 32-bit this and 64-bit that in
>>the Jag, which is touted as a 64-bit system. Maybe it is something with
>>our names... Skip... Flip.. probably someone named Drip will drop by and
>>enlighten us further. :) But my point is this... for the rest of the
>>masses...
>
> Hell, maybe "Trip" Hawkins will come along and tell us all how much
> better the 3DO is than all of them! :-)
>
>>The Jag is a nice machine with some very nice 64-bit components in it in
>>areas where performance, for a video game console, are necessary. We know
>>for a fact that console systems have done quite well, performance wise, with
>>a load of specialized custom chips and a relatively slow CPU. Anyone who
>>thinks otherwise should look at a TurboGrafx-16 (using an 8-bit processor!)
>>and the SNES (8/16 CPU!). What makes them better game machines than some
>>dedicated computers are the abilities of their custom chips.
>
> Until the A4000 came along, it was common for Amiga Advocates, myself
> included, to boast how the Amiga was not crippled like other
> computers. My how things change.
>
>>And I doubt anyone here is going to argue that those machines would even come
>>close to outperforming a Jag.

Well, the CD^32 does in a sense compete with the Jaguar which is after all
just a piece of paper. :-) But, seriously lets don't judge the CD^32 and
the Jaguar by specs alone. Lets see which comes out in the U.S. first, how
much the games typically cost for each system, how much the CD add-on will
cost for the Jaguar, and so on. I think the CD^32 has the *potential* to
become something more than a game machine. It would appear that the Jaguar
will remain as something that's only good for games. IMHO, I'd rather buy a

CD^32 add-on unit for my A1200 rather than buy a *standalone* game machine like the Jaguar. But, that's just me I suppose. If I didn't already own an A1200 then this wouldn't be a selling point for me on the CD^32. In my case it is. I'd like to be able to get stuff like multimedia versions of dictionaries, encyclopedias, and the like. I'm hoping that the CD^32 will be able to eventually offer me more than just games alone. Because the CD^32 can be expanded into a computer and because add-on units will be coming out for the A1200 and A4000 there is a pretty good chance of this kind of software coming out for the CD^32. IMO, the Jaguar doesn't have this kind of potential. Think of the Jaguar as a paper tiger. It looks good on paper but will it deliver the goods? I have my doubts.

> Actually, my money is on the 486 VLB systems that will start appearing
> next year with CDROMs and VGA-TV boards...
>
>>The only close competition will be from 3DO (at $550-$700 a pop, but with CD
>>unit built-in, and the Tripster backing it up with EA Software) and CD^32
>>which, in case no one has noticed, is an A1200 with CD, but no keyboard and
>>some other doodads.
>
> Don't forget the Akiko! It is the miracle chip that is going to make
> the CD32 blow away everything else!!!!!
>
>>Judging from the current response in magazines, 3DO is getting hyped a lot
>>more than the other two, and Jaguar news is just bubbling to the print
>>media, and CD^32, doesn't exist.
>
> CD32 hasn't gotten a single shred of coverage in the mainstream press
> in this country. Hell, if I didn't read about it on the Internet, I
> doubt that I'd have even heard of it! Commodore should name the damn
> thing "Stealth32" instead, because they appear to want to keep it
> hidden...

I saw a short blurb about the CD^32 in a game rag (I think it was Electronic Gaming Monthly). This is where C= should advertize the CD^32. SNES and Genesis owners read these type of magazines so CD^32 ads in these mags would be likely to reach its target audience--people who would actually might like to buy one. This is something that I'm going to mention in my upcoming letter that I'm going to send to C=.

> Skip Sauls
> skip@cy.cs.olemiss.edu

---Scott

"Amiga - the computer for the residue of the rest of us." :-)

# 1334. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 20:25:18 UTC
From: jpdavid@netcom.com
Message-ID: <jpdavidCCn4q7.I8v@netcom.com>
Source record: 21957
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCMs2x.6tp@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:

>>definite plans. Nomatter what, they don't foresee it being launched in the US for
>>six months to a year.
>
> This kind of goes against CBM USA's announced intention to officially
>debut the CD32 here at the Pasadena WOCA next month...
>Don Lloyd don@chopin.udel.edu GENIE: D.LLOYD7

They can announce and show CD32 in Pasadena without
'launching' it. There is oten a lag between the unveiling of products
and when they hit the streets. If the 6 month thing is true, C= must
intend to focus heavy on a happy Euro-X-mas.

/ Amiga /// | U.S.C. Trojans | O Bar | David Leslie \
| /// | Fight On! | E O | 'MrShoop' |
| \\\/// | -- | Meu | jpdavid@netcom.com |
\ \XX/ A1000 | Go Kings! | Lar! | dleslie@scf.usc.edu /

# 1335. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 20:30:47 UTC
From: aga@qedbbs.com
Message-ID: <1Ty69B6w165w@qedbbs.com>
Source record: 21973
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:

> Unless people are informed in what the Jaguar can do. The Jaguar eats CD32.
> If this was a C= product, every Amiga droid would go ga ga over it and praise
> it at every moment..

Buhahah, that's like IBM putting an 8088 in a case with a 64 bit disk
controller and calling it a 64bit machine.. :-D

------------------------------
aga@qedbbs.com (Peter Dilley) or qed!aga
The QED BBS -- (310)420-9327

# 1336. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 21:47:34 UTC
From: renfro@bnr.ca
Message-ID: <260gtm$apj@crchh327.bnr.ca>
Source record: 21970
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tibqINNf6u@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
<stuff deleted>
|>
|> People who bought the Falcon are still trying to forgive themselves for
^^^^^^
|> that one...
|>
|> Greg
|>

Care to name any of those people who, you would like to believe, are regretting their Falcon purchase? You were awful quiet when some real numbers were posted showing the Falcon is not handicapped, again as you would like to mislead everyone to believe. Now that we have a bit more B.S. showing up, your quick to jump back in...

At least base your advocating on reality.

RandyH

# 1337. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 21:58:15 UTC
From: johnson@cps.msu.edu
Message-ID: <260hhn$h5l@msuinfo.cl.msu.edu>
Source record: 21960

In article <1993Aug31.162408.11952@btree.uucp> crissman@btree.uucp (George Crissman) writes:
>In article <25li4n$pfm@msuinfo.cl.msu.edu> johnson@cps.msu.edu
>(Graham K. Johnson) writes:
>>That's nice. It beat the 486 on one benchmark (and such a popular
>>one, too!). It must be faster in general, by induction. 50% faster,
>>too, I suppose. How scientific.
>>I would like to see anyone cite benchmarks in which a 486/66 (or for
>>that matter any 486DX) running a 32-bit operating system was
>>outperformed by an Atari computer. Good luck.
>
>First you admit that the Atari beat the '486 on a benchmark, then
>you say you'd like to see evidence of a benchmark showing a '486 being
>outperformed by an Atari. Isn't that being rather inconsistant?

No. You didn't read very carefully. I said I haven't seen any benchmarks in which a 486 running a 32-bit operating system was beaten by an Atari. The one cited was run under DOS, right? There is a huge performace boost running 32-bit applications on 80x86 systems. And if you are so sure the Atari is faster, why didn't you cite another benchmark besides your Mandelbrot test?

>>What the hell is an "MS-DOS machine"? They're called PC's. They are
>
>...Amigas, Ataris, Acorns, MacIntoshes, et. al. Unless you mean *all*
>personal computers when you say "PC", you should specify the type
>of PC you mean. Hence: MS-DOS machines.

Well, maybe that's how things work on this newsgroup, but everywhere else people know what PC means. Why do such publications as "PC Magazine", "PC Week", "PC Sources", "PC/Computing", etc. etc. all deal with only Intel-based machines? You can call your computer whatever you want, but I'll stick with established usage. A Mac is a Mac, an Amiga is an Amiga, an Atari is an Atari, and a PC is a PC. Even if you don't agree with that, to call them MS-DOS machines is ridiculous, given the fact that the number of operating systems for the 80x86 line numbers in the double digits. Compare the latest Atari to an "MS-DOS machine" (how about one with no local bus?) and it will probably win. Compare it to a 486 running OS/2, and it will not. (Might that be why you keep referring to MS-DOS machines?)

>>What software?
>
>For starters, I listed the software running on my machine.

What do you mean "for starters"? Doesn't that imply there is more to list? If so, why didn't you do so?

>>Is this relevant? I don't think so. ("My computer is better than
>>yours because the software it runs runs better on old computers than
>>your software runs on old computers!")
>
>Sure it's relevant -- it means that I'm not forced to perform expensive
>system upgrades every few years just to keep up with new software
>releases.

Only if you assume that because your current software runs on your ST then software 3 years from now will run on your Falcon. Then again, that's probably how long it will take for Atari to use a 68060 in their systems...

> It's an indication that Atari users are not as subject to the
>"planned obsolescence" that's so prevalent in the MS-DOS world.

Well, in three years when the Motorola 680x0 line is totally obsolete, where will you be? Still running all your software on an ST? How impressive will that be?
--
___
/__ ___ "Uh, you're not gonna johnson@cps.msu.edu
<__/raham / eat that, are you?" Michigan State University
|<. <_/ohnson --Fish Tales East Lansing, Michigan

# 1338. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 23:10:14 UTC
From: davidme@qdpii.ind.dpi.qld.gov.au
Message-ID: <CCnCD2.995@qdpii.ind.dpi.qld.gov.au>
Source record: 21971
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

pab@dcs.ed.ac.uk (Alan Blair) writes:

>Anyway, what exactly is S-Video, is it a waste of space, and is it like SCART?

A week or so back, I explained in an article that, if you're using a console or computer with a TV or monitor, using composite NTSC or PAL, there's no point going to high resolutions, because the way that the colour signal (chroma) is mixed in, on top of the luminance, limits the visible resolution. It's a limitation of the NTSC/PAL standards, not the computer generating the video.

S-Video improves on this by separating chroma and luminance - they never get mixed. Now, the way the human eye works is that it resolves differences in light level much better than it does colour. In S-Video, the bandwidth of the luminance signal is much higher than with composite. So, the visible resolution ends up being much better, even with exactly the same computer and monitor as before. Interestingly, the C64 used to have separate mono and composite outputs, which sharpened up the image on monitors that took both inputs, like the 1701.

SCART gives you, not only composite video, but access to the raw RGB and sync signals, as well. That way, there's no decoding needed, so that gives you the very best possible quality.

--
David Meiklejohn (davidme@dpi.qld.gov.au)

# 1339. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-08-31 23:44:01 UTC
From: davidme@qdpii.ind.dpi.qld.gov.au
Message-ID: <CCnDxE.AEF@qdpii.ind.dpi.qld.gov.au>
Source record: 21972
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

skip@cy.cs.olemiss.edu (Skip Sauls) writes:

>>You mean Commodore crippled the A4000 with a 16-bit Blitter?!?!!? Why,
>>even the Atari Falcon has a 32-bit Blitter!

>I wonder why no one has come out to argue with me about this point.
>Could it be that they know I'm right?

Yes, of course we all know the AGA chipset has the same 16-bit blitter that
the Amiga chipsets have always have. It's still a nice blitter, though,
just not as fast as we'd like.

> Sheesh, I expected at least
>a post or two from some bozo who believed the blitter to be 32 bit,
>"cuz' Commodore wouldn't name it CD_32_ if it wasn't!" :-)

And you know very well that CD^32 has 32-bit CPU, RAM, ROM and chipset
access. Despite the *internals* of the chipset, the architecture is very
much 32-bit.

> Okay, fine, if its [A4000] not a
>high-end machine, why in the hell does Commodore price it like it
>is?

Supply and demand. Supply is very limited, unable to meet demand, therefore
there is no market incentive to reduce the price. We've discussed this - I
don't claim the situation is a good one. I'm just explaining why it is that
the price is high.

>Until the A4000 came along, it was common for Amiga Advocates, myself
>included, to boast how the Amiga was not crippled like other
>computers. My how things change.

How is the A4000 "crippled"? As in, CPU on 16-bit bus, or polled SCSI, or
slow expansion bus? The memory design doesn't let the '040 run at full speed.
I'll give you that as "crippled". Was that what you were talking about?
And remember that there's a lot more to architecture than the graphics chipset.

>Actually, my money is on the 486 VLB systems that will start appearing
>next year with CDROMs and VGA-TV boards...

Heaven help us if that's true. The neat thing about 3DO and Jaguar is that
they're designed from the ground up - no kludges to be seen. The last thing
I want to see is more bits hacked together in a x86 box. "VGA-TV boards",
indeed!

>Don't forget the Akiko! It is the miracle chip that is going to make
>the CD32 blow away everything else!!!!!

Surely you jest, sir. No, it's not a miracle chip. But, I find it ironic that, just as there was lots of discussion here about chunky vs planar, and how the Amiga can't do some things well because of the planar architecture, Commodore surprise us by addressing the issue with (part of) a dedicated chip. But, was there a single good word to be said about this? No, all there is is "CD^32 is all very well and good, but it will never sell anyway". I don't know... :-(

--
David Meiklejohn (davidme@dpi.qld.gov.au)

# 1340. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 00:46:46 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <260rdmINN4k2@uwm.edu>
Source record: 21974
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Aug31.201459.131148@zeus.calpoly.edu>, Mark Cookson
(mcookson@flute.calpoly.edu) wrote:
: No. 107 mega-bytes/sec through a 64 bit bus.

Correct me if I'm wrong, but I certainly don't think I am.

One could theoretically achieve that performance level through 32-bit,
60ns ram, using page-mode to read a full 64-bits, and the number would be
extremely close to 107 mb/sec.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1341. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 00:56:16 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <260rvgINN4k2@uwm.edu>
Source record: 21975
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <260gtm$apj@crchh327.bnr.ca>, Randy Hoekstra (renfro@bnr.ca) wrote:
: Care to name any of those people who, you would like to believe, are regretting
: their Falcon purchase? You were awful quiet when some real numbers were
: posted showing the Falcon is not handicapped, again as you would like to
: mislead everyone to believe. Now that we have a bit more B.S. showing up,
: your quick to jump back in...

"Quiet"? I have NOT been quiet about the crippling of the Falcon. Not
in the LEAST.

: At least base your advocating on reality.

Reality is a 68030 on a 16-bit bus, pal. Unfortuantely, that makes the
Falcon quite real.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1342. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 01:13:02 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <260suuINN4k2@uwm.edu>
Source record: 21976
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25uoa9$b9s@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Greg, have you ever played with a NeoGeo?

: I think you'd enjoy seeing their 330 MEG (abit) cartridges. Their system
: has such novelties as a Z80 helping the sound subsystem and a combination
: of some very interesting, but ancient, technologies, into a killer arcade
: box.

Yes, I have, and yes, I know.

: If you can't understand that, then you can't understand why Nintendo has
: money and Commodore is losing it.

I understand it. But that doesn't replace the bullshit listed in
TECHNICAL SPECS, which aren't, in the least technical, and are far from
honest.

Blow it off, if you like, just like you did before. I don't care. I
choose not to.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1343. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 01:16:11 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <260t4rlNN4k2@uwm.edu>
Source record: 21977
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCCMHs3.5x0@netcom.com>, Mike Farren (farren@netcom.com) wrote:
: gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: Where do you get this information? I don't know whether or not you are

Nowhere. In the same way that the "27 MIPs" figure probably refers to
MHz, for more than a few reasons (including the 3.58MHz figure for NTSC
graphics), the 107mb/s figure given seems to fall very close to that of a
perfect-case, 60ns 32-bit page-mode system, if I did my math right. I'm
not altogether sure I did, but I think the fact that they give numbers
like "27 MIPs" and "107mb/s" means that they're giving SOME kind of
number which could be verified. If you've got an answer, and you know
there are very few questions which fit that answer, and you've got some
clues, like "fast page mode ram", you can try to deduce what the question
was.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1344. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 01:36:29 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <260uatINN4k2@uwm.edu>
Source record: 21978
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25un6k$ao0@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: The CD^32 also isn't known outside of Commodore's HQ. Have you seen a single
: advertisment in any game magazines, computer magazines, or ANY magazines for
: CD^32?

Actually, yes. But don't expect much press coverage until release time...

: Commodore has little credibility to the buying public as a computer maker,
: and NONE as a video game company.

Some could say the reverse about Atari, just to make a point.

: Which is what you have to do to generate excitement and sell machines.

Thanks for informing me that one has to lie to me to excite me. It's not
something I ever noticed, thanks!

Not.

: And no matter how much you speculate, you can't back up what you say as
: fact until the full specs are out. Then, if you are correct, you have the

What kind of specs? Specs like those just released? Ha. You won't even
know the truth then.

: right to run rampant in the *.advocacy groups yelling like a scorned prophet,

I don't WANT to do that. But it's about time SOMEONE took a close look
at those numbers.

: If you feel so strongly about how many bits are in a system, I'd like to
: hear your ideas on how 16-bit the SNES is with its 65816 CPU and 8-bit sound.

It's not.

: Then I'd like to hear how late it was to market.

It was.

: And how it didn't sell.

It's not a Genesis, is it, twit. The Genesis is widely becoming the most
popular "16-bit console" on the market. That's no lie, and there are a
lot of people who are watching Nintendo's market share drop out from
under them.

: Is it? Perhaps we should sue TurboTechnolgies for putting an 8-bit CPU in
: their "16-bit" system. :)

If only we could.

: Face it, you're flaming all things Atari, and this time, you are stuck trying
: to grasp at straws the way you always do.

I'm not claiming everything I'm saying is fact. But do you think it's coincidence that they say "107 mb/s"? Do you think it's sheer accident that they chose the number 27 to say how many "MIPs" a graphic engine can perform at?

: Did you have a traumatic experience with an Atari VCS as a child? :)

No, I had a traumatic experience with an idiot. And day after day, I keep having it. Surprise, I'm not talking about a mirror.

: So, other than personal attacks, and speculation, what else is in your post?

Nothing. It was, quite OBVIOUSLY, speculation, I wouldn't push it off as anything BUT that.

: speculating because... an Atari box is superior to the competing Amiga
: box?

No, it's because you're being a thick-headed ass, and disputing what I say simply because you think I'm saying it as an Amiga advocate and not as a person who wants to try to set aside the bullshit and figure out some REAL specifications from that list of marketing dribble you're so willling to feast upon.

: And you, like many other computer users, have confused your computer with your
: religion?

Have you read a single word I've typed, you idiot? This has NOTHING to do with the Amiga, nothing to do with Atari. This has to do with a list of marketing-twiddled specifications, and a curiosity as to how the sucker works.

That's as far as it goes, and it's as far as YOU go.

: People frequently do that. Perhaps that's why I have my CS degree. :)

Ahh, as us engineers always say, that explains everything. :)

: probably better than you do (as you've probably only seen them for the
: first time within the past 48 hrs.), and after putting 2 and 2 together and
: getting 4 (just like every other time in my life :) ) I've found that
: I like the machine, and while it isn't the 8th miracle of the world or the
: 2nd coming of Christ, it certainly seems to be a very viable console unit
: to entertain the family with.

No shit, sherlock. I think the same.

That DOESN'T mean I don't want to know what makes it tick, and that's what this whole bit of speculation on my part was about. Sometimes, I think you don't even bother reading what you post about.

: 1) so far, the advantage of a more powerful CPU seems minimal provided a
: console gets better performance out of its graphics and sound units.

That depends on how much the system has to rely on that CPU. It's the
difference between a 56001's need to be "babysat", and the 3210's ability
to take care of itself.

: SNES vs. Genesis. The 65816 vs. the 68000. SNES is loaded with a nice set
: of custom chips, actually superior to the Genesis'. Better graphics, better
: sound, better scaling & rotation. The SNES, even though it doesn't have
: a 68000 can perform 3D rotation faster than a Genesis, and if you've ever
: tried a Mode 7 game, you'll see the Genesis cannot really keep up with that.

But is this the general case, one asks? Yes, it can do some tasks
quickly, but by in large, does that (2? 4?)MHz 65C816 hurt you?

Most kids I know think that the Genesis is better, even if the SNES can
do a few cool things.

: I would suggest you study the Jaguar specs more carefully, and then post.

They don't give you any specs. They give you marketing. Specs are
something you've got to DIG for in that, something nobody is willing to
do, it seems.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1345. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 01:40:10 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <260uhqINN4k2@uwm.edu>
Source record: 21979
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCLozK.3uB@unix.portal.com>, Dan E Babcock (danb@shell.portal.com) wrote:
: In article <25u8rfINNivu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: >What is the logical conclusion? That they're making use of page-mode.
: >Which MEANS that they're using a 32-bit pathway to ram, and using
: >page-mode to get that second 32-bits.
: Doesn't follow.

Do the math for a 64-bit architecture doing page-mode at 60ns and a
32-bit architecture doing page-mode at 60. Do the same at 80.

Now, tell me. Which is closer to the "107 MB/s" number given? I'll
leave you to answer that.

: Sorry, but I think you are. The claimed memory bandwidth is consistent
: with a 64-bit wide page-mode DRAM system. There is simply no
: information available to say otherwise.

Oh, it's consistent with it, all right. As a matter of fact, a 64-bit
wide page-mode system can go a lot faster than that at 60ns. But it's
right around the 32-bit area. And why would they post anything other
than maximum throughputs?

: Calling a DSP "RISC" is just silly. The term doesn't apply.

Oh, yeah it does. "RISC" in opposition to "GP". In the same way that
the 3210 is closer to being general purpose than a 56001 is.

Any clearer?

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1346. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 02:22:30 UTC
From: cmedley@wam.umd.edu
Message-ID: <261116$8vh@cville-srv.wam.umd.edu>
Source record: 21981
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

In article <260uatINN4k2@uwm.edu>,
Gregory R Block wrote:
>In article <25un6k$ao0@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
>It's not a Genesis, is it, twit. The Genesis is widely becoming the most
>popular "16-bit console" on the market. That's no lie, and there are a
>lot of people who are watching Nintendo's market share drop out from
>under them.
>

This is one point I'm not sure you're correct on. I'm not going to start
a Genesis vs. SNES war, but in case you didn't know, the SNES had a game
called Street Fighter 2 long before the Genesis version was even announced.

This game generated a LOT of SNES purchases.

Judging from the way machines have been moving (in the stores local to me)
SNES and Sega don't seem to be too far apart, and at the time SF2 came
out on cartridge, I know for a fact SNES was selling more systems.

Incidentally, Greg, I've noticed you get insulting when you're losing
an argument. Don't get your blood pressure up... I probably shouldn't
kid you so much about being a rabid Amiga advocate. So calm down, and
don't take things so seriously, ok? :)

>Have you read a single word I've typed, you idiot? This has NOTHING to
>do with the Amiga, nothing to do with Atari. This has to do with a list
>of marketing-twiddled specifications, and a curiosity as to how the
>sucker works.
>

Actually, Greg, you've come out from the moment the specs were posted
and made nothing but accusations that the Jag:

- lacks a 64-bit buss
- is run by a 16-bit CPU (68000)

and both claims were either refuted or unproven.

>
>But is this the general case, one asks? Yes, it can do some tasks
>quickly, but by in large, does that (2? 4?)MHz 65C816 hurt you?
>
>Most kids I know think that the Genesis is better, even if the SNES can
>do a few cool things.

>

Most kids I know (and some of them are older than me :) ) think that
both systems are nice... a lot of them like the SNES fighting games (an
area where the Genesis falls short right now), and like the more colorful
SNES versions of most games that are available on both. However, even though
I personally think the hardware on the SNES is beter, the Genesis has some
titles (definitely Madden '93) which are better than their SNES counterparts
(usually because they are just programmed better :) take a look at
Sonic 2).

## 1347. Can't we all just get along? :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 02:26:13 UTC
From: cmedley@wam.umd.edu
Message-ID: <261185$942@cville-srv.wam.umd.edu>
Source record: 21982
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <260rvgINN4k2@uwm.edu>,
Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>In article <260gtm$apj@crchh327.bnr.ca>, Randy Hoekstra (renfro@bnr.ca) wrote:
>: Care to name any of those people who, you would like to believe, are regretting
>: their Falcon purchase? You were awful quiet when some real numbers were
>: posted showing the Falcon is not handicapped, again as you would like to
>: mislead everyone to believe. Now that we have a bit more B.S. showing up,
>: your quick to jump back in...
>
>"Quiet"? I have NOT been quiet about the crippling of the Falcon. Not
>in the LEAST.
>
>: At least base your advocating on reality.
>
>Reality is a 68030 on a 16-bit bus, pal. Unfortuantely, that makes the
>Falcon quite real.
>

Does this make the Amiga an integer machine?

:)

Doesn't everyone love how Greg changed the topic to the Falcon's 16-bit
bus (a known fact) when he gets chastised for bashing the 64-bit Jaguar
and gets the facts (with a block diagram, no less) thrown in his face?

# 1348. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 03:48:43 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <26162rINN63a@uwm.edu>
Source record: 21983
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

In article <261116$8vh@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: This is one point I'm not sure you're correct on. I'm not going to start

The article I read on it, somewhere, was last month.

Besides, I know a lot of people waiting for Mortal Combat, and I DON'T
mean the g-rated SNES version.

Nothing like ripping out someone's spine to make one feel all queasy
inside.

: Incidentally, Greg, I've noticed you get insulting when you're losing
: an argument. Don't get your blood pressure up... I probably shouldn't

Nah, I just get really ticked at certain kinds of comments.

:

I get emotional over hardware. It's just me. Pay no attention. Think
of it as a fetish... :)

: Actually, Greg, you've come out from the moment the specs were posted
: and made nothing but accusations that the Jag:

Oh, they're DEFINITELY just sidethoughts, there's nothing substantial
about them.

: - lacks a 64-bit buss

This from the mb/s rating they gave; you've got an answer, and the job is
to figure out the question, given a few variables. I tried to work
backwards.

: - is run by a 16-bit CPU (68000)

That's the way their own press release makes it sound.

: and both claims were either refuted or unproven.

: Most kids I know (and some of them are older than me :) ) think that
: both systems are nice... a lot of them like the SNES fighting games (an
: area where the Genesis falls short right now), and like the more colorful

Only for now. Hell, _I'M_ considering buying a Genesis to get Mortal
Combat.

: (usually because they are just programmed better :) take a look at
: Sonic 2).

Definitely. ;)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) Wubba :)

# 1349. Re: Can't we all just get along? :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 03:54:57 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <2616ehINN63a@uwm.edu>
Source record: 21984
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <261185$942@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu) wrote:
: Does this make the Amiga an integer machine?

Depending on where you live, it's imaginary. :)

: Doesn't everyone love how Greg changed the topic to the Falcon's 16-bit
: bus (a known fact) when he gets chastised for bashing the 64-bit Jaguar
: and gets the facts (with a block diagram, no less) thrown in his face?

"chastised" is proper. And excuse me if I'm just a little too wary to
believe their press release, I do remember where it got me with the
Falcon one.

I took the Falcon's tech sheet as gospel. My mistake. Fool me once,
shame on you. This time, I'm not taking ANYTHING they say as true until
it's proven. Just like those faulty "MIPS" numbers and the whole 107mb/s
issue would lead me to believe. If I took it at face value, I'd be where
I was with the falcon. This time, I know they're fudging. And I'll be
damned if I won't look for it.

And that block diagram was included with that press release, and no
different than we've seen in EE times. And I'll tell you how much faith
I put in THAT. Yes, it describes things in a very broad and general
fashion, but it's broad enough where they could get away with doing some
pretty underhanded things.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

## 1350. Jaguar: It's time to face the facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 04:09:44 UTC
From: tim@rider.cactus.org
Message-ID: <1420@rider.UUCP>
Source record: 21841

Ok....you Amiga people seem to have less faith in your own CD32 wannabe game system than everybody else! THEN, you go on to try to make the Jag look bad... funny....I haven't seen any mention of ANY 64-bit stuff on the CD32....Ok, you guys just need to face up to the facts--the Jaguar iswesome...there's no denying it...even if any of you guy's stupid little arguments were valid... please name any game system that's even been mentioned as a small, little, thought (now I'm including vaporware in on this too...) that even matches the Jaguar's specs...don't forget, the Jag has been in development for over 3 years...I heard a brief mention about the CD32 the other day...

Oh yeah...the 3DO kicks CD32's butt anyday! (I'd like to see screen shots for the Commode...)

--
Tim Wilson
tim@rider.cactus.org
"The pain of war cannot exceed the woe of aftermath..."
- Led Zeppelin

# 1351. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 04:18:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15186@uqcspe.cs.uq.oz.au>
Source record: 21985
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> True. But one thing 'FLIP'- The Jaguar *IS NOT* '64-bit RISC based' as
>the ATARI specs suggest. It USES 64-bit RISC technology, but the
>CPU is a 68000.

I would hardly call the 68000 in the Jaguar the "CPU". That's like
calling the 8MHz clock in an ST the "CPU" just because it drives
everything else. Look at the block diagram again and you will see that
the CENTRAL PROCESSING UNIT in the Jag is TOM, not the dinky little
68000 hanging off 0.25 of the bus.

Here again is my ASCII version of the block diagram posted with
aeo_se_j.zip to atari.archive.umich.edu:

```
1 = 16 bit bus
3 = 32 bit bus
6 = 64 bit bus

....JERRY.......... BUS
: : 6
: ------- : 6 ....TOM........
: ----- | DSP | : 6 : :
sound <------|SOUND|| + |3333336 : ---- : ------
: ----- |8K SRAM| : 6 : |DRAM| : | |
: ------- : 666666|MEM |6666666666| DRAM |
: |TIMERS | : 6 : |CTRL| : | |
: |UART | : 6 : ---- : ------
joystick <------------>|JSTICKS| : 6 : --------- :
: |CLOCKS | : 6 : |OBJECT |--------> to video
: ------- : 666666|PROCESSOR| :
:.................: 6 : --------- :
------- 6 : :
| | 6 : :
| 68000 |11111116 : ------- :
| | 666666| GPU | :
------- 6 : |4K SRAM| :
6 : ------- :
--------- 6 : :
|CARTRIDGE| 6 : ------- :
| CD-ROM |3333333666666|BLITTER| :
--------- 6 : ------- :
6 :.............:
6
```

--
Warwick

# 1352. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 04:25:06 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15187@uqcspe.cs.uq.oz.au>
Source record: 21986
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:

> > They did not. People are doing selective reading, Atari never claimed there
> > was not a 32/16 bit processor they claimed a 64 bit graphics processor.

>Sure, fine, yeah, cool... Except they didn't actually *say* 16/32 anywhere,
>did they?

Nowhere in the advertising for the Atari ST does it state that the
keyboard controller is an 8 bit chip, either.

Just because it's a general purpose chip, doesn't mean the 68000 in
the Jag is the heart of the system.

The task of the 68000 will simply be to pull a few strings and leave
the rest to the subcomponents of TOM and JERRY. Indeed, the 68000 goes
through the memory controller in TOM to the memory. Amiga owners of
all people should understand that even with a slow processor calling
the shots, if your graphics hardware is up to scratch, your options are
unlimited.

I haven't got the Nintendo/SGI info on hand, but you don't think they're
going to use the *CPU* out of the SGI machines do you!

--
Warwick

# 1353. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 04:27:44 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15188@uqcspe.cs.uq.oz.au>
Source record: 21837
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

bjgrier@bnr.ca (Brian Grier Perpk) writes:

>eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>|> I was just expecting something more than the equivalent of a 500
>|> with a graphics accelerator from this great and mighty CD32basher.

>With the addition of a decent graphics processor the A500 could be a
>CD32Basher, What's your beef?

Indeed... and you'd have to do it for $200 to bash the Jag.

--
Warwick

## 1354. Jaguar QUOTES:

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 05:07:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15189@uqcspe.cs.uq.oz.au>
Source record: 21838

We see a lot of "so-and-so said such-and-such" in this group - accompanied by allegations that people have lied, etc., so I have clipped all references to "64" in regard to the Jaguar in all the AEO online magazines from aeo_0208 (April) to aeo_0214 (August). You will see how it is the listeners' ears, not the speakers mouths that have "lied". Here they are.

aeo_0209, aeo_0208, aeo_0210:
none.

aeo_0211:

<ZNET>
The Jaguar comes with two megabytes of RAM, a 64 bit custom RISC processor, and a full 64 bit bus.

aeo_0212:

<ZNET>
IBM to manufacture the Atari Jaguar, Atari's 64-bit multimedia entertainment system.

<ZNET>
Atari announced plans for the Jaguar on June 3. The game player will be based on an Atari-designed 64-bit processor and a sound system based on Atari's digital signal processor.

<Dateline: Atari!> <[Host] ST.LOU>
Tonight Bob will bring us up to date on the industry-setting news about the Jaguar - Atari's 64-bit game console

<BOB-BRODIE>
Especially of interest to some of the attendees at the [shareholders] meeting was the fact that the Jaguar does in fact have a 64 bit data bus.

aeo_0213:

<ZNET>
The long-anticipated Atari Jaguar, to be introduced in the New York market later this fall, is a 64-bit interactive multimedia entertainment system with high-performance, true color and CD-quality sound.

aeo_0214:

<[Hassen] H.HAMMOUD>
will Atari plan to use their 64 bit RISC chip in any

computers...perhaps as an add on board for the Falcon's
processor slot?
<BOB-BRODIE>
Re the 64 bit RISC chip in the Jaguar, we are reviewing all of
the options for using this chipset, including computers.

<[fugitive] E.LIN1> Could you list all the chips that will be in
the Jag? Will it have a 64 bit graphics processor only or will it
be a true 64 bit machine?

<BOB-BRODIE> I could, but then Sam would kill me. Unless Leonard
got to me first. I can handle Richard Miller, though. :)
Seriously, it is a true 64 bit machine, including a 64 bit bus.
Later on this month, we'll be releasing more press materials on
the Jaguar, I'm certain that they will also have that informatin
in AEO.

<Electronic Engineering Times>
Atari Corp. will score a new level of video-game performance
this fall with the introduction of Jaguar, a 64-bit RISC-based
system offering real-time 3-D shaded surfaces with texture
mapping...
Jaguar, billed as an interactive multimedia system, is based on
an Atari-designed proprietary 64-bit RISC processor and its
proprietary digital signal processors. The cartridge-based
system features 24-bit true color graphics, shaded 3-D polygons
and real-time texture mapping.
Jaguar's core consists of two chip sets, one holding the 64-bit RISC
processor and the other containing DSP hardware.
The 64-bit RISC processor is capable of processing video data at a
high rate, handling various video effects as well as full-motion video
compression on its own, Miller claimed.
[Miller says:]
"Graphics eats a lot of bus bandwidth. What's available today
for other 64-bit processors such as PowerPC is only just enough
for what we want to do, What we designed is right up on the
level of expensive 64-bit processors."

Clearly, manufacturing volume is essential to the Jaguar plan. The
company intends to introduce an add-on PC card featuring the company's
proprietary 64-bit RISC processor, said Tramiel. "It could also help
minimize the cost of our chip sets," he said.

---

NO-WHERE does it even say "CPU". Always the 64-bit RISC chip is
referred to as a "processor".

---
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |

_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

# 1355. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 05:11:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15190@uqcspe.cs.uq.oz.au>
Source record: 21839
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:

>Yes, that's right! And what decides how fast we can get data to/from, for
>instance, your famous 64-bit DSPs? Even if they *do* have DMA (don't know
>about this), the data is going to have to get into memory somehow... And
>how will it get there? 16 bits at a time!

The DSP in the Jaguar has a 32bit access to the 64bit bus. Block diagram
time again...? (email me if you missed it)

--
Warwick

# 1356. Re: Can CD-32 vs Jaguar? was Re: CD32 with FMV module - at IL'93 and i

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 07:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c83734a@troed.ct.se>
Source record: 21840

In a message of 31 Aug 93 00:19:24, Gavin Patrick Murphy wrote:

GP>
GP> Correct me if I'm wrong, but I never saw any mention of the BUS being
GP> 64-bits
GP> (and if it's not, it doesn't make that 64-bit processor as useful as it

Then try to open your eyes! That has been mentioned in ALL spec-sheets, and
there's even a block-diagram showing how all chips releate to each others
out!!! (Where you EASILY can see that the 68000 is NOT the main processor BTW)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1357. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 07:10:23 UTC
From: danb@shell.portal.com
Message-ID: <CCnyLD.3G2@unix.portal.com>
Source record: 21842
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <260uhqINN4k2@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <CCLozK.3uB@unix.portal.com>, Dan E Babcock (danb@shell.portal.com) wrote:
>: In article <25u8rfINNivu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>: >What is the logical conclusion? That they're making use of page-mode.
>: >Which MEANS that they're using a 32-bit pathway to ram, and using
>: >page-mode to get that second 32-bits.
>: Doesn't follow.
>
>Do the math for a 64-bit architecture doing page-mode at 60ns and a
>32-bit architecture doing page-mode at 60. Do the same at 80.
>
>Now, tell me. Which is closer to the "107 MB/s" number given? I'll
>leave you to answer that.

Fine. That would imply running a 37ns page mode cycle. I don't have any
datasheets handy, but I believe 60ns DRAMs generally have a 30-40ns
page-mode cycle time, which you can _approach_ if you have a very slick
DRAM controller. There's nothing in these figures that leads me to
doubt that Atari is using a 64-bit bus. Even the much-maligned
Falcon uses a 64-bit memory bus.

>: Calling a DSP "RISC" is just silly. The term doesn't apply.
>
>Oh, yeah it does. "RISC" in opposition to "GP". In the same way that
>the 3210 is closer to being general purpose than a 56001 is.

Ok, I know what you mean. But it's an abuse of the RISC term as it is
used today.

Dan

# 1358. Re: Jaguar? Seems more like Pussycat to me..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 09:19:38 UTC
From: apski@bhars42a.bnr.co.uk
Message-ID: <261pfaINNg3g@bhars12c.bnr.co.uk>
Source record: 21843
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article 16364@rchland.ibm.com, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <25toav$h6b@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
>|> In article <25ti6lINNf6u@uwm.edu>,
>|> Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>|> >In article <1993Aug30.165824.114772@zeus.calpoly.edu>, Mark Cookson (mcookson@flute.calpoly.edu) wrote:

[... deleted ...]

> True. I guess that the 64-bit graphics processor does the CPU tasks
>and the 68000 is being used by the graphics processor to do the Graphics Goraoud shading :-)
>> Seriuosly, the only thing I can think the 68000 will do (besides being a CPU) is
>just controlling the ComLynx ports and stuff like that.

On the 68000:
---
I can think of one or two things that the 68000 could be used for. If they haven't built in some form of sprite collision detection in hardware (a distinct possibility, since I have seen no mention of any such capability) then the 68000 could be used for software sprite collision detection.

This would put it in line with the SNES which uses it's "processor" (and I use the term loosely :-)) to do the sprite collisions. However, where the SNES's processor is woefully underpowered for this task, (and is probably responsible for some reported problems when things get busy i.e. the graphics slow down), a ~13 MHz 68000 has ample power for this sort of task, and you don't need to move that much data around to do the collision detection at all. Collisions can be calculated against a 1 plane data mask of the background and sprites (at least this is how myself and a friend are doing it in a game we are producing), and such a mask does not require much data to be moved in and out of the processor - well within the bus bandwidth of a 68000 on a 16 bit bus. This would all be in line with the reported architectural details posted here and elsewhere.
If you have the capability in one of your graphics processors to do fast 3D calculations and rendering, the 68000 is totally superfluous in most 3D games, which is where the Jag could really shine.

I think the 68000 and its 16 bit bus is being blown out of proportion here very considerably, and I don't think it will be an impediment to the Jag's performance in any way, although I guess we'll have to wait and see. I am much more interested in finding out more about the capabilities of the custom processors, as this is where the Jag will sink or swim, not on it's GPU

which is, as I said, largely superfluous.
Anyone who has programmed on an arcade style game will tell you that shifting graphics is usually the major problem - actually keeping a game going is chicken feed in terms of processor time. If you have custom hardware to move your graphics, then a 13 MHz 68000 on a sixteen bit data bus can keep all game tasks going, and probably have time left to sit back, make a cup of coffee and relax for a few milliseconds while waiting for its next VBL :-).

On the 64 bit question:
---
If Atari want to call the Jag a 64 bit console, then it's difficult to say if they're being honest or not. From the circuit block diagram that I have seen in Atari Explorer Online, _all_ the speed critical system components are on 64 bit data paths. The quoted bus bandwidth is definitely generous, and in line with what I would expect for a 64 bit data path (optimal figures, of course...). Most of the system operates on 64 bit data, so they're probably safe - for instance, what is the legal definition of a 64 bit console? Is there one?

I _would_ like to know if the Jag has hardware sprite collision detection though, 'cause if it does it would blow this current pet theory of mine as to the 68000 tasks clean out of the water...

Anybody know the answer to this one?
8-)

I have tried my best to explain why _I_ think the 68000 is not a problem. All things that I have stated are opinion and conjecture only, I do not claim to speak from facts, but have based my statements on my own experience. Everything is IMO. I make no claims about the Jag relative to the 3DO, which I know little about, or the CD32.

Cheers

- Andy. < The Man From U.M.I.S.T. >
(Before anyone wonders, I am an ST & Falcon owner, but I personally have nothing against the Amiga _at all_ and would buy one on the spot if I had the spare cash. I would also like an Archimedes, a NeXT workstation, a Sparc 10, a ... <grin>)

Disclaimer:
My opinions are my own and are not necessarily shared by my employer.

# 1359. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 09:38:01 UTC
From: Kent.Dalton@FtCollinsCO.NCR.COM
Message-ID: <KENT.DALTON.93Sep1103801@zappa.FtCollinsCO.NCR.COM>
Source record: 21855
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>>>>> On 1 Sep 93 01:36:29 GMT, gblock@csd4.csd.uwm.edu (Gregory R Block) said:

Greg> It's not a Genesis, is it, twit. The Genesis is widely becoming
Greg> the most popular "16-bit console" on the market. That's no lie,
Greg> and there are a lot of people who are watching Nintendo's market
Greg> share drop out from under them.

I *really* question this statement. Greg, I follow the console market very
closely, as I have both an SNES and a Genesis, and pretty much every source of
sales figures I've seen (electronic gaming monthly, et al) indicates the SNES
is selling as well or (as most indicate) better than the Genesis now that it
has a reasonable software base. I don't understand where your getting
your sales figures from... did Sega say this?
--
/**************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-9319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/**************************************************************************/
Gibble, Gobble, we ACCEPT YOU ---

# 1360. Re: Jaguar: It's time to face the facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 09:43:43 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <261qsfINN5j5@flipper.pvv.unit.no>
Source record: 21844

In article <1420@rider.UUCP>, tim@rider.cactus.org (Tim Wilson) writes:
> Ok....you Amiga people seem to have less faith in your own CD32 wannabe game
> system than everybody else! THEN, you go on to try to make the Jag look bad...
> funny....I haven't seen any mention of ANY 64-bit stuff on the CD32....Ok,
> you guys just need to face up to the facts--the Jaguar iswesome...there's
> no denying it...even if any of you guy's stupid little arguments were valid...
> please name any game system that's even been mentioned as a small, little,
> thought (now I'm including vaporware in on this too...) that even matches the
> Jaguar's specs...don't forget, the Jag has been in development for over 3
> years...I heard a brief mention about the CD32 the other day...

Well, we all know what kind of a rep Atari has for marketing (vote: Is
Atari's marketing worse or better than Commodore's, or do you think
they're both practically non-existant?)

Ah, and the jury is still out on the 64 bits. Apparently, the DSP only has
a 32-bit path to memory, and the CPU only has a 16-bit path to memory.

> Oh yeah...the 3DO kicks CD32's butt anyday! (I'd like to see screen shots for
> the Commode...)

Yeah; unfortunately, it's gonna be about twice as expensive... Remember how
the C64 got so popular when it was (in many ways) inferior to the 8-bit
Ataris? C= slashed prices, and people bought. When you get down to it,
it don't matter how many gouraud shaded polygons you can render every
second... It's PRICE that counts. Why d'ya think there are still people
buying NES and Master Systems?

I notice you don't say anything about the 3DO kicking the Jaguar's butt...
Why not, pray?

> Tim Wilson
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1361. Re: Time-Warner was Re: Can CD-32 vs Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 12:34:35 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1442@usdtsg.DaytonOH.NCR.COM>
Source record: 21849
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <watt0012.746774493@gold.tc.umn.edu> watt0012@gold.tc.umn.edu (Andrew J Wattenhofer-1) writes:
>Time-Warner, mega-media-conglomerate, parent company of Time Magazine,
>Warner Brothers Records, and the American Broadcasting Corporation (ABC),
>as well as countless other newspapers, magazines, TV stations, etc. Why
>the hell is it that this company is interested in Atari?

Maybe because Warner used to own Atari (in the original video game boom, I believe Atari was a *huge* moneymaker for Warner) and I think still has a decent amount of stock in Atari (correct me if I'm wrong, which I'm sure someone will do :-) Hmm, ever see the movie "Blade Runner"? Couple of Atari fujis appearing in there too :-O

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

"there's nothing sure in life but Death and Texas" - Kelly Bundy

# 1362. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 12:36:05 UTC
From: farren@netcom.com
Message-ID: <farrenCCoDo6.8nq@netcom.com>
Source record: 21845
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

bjgrier@bnr.ca (Brian Grier Perpk) writes:

>Well if the 680x0 is used only for controlling silly little things like
>button input and setting up of the sound system, then there will be no
>noticable difference in system throughput. So the fact that it has a 16 bit
>bus is no "big deal".

If that were so, then perhaps you'd be right. It ain't so, so you're
probably wrong.

>EVERYONE STOP DOING SYSTEM ANALYSIS ON A VIDEO GAME CONSOLE WHEN YOU DO NOT
>KNOW THE DESIGN REQUIREMENTS!

What makes you assume that I don't know the design requirements? I've
designed video games, bubba. I was a hardware design engineer for
nearly a decade, working on systems a damned sight more complex than
the Jaguar. I think there's a reasonable chance that I *do*, in fact,
have a pretty good grasp of the design requirements. And I'll tell
you this, straight out: the specs for the Jaguar, as published, don't
make sense.

>What SOME PEOPLE are still missing is that the 68000 will not have to do the
>major part of the work, graphic rendering. There is another whole chipset for
>that. And if you do not think that rendering is where the majority of your
>time will be spent, then try writing a busy animation that uses a 320x200 area
>and send a character out the serial port after every frame. The results will
>astound you, even if you choose a monochrome display.

But you make a very bad assumption here. The fact that in a graphics-intensive
game, most of the processing time is spent rendering graphics is no secret -
that's the reason for having a graphics co-processor in the first place.
But that does *not* mean that the 68000 is, therefore, less "important"
than the graphics co-processor. In point of fact, it's possibly even
*more* important if the graphics tasks are offloaded, since that gives it
the capability of doing more computation and setup work, which is crucial
to the graphics operating efficiently. The bullshit about how the 68000
is "just an auxiliary processor" is simply that - bullshit. By all
indications, it is the graphics processors which are the "auxiliary"
processors, and just because they happen to run faster than the 68000
(but what would be the point if they did not?) does not magically
promote them to supervisory status. And just because Sam Tramiel says
it's so does *not* make it so.

Here's a little hint for you all: Guess what proportion of the *code* of
a game is taken up by graphics processing? Answer: very little. Graphics

tasks tend to be highly repetitive, so they *will* take up a lot of processing *time*. But the rest of the code is significant, too, and has a great deal to do with the playability of any given game. Hot-shot graphics, in and of themselves, do not a game make.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 1363. Re: Chicken Amiga Owners... Fight like a Robot! : )

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 12:58:23 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Sep1.125823.10152@seas.gwu.edu>
Source record: 21856
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>'Flip' Medley (cmedley@wam.umd.edu) wrote:
>: This is one point I'm not sure you're correct on. I'm not going to start
>
>The article I read on it, somewhere, was last month.
>
>Besides, I know a lot of people waiting for Mortal Combat, and I DON'T
>mean the g-rated SNES version.

I do know people waiting for the SNES version--both my brothers and my
little bro's friends. What does this prove? Nothing. Anyway, I may
buy the Gameboy version and borrow my brother's Gameboy.

>Nothing like ripping out someone's spine to make one feel all queasy
>inside.

Hey, it's all in good fun. I'm sure my friends understand when I'm
forced to incinerate their flesh.

-- Gerald

# 1364. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 12:58:28 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <26269k$alr@charm.magnus.acs.ohio-state.edu>
Source record: 21846
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> Just in case: yes, I can believe those custom chips are really
> good, and just in case I would not say the system is bad 'cause it
> uses a 68000 as CPU. After all, the custom chips is what matters
> a lot. Now, I am also in for validating 'ATARI's specs'... there
> was hype about the Jaguar using 64-bit RISC *as CPU*.

Maybe you could do everybody a service and post something that officially tags the 68000 as the CPU. I pored through several files worth of Jaguar specs and found nothing that explicity states the 68000 is the CPU. The closest I could come was a mention of the 68000 as a "general purpose control processor." In fact, in the Dephi conference with ... um ... somebody, it was explicity stated that the 68000 was NOT the CPU, but that the chip called TOM (which includes the DRAM memory controller, object processor, GPU and blitter) is the CPU.

->->->((JP))<-<-<-

Duct tape is like the force. It has a light side, and a dark side, and
it holds the universe together.
--- Carl Zwanzig

# 1365. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 13:05:17 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <2626mdINNa12@flipper.pvv.unit.no>
Source record: 21847
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <26269k$alr@charm.magnus.acs.ohio-state.edu>, jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:

[...]

> Maybe you could do everybody a service and post something that officially
> tags the 68000 as the CPU. I pored through several files worth of Jaguar specs

Here ya go:

y MC68000 CPU clocked at 13.3 MHz as a general purpose control
processor.

> and found nothing that explicity states the 68000 is the CPU. The closest I
> could come was a mention of the 68000 as a "general purpose control processor."

Sounds suspiciously like the above line. Strange that you missed the
"CPU" part... Oh yeah, this is ripped from a technical document someone
(thanks :) mailed me.

> In fact, in the Dephi conference with ... um ... somebody, it was explicity
> stated that the 68000 was NOT the CPU, but that the chip called TOM (which
> includes the DRAM memory controller, object processor, GPU and blitter) is the
> CPU.

Well, that sounds like good ol' Agnus to me... DMA control, blitter and
copper. Ain't nobody never called Agnus no CPU.
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1366. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 13:28:46 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <26282e$amv@charm.magnus.acs.ohio-state.edu>
Source record: 21848
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> y MC68000 CPU clocked at 13.3 MHz as a general purpose control
> processor.
>
> > and found nothing that explicity states the 68000 is the CPU. The clos
> > could come was a mention of the 68000 as a "general purpose control pro
> ."
>
> Sounds suspiciously like the above line. Strange that you missed the
> "CPU" part... Oh yeah, this is ripped from a technical document someone
> (thanks :) mailed me.

I'm not convinced that referring to the chip as a "MC68000 CPU" makes it
the Jaguar's CPU. Considering what the chip is generally used and designed for
I think it's very possible that "MC68000 CPU" is its NAME (or designation)
rather than its FUNCTION (in the Jaguar).

->->->((JP))<-<-<-

At my lemonade stand I used to give the first glass away free and
charge five dollars for the second glass. The refill contained the
antidote.
--- Emo Philips

# 1367. Re: Jaguar: It's time to face the facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 14:20:09 UTC
From: boberg@lysator.liu.se
Message-ID: <CCoIHn.3HJ@lysator.liu.se>
Source record: 21850

tim@rider.cactus.org (Tim Wilson) writes:

>Ok....you Amiga people seem to have less faith in your own CD32 wannabe game
>system than everybody else! THEN, you go on to try to make the Jag look bad...
>funny....I haven't seen any mention of ANY 64-bit stuff on the CD32....

Uhm... Can YOU tell me what's so fantastic about `64-bit' ?? Does it
make games better? More playable? I can do "64-bit stuff" on the CD32 anyday:

```
add.l d2,d0
addx.l d3,d1
```

Voila! A 64-bit integer addition. I bet our games will sell tons and I will
make billions on royalties when we tell people about this. I mean, WOW! We
use "64-bit stuff"!!

>Ok,
>you guys just need to face up to the facts--the Jaguar iswesome...there's
>no denying it...even if any of you guy's stupid little arguments were valid...
>please name any game system that's even been mentioned as a small, little,
>thought (now I'm including vaporware in on this too...) that even matches the
>Jaguar's specs...don't forget, the Jag has been in development for over 3
>years...I heard a brief mention about the CD32 the other day...

>Oh yeah...the 3DO kicks CD32's butt anyday! (I'd like to see screen shots for
>the Commode...)

3D0 is also way overpriced. There's just no way a 700 dollar machine is going
to sell well. It's much too expensive. We have been approached by both 3D0 and
Atari for Jaguar and 3D0 development, but decided to wait and see if they take
off before we do anything. But we plan to release almost all our forthcoming
games for the CD32.

>Tim Wilson
>tim@rider.cactus.org
--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1368. Re: Time-Warner was Re: Can CD-32 vs Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 15:44:30 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Sep01.154430.192700@zeus.calpoly.edu>
Source record: 21851
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Mike Farren <farren@netcom.com> wrote:
>watt0012@gold.tc.umn.edu (Andrew J Wattenhofer-1) writes:
>Most likely because A) they used to own Atari, and B) because they still
>have a financial interest in Atari Games, which, although it's not
>connected with Atari Corp, still has some resonances with it.

They also still own a large sgare of Atari Corp. stock (about 20%).

If you own 20% of any company (even a small one) you will obviously
have some interest in it.

- mike

# 1369. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 15:50:35 UTC
From: dtiberio@ic.sunysb.edu
Message-ID: <262gcb$q2u@max.physics.sunysb.edu>
Source record: 21854
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25u8rfINNivu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:

>Know anything about engineering? They're saying "64-bit" ram. And yet,
>suspiciously, they're saying, rather specifically, that they're using
>page-mode ram.
>
>What is the logical conclusion? That they're making use of page-mode.
>Which MEANS that they're using a 32-bit pathway to ram, and using
>page-mode to get that second 32-bits.

From now on I will refer to my A3000 as being 81 BITS due to
the surface mounted 68881 FPU. :)

## 1370. Jag vs everything...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 15:53:07 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309011549.AA01461@ash30>
Source record: 21852

I`ve said it before and I`ll say it again....

Why do you Atari types keep arguing specs with the rest of us when AFAIK no really solid official details of the Jaguar have been released?? Sure, there are a few posted block diagrams here and there, but has the machine even been built in prototype form yet? Have people seen it running? Have software developers started coding for it???

Until we see the Jaguar for sale, it`s pointless to try to bash CD32 - CD32 is here NOW, the Jaguar *may be* here in a year or so`s time.

If tech specs counted for anything, the Lynx (which I own) would be the #1 handheld - but it isnt and never will be. And it actually has been around for a couple of years now. I think you are barking up the wrong tree if you expect some as yet unexistant console to save Atari.

I suppose after the Falcon disaster you need a `next big thing` to give you hope...

Gavan

# 1371. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 15:59:19 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Sep1.155919.6135@nrtpa038.bnr.ca>
Source record: 21857
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCCoDo6.8nq@netcom.com>, farren@netcom.com (Mike Farren) writes:
|> bjgrier@bnr.ca (Brian Grier Perpk) writes:
|>
|> >Well if the 680x0 is used only for controlling silly little things like
|> >button input and setting up of the sound system, then there will be no
|> >noticable difference in system throughput. So the fact that it has a 16 bit
|> >bus is no "big deal".
|>
|> If that were so, then perhaps you'd be right. It ain't so, so you're
|> probably wrong.

Well there's a great response! I must be wrong because I dis-agree with
your conclusion :)

|>
|> >EVERYONE STOP DOING SYSTEM ANALYSIS ON A VIDEO GAME CONSOLE WHEN YOU DO NOT
|> >KNOW THE DESIGN REQUIREMENTS!
|>
|> What makes you assume that I don't know the design requirements? I've
|> designed video games, bubba. I was a hardware design engineer for
|> nearly a decade, working on systems a damned sight more complex than
|> the Jaguar. I think there's a reasonable chance that I *do*, in fact,
|> have a pretty good grasp of the design requirements. And I'll tell
|> you this, straight out: the specs for the Jaguar, as published, don't
|> make sense.

Just because they do not make sense to you doesn't mean they don't make sense,
it just means that you MAY NOT have enough information. I did not make any
assumptions about about anyones background. I spent 10 years designing
hardware, and writing micro-code and device drivers for military graphic
displays. (For my last project look at the 6 cockpit displays in the F-22)
And while I have questions about the specs and block diagrams I have seen,
but I will not jump to conclusions about how the system is intended to
function. Until I can get my hands on one for a little creative analysis
I'll with-hold any statements.

|>
|> >What SOME PEOPLE are still missing is that the 68000 will not have to do the
|> >major part of the work, graphic rendering. There is another whole chipset for
|> >that. And if you do not think that rendering is where the majority of your
|> >time will be spent, then try writing a busy animation that uses a 320x200 area
|> >and send a character out the serial port after every frame. The results will
|> >astound you, even if you choose a monochrome display.
|>

|> But you make a very bad assumption here. The fact that in a graphics-intensive
|> game, most of the processing time is spent rendering graphics is no secret -
|> that's the reason for having a graphics co-processor in the first place.
|> But that does *not* mean that the 68000 is, therefore, less "important"
|> than the graphics co-processor. In point of fact, it's possibly even
|> *more* important if the graphics tasks are offloaded, since that gives it
|> the capability of doing more computation and setup work, which is crucial
|> to the graphics operating efficiently. The bullshit about how the 68000
|> is "just an auxiliary processor" is simply that - bullshit. By all
|> indications, it is the graphics processors which are the "auxiliary"
|> processors, and just because they happen to run faster than the 68000
|> (but what would be the point if they did not?) does not magically
|> promote them to supervisory status. And just because Sam Tramiel says
|> it's so does *not* make it so.

Yep graphics will end up being a very small amount of code. But you are also
making assumptions about the use of the 68000. You BELIEVE, but do not KNOW,
what the 68000 will be used for, and I actually agree with your belief. But
it is still a belief, unitl we can hook on upto a logic analyzer and In-Circuit
Emulator :)

|>
|> Here's a little hint for you all: Guess what proportion of the *code* of
|> a game is taken up by graphics processing? Answer: very little. Graphics
|> tasks tend to be highly repetitive, so they *will* take up a lot of
|> processing *time*. But the rest of the code is significant, too, and
|> has a great deal to do with the playability of any given game. Hot-shot
|> graphics, in and of themselves, do not a game make.
|>
|> --
|> Michael J. Farren farren@netcom.com
|> Unconnected with Commodore for almost two years, now!

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.


_____________________________________|_____________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

# 1372. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 16:52:33 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <262k0h$8fp@Tut.MsState.Edu>
Source record: 21853
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCnDxE.AEF@qdpii.ind.dpi.qld.gov.au> davidme@qdpii.ind.dpi.qld.gov.au (David Meiklejohn) writes:
>
>Yes, of course we all know the AGA chipset has the same 16-bit blitter that
>the Amiga chipsets have always have. It's still a nice blitter, though,
>just not as fast as we'd like.

I used to have dreams of one 32bit blitter per bitplane, clocked at
28 or 56MHz. That would be a smokin' machine...

>And you know very well that CD^32 has 32-bit CPU, RAM, ROM and chipset
>access. Despite the *internals* of the chipset, the architecture is very
>much 32-bit.

And you know very well that if any other company claims 32 bits or
64 bits, people here will point out that certain parts are not fully
32 bit or 64 bit. Nitpicking will come back to haunt many of the
regular posters in this newsgroup.

>Supply and demand. Supply is very limited, unable to meet demand, therefore
>there is no market incentive to reduce the price. We've discussed this - I
>don't claim the situation is a good one. I'm just explaining why it is that
>the price is high.

What is the problem with the supply end? Is there some magical part
in the A4000 that can only be manufactured on shuttle missions? The
040 is standard, the RAM is standard, the HD is standard, and the
custom chips come from established chip-fab houses. Is the case
carved from a single ugly piece of plastic or something, perhaps by
the 4 remaining members of a South American tribe? I'm sorry that I
sound so sarcastic, but I cannot see anything about the A4000 that
would make it such a bitch to produce.

>How is the A4000 "crippled"? As in, CPU on 16-bit bus, or polled SCSI, or
>slow expansion bus? The memory design doesn't let the '040 run at full speed.
>I'll give you that as "crippled". Was that what you were talking about?
>And remember that there's a lot more to architecture than the graphics chipset.

Yes, that was the main point. When I found out that it couldn't even
keep up with a 68030-based A3000 when going to memory, I was more than
a bit pissed off. The IDE I could live with, especially given the
lack of a CDROM that was CDTV compatible. The 1/2 speed floppy hack
was not so bad as I don't use floppies most of the time. But, the
crippled SuperBuster chip fiasco burned me up, and I'd probably still
be fuming about it had I kept the machine.

>Heaven help us if that's true. The neat thing about 3DO and Jaguar is that
>they're designed from the ground up - no kludges to be seen. The last thing
>I want to see is more bits hacked together in a x86 box. "VGA-TV boards",
>indeed!

I was being a bit sarcastic there. However, it wouldn't surprise me
if some company did try such a thing. The Tandy VIS could be
considered an attempt, but it didn't have the necessary horsepower.

>Surely you jest, sir. No, it's not a miracle chip. But, I find it ironic
>that, just as there was lots of discussion here about chunky vs planar, and
>how the Amiga can't do some things well because of the planar architecture,
>Commodore surprise us by addressing the issue with (part of) a dedicated
>chip. But, was there a single good word to be said about this? No, all
>there is is "CD^32 is all very well and good, but it will never sell anyway".
>I don't know... :-(

From what I gather, the Akiko chip converts from chunky to planar, but
no one has said whether or not it actually speeds up the planar
graphics. I somehow doubt that this is the case, but perhaps I will
be pleasantly surprised. The reaction might have been better had
Commodore announced plans to retrofit AGA machines with the chip
and include it on current models. It looks like there will be some
sort of add-on for the A1200, but they say that the A4000 version
will be later, if at all. What kind of policy is that? That's the
same sort of thing they did with the CDTV and A570, supporting the
very lowest end machines while neglecting the high end. I swear, I
wish I knew what sort of logic is behind their decisions.

Skip Sauls
skip@cy.cs.olmiss.edu

# 1373. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 19:59:12 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <262uugINNffa@uwm.edu>
Source record: 21858
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCCoDo6.8nq@netcom.com>, Mike Farren (farren@netcom.com) wrote:
: have a pretty good grasp of the design requirements. And I'll tell
: you this, straight out: the specs for the Jaguar, as published, don't
: make sense.

And to think, before now, I really thought I was the only other person on
the planet who thought so.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs, on System 7 :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1374. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 20:05:15 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <262v9rINNffa@uwm.edu>
Source record: 21859
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <26282e$amv@charm.magnus.acs.ohio-state.edu>, Jeff A Poling
(jpoling@magnus.acs.ohio-state.edu) wrote:
: > y MC68000 CPU clocked at 13.3 MHz as a general purpose control
: > processor.

: I'm not convinced that referring to the chip as a "MC68000 CPU" makes it
: the Jaguar's CPU. Considering what the chip is generally used and designed for
: I think it's very possible that "MC68000 CPU" is its NAME (or designation)
: rather than its FUNCTION (in the Jaguar).

Function: General Purpose Control Processor.

"Control Processor" designates some kind of supervisory control over the
system. Which places it at the center of the system, offloading work
onto the other processors/coprocessors.

"General Purpose" designates a design--it's designed to be the chip to
use when a task falls outside of the work of the specialized coprocessors
in the system.

In other words, that line DOES say that the 68000 is the heart of the
system, even if it's a heart with some helpers that are more powerful
than it.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs, on System 7 :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1375. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 20:20:50 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <263072INNffa@uwm.edu>
Source record: 21860
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCnyLD.3G2@unix.portal.com>, Dan E Babcock (danb@shell.portal.com) wrote:
: doubt that Atari is using a 64-bit bus. Even the much-maligned
: Falcon uses a 64-bit memory bus.

Okay, after that last comment, I'm walking out on this conversation. If
that's what you believe, then you can take this conversation away.
There's only so much illusion that a man can tackle at once, and that
last one was some pretty hefty illusion. Yeesh.

: Ok, I know what you mean. But it's an abuse of the RISC term as it is
: used today.

So is "27 MIPs".

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs, on System 7 :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1376. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 20:22:03 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <26309bINNffa@uwm.edu>
Source record: 21861
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <KENT.DALTON.93Sep1103801@zappa.FtCollinsCO.NCR.COM>, Kent.Dalton
(Kent.Dalton@FtCollinsCO.NCR.COM) wrote:
: has a reasonable software base. I don't understand where your getting
: your sales figures from... did Sega say this?

Magazine clipping somewhere. Now I wish I had kept it. I'll have to
search.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs, on System 7 :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1377. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 20:23:46 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <2630ciINNffa@uwm.edu>
Source record: 21862
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <262gcb$q2u@max.physics.sunysb.edu>, David Tiberio (dtiberio@ic.sunysb.edu) wrote:
: From now on I will refer to my A3000 as being 81 BITS due to
: the surface mounted 68881 FPU. :)

AAAARRRRGGGHHHH!

Click! You watch in horror as Greg pulls out his portable Amiga and
presses the 14-key hotkey that puts BLAZEMONGER into self-destruct mode...

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs, on System 7 :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1378. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 21:42:42 UTC
From: jcrowe@zaphod.NoSubdomain.NoDomain
Message-ID: <1993Sep1.214242.15471@integrity.uucp>
Source record: 21864
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <260gtm$apj@crchh327.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
|>
|> In article <25tibqINNf6u@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> <stuff deleted>
|> |>
|> |> People who bought the Falcon are still trying to forgive themselves for
|> ^^^^^^
|> |> that one...
|> |>
|> |> Greg
|> |>
|>
|> Care to name any of those people who, you would like to believe, are regretting
|> their Falcon purchase? You were awful quiet when some real numbers were
|> posted showing the Falcon is not handicapped, again as you would like to
|> mislead everyone to believe. Now that we have a bit more B.S. showing up,
|> your quick to jump back in...
|>
|> At least base your advocating on reality.

I thought the the Falcon was a myth? Any figures on numbers sold? I suspect
that a number of Falcon owners may indeed have regrets. How many software
titles have shown up for the Falcon. If I have misconstrued reality, I'm sure you'll
enlighten me but I suspect regardless of Falcon's capabilities, it could be very tiring
having to do roll-your-own software every time you wanted to do something on the
machine. OTOH, even though Gregory tends to judge systems solely on their
technical factors, I still respect his grasp of that aspect of things. What's the
real story, compadre?
|>
|> RandyH
```

# 1379. Re: Jag vs everything...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 21:48:11 UTC
From: cmedley@wam.umd.edu
Message-ID: <2635ar$bnf@cville-srv.wam.umd.edu>
Source record: 21863

In article <9309011549.AA01461@ash30>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
>
> I`ve said it before and I`ll say it again....
>
> Why do you Atari types keep arguing specs with the rest of us
>when AFAIK no really solid official details of the Jaguar have been
>released?? Sure, there are a few posted block diagrams here and
>there, but has the machine even been built in prototype form yet?
>Have people seen it running? Have software developers started
>coding for it???
>

Look at the thread. :) Amiga owners started this one, Mom. :)

Prototypes: YES.
Running: YES.
Developers: YES.

Incidentally, I've heard a rumor (and that's all it is until it is
substantiated) that Mortal Kombat is being planned for the Jaguar. Can
anyone here verify or refute this?

> Until we see the Jaguar for sale, it`s pointless to try to bash
>CD32 - CD32 is here NOW, the Jaguar *may be* here in a year or so`s
>time.
>

Hmmm. CD^32 isn't here in my stores.

> I suppose after the Falcon disaster you need a `next big thing`
>to give you hope...
>

What disaster?

## 1380. Re: Jaguar: It's time to face the facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 22:19:37 UTC
From: tim@rider.cactus.org
Message-ID: <1424@rider.UUCP>
Source record: 21892

Ok, first of all, the "64 bit stuff" I was referring to was HARDWARE, not a
silly little assembly trick. What I was merely trying to say was that you guys
are calling the Jag vaporware, or inferior to the CD32, and you are not only
misleading the poor innocent consumer who happens to glance upon the comp.sys.
atari.advocacy group (BTW, it's still beyond me why you Amiga guys hang out here...ya'll
must not have anything better to do with your time...), but you are
only misleading yourselves. Ok, I'll give you the one about Atari being the
slightest bit misleading in their press releases, but to go off and say that
just about everything they say is a lie is showing your close-mindedness.
Open up and just admit, the Jaguar is gonna be one hell of a game machine.
Oh, BTW, don't know how many of you saw that bit in the S.F. Chronicle about
the Jag, but the article stated that Atari was running against Nintendo, Sega,
3DO (which, BTW, is NOT superior to the Jag...but good nonetheless...), but
nothing about the Commode...Oh yeah, one more thing...for you guys who claim
that NO-ONE has seen any demos of the Jag, go have a chat with Andy Eddy...or
all the Atari shareholders who showed up for the meeting...

--
Tim Wilson
tim@rider.cactus.org
"The pain of war cannot exceed the woe of aftermath..."
- Led Zeppelin

# 1381. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-01 23:45:47 UTC
From: andrew@cworld.demon.co.uk
Message-ID: <andrew.054x@cworld.demon.co.uk>
Source record: 21785
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25told$hha@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
> In article <25t5rlINN2bn@flipper.pvv.unit.no>,
> Eyvind Bernhardsen <eyvind@Lise.Unit.NO> wrote:
> >In article <1993Aug30.144323.25703@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
> >
> >[...]
> >
> > > They did not. People are doing selective reading, Atari never claimed there
> > > was not a 32/16 bit processor they claimed a 64 bit graphics processor.
> >
> >Sure, fine, yeah, cool... Except they didn't actually *say* 16/32 anywhere,
> >did they? What happened to the truth, the *whole* truth...? Yeah, sure,
> >pr value blah blah blah. I was just expecting something more than the
> >equivalent of a 500 with a graphics accelerator from this great and mighty
> >CD32basher.
> >
>
> Well the Amiga 500 is almost half the speed (7.16mhz) of the Jag (13.3mhz)
> with the same processor.
>
> Factor in the 64-bit Blitter and graphics, and the DSP, and we have something
> that is a little bit ahead of the competition, being as though the current
> market is inundated with machines running on 8/16 processors (SNES) or
> 16/32 processors (Genesis).
>
> Also throw in the texture mapping, the ability to have as much as 50MB of
> data compressed in catridge form, and of course, widespread knowledge that
> the machine exists (look in the game rags... there are only "rumors" of
> a new 32-bit SNES and Sega, and no mention of the CD^32... whereas Jag is
> getting more and more mention as information has come out... tres interessant,
> eh?).
>
>
> I think Atari is lining up to have a killer machine out there that will
> actually threaten SNES and Genesis sales.
>
> And as much as you all flame away on it because you prefer CBM products,
> remember that it doesn't matter how good the hardware is, but how well it
> sells. :) If hardware were all that mattered, MS-DOS machines would have
> faded from the scene when the 520ST and A1000 came out, right? :)
>

Exactly, it's whoever gets the first machine out who wins. There's a CD^32
on the desk next to me but no jaguar in sight. Beside the jaguar just
doesn't add up, not for $200 anyway.

--

__
/// Andrew Harrison
__ /// InterNet andrew@cworld.demon.co.uk
\\\ /// FidoNet 2:250/319.2
\XXX/ A4000/40 120/20MB

# 1382. Re: Time-Warner was Re: Can CD-32 vs Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 00:44:46 UTC
From: watt0012@gold.tc.umn.edu
Message-ID: <watt0012.746930686@gold.tc.umn.edu>
Source record: 21865
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1993Sep01.154430.192700@zeus.calpoly.edu> mcookson@flute.calpoly.edu (Mark Cookson) writes:

>>watt0012@gold.tc.umn.edu (Andrew J Wattenhofer-1) writes:
>>Most likely because A) they used to own Atari, and B) because they still
>>have a financial interest in Atari Games, which, although it's not
>>connected with Atari Corp, still has some resonances with it.

> They also still own a large sgare of Atari Corp. stock (about 20%).

> If you own 20% of any company (even a small one) you will obviously
>have some interest in it.

Certainly, but the real question is, how did T-W come to own part of
Atari? Some are saying that they have always been a player, others are
saying that they sold out their ownership and have now re-invested in the
above mentioned 20%.
--
Andrew Wattenhofer ~| "Everybody's got a job to do, everybody's got |
watt0012@student.tc.umn.edu |_ to move and groove." -The Kids in the Hall _|

# 1383. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 01:02:13 UTC
From: doiron@starpt.UUCP
Message-ID: <doiron.10p1@starpt.UUCP>
Source record: 21866
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25u7kv$39@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
> In article <25u3tdINNhml@uwm.edu>,
> Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
> >In article <25u1fm$29s@Tut.MsState.Edu>, Skip Sauls (skip@cy.cs.olemiss.edu) wrote:
[zzzappp!]
> >: Would you go so far as to claim that it will be lower than AGA in
> >: the CD32? I certainly hope not, as that would cripple the Jaguar
> >: even more than the Atari name.
> >
> >No, definitely not. The Jag _LOOKS_ to be a technically superior system,
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> That's all you needed to say. End of story.

Yes, but as we've seen in the past with the Lynx, even Atari can take a
technically superior system and murder it by not licensing any 3rd
parties...

Glenn Doiron
--
Amiga UUCP+
Origin: uunet.uu.net!starpt.UUCP!doiron (Organization:68K Software Development)
BIX: gdoiron
** Not enough memory to perform requested operation. Add 4 megs and retry.

# 1384. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 03:36:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15221@uqcspe.cs.uq.oz.au>
Source record: 21867
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

gblock@csd4.csd.uwm.edu (Gregory R Block) writes:

>One could theoretically achieve that performance level through 32-bit,
>60ns ram, using page-mode to read a full 64-bits, and the number would be
>extremely close to 107 mb/sec.

Well, at this point Greg, I have to publicly call for your calculations.

You've told us you've done them multiple times, so now is the time to show
them to everyone so we can point out what you've done wrong, or where your
calculations could easily admit a 64-bit model.

Now Greg, we find out if you have any real confidence in your supposed
calculations.

--
Warwick

# 1385. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 04:05:10 UTC
From: cmedley@wam.umd.edu
Message-ID: <263rdm$lmt@cville-srv.wam.umd.edu>
Source record: 21868
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep1.214242.15471@integrity.uucp>,
Joseph Crowe <jcrowe@zaphod.NoSubdomain.NoDomain> wrote:
> I thought the the Falcon was a myth? Any figures on numbers sold? I suspect

No, the Falcon isn't a myth. The Falcon started shipping in March.
I have no idea how many have been sold (believe it or not) but I've noticed
that local music stores are once again carrying Atari product, which is
good news after a few years of watching the number of dealers decline.

>that a number of Falcon owners may indeed have regrets. How many software
>titles have shown up for the Falcon. If I have misconstrued reality, I'm sure you'll
>enlighten me but I suspect regardless of Falcon's capabilities, it could be very tiring
>having to do roll-your-own software every time you wanted to do something on the

Well, as I have no Falcon (yet), I guess I can't say much about. I think
people buy the Falcon as: 1) a tool for music, or 2) a cheap fast ST.
(personally, i think it excels more as #1 than #2, because TT's are faster
and roughly in the same price range)

# 1386. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 04:06:43 UTC
From: cmedley@wam.umd.edu
Message-ID: <263rgj$lrv@cville-srv.wam.umd.edu>
Source record: 21869
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <doiron.10p1@starpt.uucp>, Glenn Doiron <doiron@starpt.UUCP> wrote:
>
>Yes, but as we've seen in the past with the Lynx, even Atari can take a
>technically superior system and murder it by not licensing any 3rd
>parties...
>

That's true. But both Atari and Commodore are known for bringing technically superior machines to market (relative to the DOS world) and lettin them die for lack of effort in the area of promotion or encourating 3rd party support.

# 1387. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 04:42:15 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep2.044215.25499@monu6.cc.monash.edu.au>
Source record: 21871
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Mark Cookson (mcookson@flute.calpoly.edu) wrote:
: In article <1993Aug31.042952.23380@monu6.cc.monash.edu.au>,
: >(deleted) Also, the specs sound
: >very dodgey, especially the 100MB/sec bandwith, probably Megabits (Mb),
: >not megabytes (MB).
:
: No. 107 mega-bytes/sec through a 64 bit bus.

Is this measured by clearing all the DRAM bits to 0?

: > The MIPS figure sounds awfully fast, fast
: >enough for Atari to sell the risc chip to others as a cpu. Then
: >again, I guess the MIPS figure is just adding the 68000 (all 2 mips of
: >it), to the risc chip and the dsp..
:
: Atari had no plans to sell the RISC processor. It is fairly
: specialized. Probably does not support a lot of Virtual Machine aspects
: and things like that.

Still didn't answer the questions posed:

o What is the main cpu?
If it's not the 68000, then how many programmers are competent
enough to know risc machine language?
There is no operating system, which implies that you WILL have
to bang the hardware and tweak registers.
Apart from Gregg Giles and Stefan Boberg, I doubt if anyone
hear can tell us how first-hand how cross development works.

o How is the game engine code going to be executed? From the
32bit ROM cartidge?
Unless the game engine is copied from ROM to RAM, then the
64 bit risc cpu is going to suffer some loss going to the
32bit ROM?

o Also, that 2MB of memory is most likely going to be used for the
video display, as 32bits*xxx*yyy max resolution is going to
take up a lot of your memory and you can't change ROM's, so
only static images will be stored there.

o I would also guess whatever RAM is left over is going to be
used to store variables. If the game code is copied from ROM to
RAM, then memory would get very tight.

o Atari have not used the term CPU anywhere. They have used
the term "processor" liberally. What makes you think that the

risc chip is the cpu and will execute the game engine?.

o Is the 55 MIPS value valid? If it is measuring all the processors
and adding up their respective MIPS ratings, then this implies
that they work in parallel on the same problem? Yes or no?

o Atari have used the term "multi-processing", which is different
from parallel-processing, the only case that I know of that adding
up the various processor's MIPS rating is valid.

: >PS. Apart from Economics and a bit of Civil Engineering, I know
: >nothing, so any compuuter-techno stuff is probably wrong ;-)
:
: Yes. I guess I didn't need to reply!

But you didn't give any evidence to the contrary, or anything to
support your argument. I have used Economics to tell a "story",
or hypotheisis based on logical arguments. Being a CS or EE and
just saying, "nah, I've got a degree, you're wrong, I'm right"
isn't very impressive. Prove me wrong! Came up with a logical
argument why I am wrong.

- Jim

PS. I haven't said that the Jaguar is going to be slow, only that
saying the risc chip is the cpu and the 68000 is an auxillary chip
is extremely suspect.

Obviously, you're not going to be playing computationally intensive
strategy or chess games on it, so the main processor isn't going to
be a big factor. This machine will probably excell at displaying
flashy games. I'd suspect programmers will exploit the strengths and
work around the limitations.

## 1388. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 05:04:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15222@uqcspe.cs.uq.oz.au>
Source record: 21870
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> CD-32 is not over $400.

Huh? A recent post said 285 british pounds - that's about US$430.
(although we also hear it won't be sold in the US anyway, so the US price
is not relevant)

--
Warwick

# 1389. Re: Jaguar: It's time to face the facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 05:54:57 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2641rh$hak@elroy.jpl.nasa.gov>
Source record: 21872

In article <CCoIHn.3HJ@lysator.liu.se>,
Stefan Boberg <boberg@lysator.liu.se> wrote:
>tim@rider.cactus.org (Tim Wilson) writes:
> Uhm... Can YOU tell me what's so fantastic about `64-bit' ?? Does it
>make games better? More playable? I can do "64-bit stuff" on the CD32 anyday:
>
> add.l d2,d0
> addx.l d3,d1
>
> Voila! A 64-bit integer addition. I bet our games will sell tons and I will
>make billions on royalties when we tell people about this. I mean, WOW! We
>use "64-bit stuff"!!

You've got to be joking. Can you truly be so ignorant? A 64 bit architecture means that you can perform single 64-bit operations in a single instruction. In your example, you need 2 instructions and 4 32-bit registers. On a 64-bit machine that would be 1 instruction and 2 64-bit registers, and on a RISC machine it would all execute in 1 cycle. Your example can take up to 8 cycles depending on the specific member of the 680x0 family you're using. It doesn't take much gray-matter to realize that you're talking about much greater compute power here. But even then, the full impact isn't realized until you examine the interface between the processor and the memory. Again, with a single-cycle RISC architecture, it only takes 1 cycle to read or write 64 bits from or to memory. On a 32-bit 680x0 that's a minimum of 4 cycles, assuming 0 wait-states and burst mode. Once again, the difference in capability is tremendous.

Yes, a great deal of what's been revealed so far has been just hype. But, there's also a lot of substantial points raised. The 64-bit processor and 64-bit bus are really truly empowering features of the system, just as the 16-bit processor-memory bus in the Falcon is a truly limiting feature of that system.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

## 1390. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 06:01:08 UTC
From: cmedley@wam.umd.edu
Message-ID: <264274$o3b@cville-srv.wam.umd.edu>
Source record: 21873
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep2.044215.25499@monu6.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Still didn't answer the questions posed:
>
>o What is the main cpu?
> If it's not the 68000, then how many programmers are competent
> enough to know risc machine language?
> There is no operating system, which implies that you WILL have
> to bang the hardware and tweak registers.
> Apart from Gregg Giles and Stefan Boberg, I doubt if anyone
> hear can tell us how first-hand how cross development works.
>

I don't see why a high-level language with a large library of routines for
the RISC processor couldn't do the same job.

Considering many of the designs possible for a RISC processor, you can
places the burden on, say, the C compiler to make the assembler code
nice.

Come to think of it, does anyone really do Assembler on RISC machines?

(yes, i know it is possible, but it seems to me that the only people who
should would be compiler writers, because they would know how to do things
like affect instruction ordering for maximum performance, and i can't see
the advantage in tweaking too much RISC code if the compilers are good...
but then i'm assuming the compilers exist and ARE good. :) )

And of course it won't have a "true" operating system in the sense of a
computer, but it must have something...

# 1391. Akiko screwup

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 09:16:31 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309020913.AA00781@bot9>
Source record: 21874
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Skip Sauls writes is c.s.atari.advocacy.....

>The reaction might have been better had
>Commodore announced plans to retrofit AGA machines with the chip
>and include it on current models. It looks like there will be some
>sort of add-on for the A1200, but they say that the A4000 version
>will be later, if at all. What kind of policy is that? That's the
>same sort of thing they did with the CDTV and A570, supporting the
>very lowest end machines while neglecting the high end. I swear, I
>wish I knew what sort of logic is behind their decisions.

Simple, C= have NO logic! They really dont have a clue about how
to sell computers. They seem to have a few smart tech. people making
the hardware and a lot of executive idiots crippling it or
marketing it incorrectly.

Akiko SHOULD be available for all AGA chipset machines (its
emergence effectively makes the standard AGA set outdated) as a
retrofit *NOW* and all future A1200s/A4000s should have it built in
*AS STANDARD*. However, C= being so clueless wont do this.

I suppose eventually, if CD32 is a flop, they will make an
expansion module available like they did with the A570 for the A500.
Just when no-one will want it..... What a bunch of hopeless wankers!

BTW. I heard a rumour that the chip RAM system in the A4000 is
actually slower than the chipram in the A1200 - ie an A1200 with
25MHz 030 should be able to blast more data to chip thab say, an
A4000/030. Anyone know if this is true?

Apparently, 2 completely different teams designed the 4000 and
1200 and the 1200 was done by the team who actually knew the Amiga
with the 4000 being done by a generic team of designers.

Gavan.

## 1392. the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 09:31:13 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309020928.AA00795@bot9>
Source record: 21875

cmedley@wam.umd.edu ('Flip' Medley) writes ....

>>Have people seen it running? Have software developers started
>>coding for it???
>>
>Look at the thread. :) Amiga owners started this one, Mom. :)

>Prototypes: YES.
>Running: YES.
>Developers: YES.

Well, I stand corrected. So can anyone one the group who has SEEN
and USED the machine please give us the facts? There seems to be an
awful lot of speculation by desperate Atari owners who are just
arguing from the press releases.

>Incidentally, I've heard a rumor (and that's all it is until it is
>substantiated) that Mortal Kombat is being planned for the Jaguar. Can
>anyone here verify or refute this?

Its being developed for the CD32 and the Amiga ;-)
I doubt if you`ll see it on the Falcon tho`.....
If the Jaguar is a sucess you probably will see it.....

>> Until we see the Jaguar for sale, it`s pointless to try to bash
>>CD32 - CD32 is here NOW, the Jaguar *may be* here in a year or so`s
>>time.
>>
>Hmmm. CD^32 isn't here in my stores.

Thats because it hasnt gone on sale in the US yet. C= being the
dicks that they are dont seem to have a US marketing policy. When I
said its here now, I meant it exists as a finished product. It
should be in the shops in the UK around now. Most of the mail order
people are advertising it and taking advance orders. I think the
official release was 1st Sept but I may be wrong. BTW, when is the
official release of the Jaguar? 1,2 years away.....?

>> I suppose after the Falcon disaster you need a `next big thing`
>>to give you hope...
>>
>What disaster?

The computer that was going to sell 200000 units in the first year
for Atari - now projected to sell <20000. The fact that it was 6
months late. The fact that you still cant get hold of it easily. The
fact that even if you could absolutely noone outside of the

fanatical circle of Atari advocates wants one. The fact that its impact on the home computing market is ***ZERO***

THATS a disaster. Only Atari could do it (well, C= did the same with the CDTV actually. The situation with it is very similar to the Falcon).

Gavan

PS The Atari scene is so dead that its only Amiga advocates having a go at you in this newsgroup thats generating any traffic......

# 1393. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 12:33:45 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CCq889.4B7@barclays.co.uk>
Source record: 21898
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep1.214242.15471@integrity.uucp>, jcrowe@zaphod.NoSubdomain.NoDomain (Joseph Crowe) writes:
|> In article <260gtm$apj@crchh327.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
|> |>
|> |> In article <25tibqINNf6u@uwm.edu>, gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> |> <stuff deleted>
|> |> |>
|> |> |> People who bought the Falcon are still trying to forgive themselves
Not me. Very happy with it.

|> I thought the the Falcon was a myth? Any figures on numbers sold? I suspect
In the UK it's still about 8-10 thousand but that was mainly due to shortages of the machine rather tahn lack of sales. Quite the opposite - there were long waiting lists.

|> that a number of Falcon owners may indeed have regrets. How many software
|> titles have shown up for the Falcon. If I have misconstrued reality, I'm sure you'll
|> enlighten me but I suspect regardless of Falcon's capabilities, it could be very tiring
|> having to do roll-your-own software every time you wanted to do something on the
|> machine.
Cubase Audio, D2D, Truepaint, Blowup030, Screenblaster,Falcon Speed, genlocks, Lattice 5.6, Transantartica, Ishtar, Photo CD, NVDI 2.51, VideoMaster, FalconWing, 32Mhz accel. These are off the top of my head. I'm sure there is more, plus most ST stuff runs fine (justfaster and with more colour).

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 1394. Re: Akiko screwup

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 13:09:45 UTC
From: pjotr@ludd.luth.se
Message-ID: <1993Sep2.130945.18719@ludd.luth.se>
Source record: 21876
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <9309020913.AA00781@bot9> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

>Skip Sauls writes is c.s.atari.advocacy.....

>>The reaction might have been better had
>>Commodore announced plans to retrofit AGA machines with the chip
>>and include it on current models. It looks like there will be some
>>sort of add-on for the A1200, but they say that the A4000 version
>>will be later, if at all. What kind of policy is that? That's the
>>same sort of thing they did with the CDTV and A570, supporting the
>>very lowest end machines while neglecting the high end. I swear, I
>>wish I knew what sort of logic is behind their decisions.

> Simple, C= have NO logic! They really dont have a clue about how
>to sell computers. They seem to have a few smart tech. people making
>the hardware and a lot of executive idiots crippling it or
>marketing it incorrectly.

> Akiko SHOULD be available for all AGA chipset machines (its
>emergence effectively makes the standard AGA set outdated) as a
>retrofit *NOW* and all future A1200s/A4000s should have it built in
>*AS STANDARD*. However, C= being so clueless wont do this.

Akiko's speed can be achieved on an 040 easily and on a 020/030
with only fast RAM available. So, you can emulate akiko on an 040 easily
and on machines with 020+ and fast RAM.

> I suppose eventually, if CD32 is a flop, they will make an
>expansion module available like they did with the A570 for the A500.
>Just when no-one will want it..... What a bunch of hopeless wankers!

570 was designed about the same time as the CDTV. It was released
much earlier in Europe than the US, something like over a year.

> Apparently, 2 completely different teams designed the 4000 and
>1200 and the 1200 was done by the team who actually knew the Amiga
>with the 4000 being done by a generic team of designers.

It's all in costs.

/Peter

# 1395. Re: Akiko screwup

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 13:21:08 UTC
From: boberg@lysator.liu.se
Message-ID: <CCqAFA.EHw@lysator.liu.se>
Source record: 21877
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>Skip Sauls writes is c.s.atari.advocacy.....

>> <CD32...> It looks like there will be some
>>sort of add-on for the A1200, but they say that the A4000 version
>>will be later, if at all. What kind of policy is that? That's the
>>same sort of thing they did with the CDTV and A570, supporting the
>>very lowest end machines while neglecting the high end. I swear, I
>>wish I knew what sort of logic is behind their decisions.

> Simple, C= have NO logic! They really dont have a clue about how
>to sell computers. They seem to have a few smart tech. people making
>the hardware and a lot of executive idiots crippling it or
>marketing it incorrectly.

Calm down, please! I happen to agree with C= on this one. We all
agree that the CD32 is mainly a game machine, right? Now, if YOU were
to choose which machine to release a CD32 add-on to (if you could not
do both at the same time), which would you choose - the A1200 or the
A4000??? I would choose the A1200. If you don't understand why, then
I'm glad YOU aren't one of the Commodore executives.

> Akiko SHOULD be available for all AGA chipset machines (its
>emergence effectively makes the standard AGA set outdated) as a
>retrofit *NOW* and all future A1200s/A4000s should have it built in
>*AS STANDARD*. However, C= being so clueless wont do this.

Why?? What do you think is in Akiko anyway?? It's no fantastic
piece of magic, and the only part of it that would possibly be of
any use in an A1200 or an A4000 is the chunky<->planar conversion
logic. I don't quite see how this makes the AA chipset outdated?

Also, what use would it be if all FUTURE A1200/A4000 machines
would have this magic chip fitted as standard?? People wouldn't
be able to do things which rely on it being present anyway, since
the machines sold to date (several hundred thousand), wouldn't
have it!

> Apparently, 2 completely different teams designed the 4000 and
>1200 and the 1200 was done by the team who actually knew the Amiga
>with the 4000 being done by a generic team of designers.

Nonsense. There were two different "teams" alright, but both
"knew the Amiga" well. You can't really expect someone who doesn't
"know the Amiga" to design one, can you?

>Gavan.
--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 1396. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 13:35:43 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCqB3L.Hr5@cbnews.cb.att.com>
Source record: 21887

In article <9309020928.AA00795@bot9> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>
>
>cmedley@wam.umd.edu ('Flip' Medley) writes ....
>
>>>Have people seen it running? Have software developers started
>>>coding for it???
>>>
>>Look at the thread. :) Amiga owners started this one, Mom. :)
>
>>Prototypes: YES.
>>Running: YES.
>>Developers: YES.
>
> Well, I stand corrected. So can anyone one the group who has SEEN
>and USED the machine please give us the facts? There seems to be an
>awful lot of speculation by desperate Atari owners who are just
>arguing from the press releases.

Well, when I get one, it probably won't help me argue about the hardware inside. I won't be opening the damn thing up. Therefore, the spec sheet would seem to suffice. Where do the CD^32 specs come from?

> Thats because it hasnt gone on sale in the US yet. C= being the
>dicks that they are dont seem to have a US marketing policy. When I
>said its here now, I meant it exists as a finished product. It
>should be in the shops in the UK around now. Most of the mail order
>people are advertising it and taking advance orders. I think the
>official release was 1st Sept but I may be wrong. BTW, when is the
>official release of the Jaguar? 1,2 years away.....?

Um, October. Is that soon enough for you?

>PS The Atari scene is so dead that its only Amiga advocates having a
>go at you in this newsgroup thats generating any traffic......

Yep, the Atari scene that has Nintendo running to SGI and 3DO badmouthing the Jaguar, saying the Jaguar is Beta to 3DO's VHS, is really dead. Yep.

Tom

--
+---------------------------------------------------------------------------+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|

+----------------------------------------------------------------------------+

## 1397. CD32, Jaguar, 3DO, etc., etc., etc.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 13:58:50 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Sep2.135850.21334@seas.gwu.edu>
Source record: 21880
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip' Medley) writes:
>Glenn Doiron <doiron@starpt.UUCP> wrote:
>>
>>Yes, but as we've seen in the past with the Lynx, even Atari can take a
>>technically superior system and murder it by not licensing any 3rd
>>parties...
>>
>
>That's true. But both Atari and Commodore are known for bringing technically
>superior machines to market (relative to the DOS world) and lettin them
>die for lack of effort in the area of promotion or encourating 3rd party
>support.

Good--so we agree that hardware specs don't mean squat. Let's wait
and see if any of these new "power" game systems are any fun. One
item of interest I noted for the CD32 was "Mortal Combat". They better
not remove the lovely blood-spilling, head-ripping, heart-tearing,
flesh-burning parts! :^)

-- Gerald

# 1398. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 14:23:53 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <264vlpINNkif@sheoak.ucnv.edu.au>
Source record: 21905
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25u7kv$39@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <25u3tdINNhml@uwm.edu>,
>Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>>In article <25u1fm$29s@Tut.MsState.Edu>, Skip Sauls (skip@cy.cs.olemiss.edu) wrote:
...Stuff deleted....
>>: >16-bit access to RAM for the 68000, 32-bit and page mode for the
>>: >chipset. Chipset, naturally, gets deterministic access. Since the DSP
>>: >is likely to be a RISC design, it isn't going to be meant for general
>>: >purpose use.

Any Archimedes owners like to comment on RISC chips not being meant for
general purpose use?

--
**********************************************************************
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
**********************************************************************

## 1399. Re: Jag vs everything...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 14:56:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CCqEuy.5sE@barclays.co.uk>
Source record: 21899

```
|> Incidentally, I've heard a rumor (and that's all it is until it is
|> substantiated) that Mortal Kombat is being planned for the Jaguar. Can
|> anyone here verify or refute this?
What's the big deal with Mortal Kombat? I've seen it in the arcades and thought
it sucked. Just another variation on the tired and dreadfully dull 'beat-em-ups'.

|> > I suppose after the Falcon disaster you need a `next big thing`
|> >to give you hope...
|> What disaster?
Yeah? What disaster? Mine sits happily playing 48K stereo samples whilst I do my
word processing and I've had a 1400x1200 resolution screen which was nice for
viewing GIFs :-)

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

# 1400. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 15:46:46 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Sep02.154646.131067@zeus.calpoly.edu>
Source record: 21878
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> played the Jaguar, and the rendering is very fast.
>
> WHEN! (no flame or irony, curious).

I think you are asking when I played on a Jaguar. Anyhow . . .

They had one (not in a production case) at the stock holders meeting.

It was fairly nice. BUT, although it would be nice if Atari sold a successful product (i.e. the news of the Jaguar has driven the stock price up, but I bought it about 6 years ago for about $7, so it would be nice if it got up to that again! At one point it was at $14, but I neglected to sell it!), I am not going to be foolish enough to think it will survive until I see Atari do some better than (their) usual marketing.

Furthermore, I had never even heard of a CD^32. (So maybe Amiga needs to advertise as well). But I would certainly consoider all options if I were to buy a game machine for myself. I think the Jaguar will be better that the 3D0 because of its additional power and much lower price. I KNOW it will be better than SNES and all that garbage out now. (My games from 1985 on my ST are in fact generally a fair amount better than SNES games).

Ack! Why all this resposne for a simple question? (WHEN did I play a Jaguar). Sorry! Just rambling. (Trying to say that I am going to check out some of the other offering before I go buy a Jaguar, although I think I may buy one in November if (1) I can find one and (2) nothing better is out.

- mike

# 1401. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 15:58:12 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Sep02.155812.134396@zeus.calpoly.edu>
Source record: 21879
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>In article <1993Aug31.201459.131148@zeus.calpoly.edu>, Mark Cookson
(mcookson@flute.calpoly.edu) wrote:
>: No. 107 mega-bytes/sec through a 64 bit bus.
>
>Correct me if I'm wrong, but I certainly don't think I am.
>One could theoretically achieve that performance level through 32-bit,
>60ns ram, using page-mode to read a full 64-bits, and the number would be
>extremely close to 107 mb/sec.

I am sure you are right. (I have enough faith not to get out a
calculator). My point is that there is FOR SURE a 64 bit data bus
between the major components. (See the graph). Obviously comminications
with the 68000 is 16 bit. But I am not going to pretend to know exactly
what they are using the 68000 for.

You may be able to get 107MB/sec through a 16 bit bus. Hell maybe even
an 8 bit bit with advanced technology. My points were: (a) there IS a
64 bit data bus to all components that are capable of it, and (b) it is
fairly fast. 107MB/sec is a good rate for a game machine.

- mike

# 1402. Last Post !

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 16:38:17 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Sep02.163817.146330@zeus.calpoly.edu>
Source record: 21881

This will be my last post on the Jaguar topic. (Unless I see a major new direction in the threads of stuff that hasn't been beaten over the had to death).

Ultimately, what is going to matter to the success of 3D0, Jag, and CD^32 is how good they are to play games on. I don't give a damn how advanced or simple the games are. The Nintendo has crummy graphics and sound and . . . (fill in your own here) . . But, the games are very playable, and that gained it the Lions share of the market.

My Atari ST has better games that a SNES. But, they take more effort to play, and there are extra hassles (like unplugging a mouse to plug in a joystick). The games are great for computer users. But the user interaction before the game is not good enough to be in the same category as the Nintento, et al. (Dedicated game machine).

The acid test for the Jag and these other machines is going to be putting a 6 or 7 year old kid in front of it, giving him a few cartridges, and seeing how long he is willing to play it before he decides to go back to his NES or SNES. If the overall game quality is better (i.e. the kid decides to play on the Jag/CD32/etc), then the thing will succeed with the correct marketing. PERIOD.

The other stuff is of more interest to us, but not the game playing world. The "Nintendo" generation (Generation X.1, generation 13.5 whatever you want to call it) (i.e. not us, 16-25, but those 6-16) doesn't care if a machine is designed well interally. They care more about the nomenclature ("32 bit", "330 MB (bit of course)", etc).

I care about the power of the machine. I care if the bus is 64 or 32 bits, what the CPU is, etc. But these are not what is going to make it successful.

PART II. Architecture, etc.
---

With that in mind, a few things on things WE care about (even though it is not in the least bit going to effect the success of these machines). PHYSICALLY, the Jag. seems to be well designed. It is hard to tell with the mix of BS, Rumor, and Fact out here. BUT, if that block diagram is correct as a high-level diagram: The Jaguar is not crippled by Atari's usual BS (16 bit bus on an 030, etc). I think that even Greg (you reading this) should agree that as that picture shows, the design is fairly good. It seems fairly obvious from that that the "Tom" chip is doing the grunt of the work. (There was also a post by someone claiming that the Jag specs just didn't make sense and that he

was a game designer, and therefore better than us (okay that was paraphrased). He seems to be one of those close minded individuals who takes every chance to increase the amount of BS floating around.)

Who knows exactly how Atari has designed the system in regards to what is processing what. That could make a fairly big difference. Until then, at least the Specs and Block Diagram look very impressive.

The color and sound are very good. But they are going to be lost on the TV. So who knows how that will effect the Jag. (I.e. having 640x480 may be a handicap for those who don't buy a monitor to use with the Jag (I don't even know if this is possible, except a composit monitor which wouldnt be any better. I hope some good quality monitor could be connected). If the games are designed for 640x480, but everyone uses a TV, it could be hard to read the text, and so on.

The sound should be more on the level of a good IBM sound card that the garbage that comes out of a SNES/etc. Again, not enough info to discuss.

Point of this part: The Jag has a nice clean design that could be very powerful. Debating what points of the spec sheet Atari is distorting is kind of silly until we know more. But the Jag. doesn't have the obvious (and upsetting) flaws seen in some other machines. (I.e. although I may buy a FALCON, I am disappointed that they use 16 bit memory, when the cost difference is not that significant. RAM access is very important to performance).

PART III - Misc
---

I guess thats about all I have to say. I, as a rule, don't ever expect Atari to succeed (they have lost my trust). I do think they have always made a good machine. Each generation of Atari was better than the big machines. (IBM, Apple). (Until recently. We havent seen an 040 Atari yet. Power PC? who knows). Amigas are similar. Both Atari's and Amigas are great to use for intelligent and demanding people. They have both always had a devoted cult following, which has often meant you could get FREE software for these machines that is better than commercial IBM/Apple software. I now use both Apple and IBM, and for a while left my Atari to collect dust. Buit about two months ago I dount "Mint" (The multi tasking FREE software for the Atari if anyone doesnt know). That once again reminded me how good the Atari is. I could never leave my Mac and IBM now, as they (because of the huge software base) offer things the Atari cant. But i LIKE the Atari better. I am sure I would like an Amiga better. Anyhow, with this 100K file (Mint 1.08) I can do PRE-EMTIVE multitasking on an 8 MHz 68000. On a mac? Nope. System 7s multi-tasking is fairly poor. An Amiga? Of course, as always. An IBM? Nope. Need 8MB and a 486 to do pre-emtive well. But on this old 1978 Motorolla in the 1984 Atari someone did it. It is hardly perfect, but it is very good none the less. (And ridiculously, my Atari often seems faster that my Sun Sparc 1+. Of course, if I try

to compile or nroff somenthing, I see the difference. But the user interaction with tcsh is very good on the Atari. It should be great on a TT or Falcon. (Ok I am getting boring and all together too long and may get hung up by a network fluke so will make this quick).

That was just a (long) example of why I like my Atari. A very simple example at that. Hopefully it got somenthing accross.

CONCLUSION
----------

You are still reading? God. Pretty dedicated. My final point is that all this bickering is not doing much. I fully intend to get an Amiga someday. It is a low priority, as I have several computers and probably (unfortunately) will need to go for a high end MAC or IBM (Mine are outdated. :-( ) because of the tasks I need to do on them.

There are so many people on the net that it is easy to reply to every message (I thing this may be my 5th reply today) and post more stuff everyone else has already said. Lets stop some of the bickering and get good discussion here (as evidence by long messages without a lot of the previous one included? :-) ). Just be openminded. I don't care if you are a die hard Amiga or Atari fan, or a Mac user in to throw in his/her two cents.

Okay. I have reached the point where I can't adequately finish this! (I would keep babbling forever due to my lack of ability to correcty summarize my thoughts! :-) ). Maybe this will spur some good discussion. Probably not (if history is a lesson). Thanks for reading this far.

- mike

# 1403. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 16:41:28 UTC
From: jpdavid@netcom.com
Message-ID: <jpdavidCCqJp4.A62@netcom.com>
Source record: 21882
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

campbell@cbmvax.cbm.commodore.com (John Campbell - CATS) writes:
>OPINION MODE ON
[stuff deleted]
>Regardless of the machine, you need to have the "4 Ps" (product, price,
>promotion, placement) to be successful. And in this case, the product must
>include a lot of third party software.
>
>Just my opinion,
>
>John

Wow, someone at C= actually knows about the 4 P's.

Nice to know that you are signing a lot of third party guys, and I
think your 'p'roduct in CD32 is good. But historically C= has always
had a good product, but screwed the pooch on the other 3 p's. Mostly
promotion and placement. I expect product from you, but if you want to
quell some fear, tell us a few places the CD32 will be placed and
promoted. AmigaWorld+Creative Computers wouldn't sound nearly as good
as Electronic Gaming World + Walmart.

/ Amiga /// | U.S.C. Trojans | O Bar | David Leslie \
| /// | Fight On! | E O | 'MrShoop' |
| \\\/// | -- | Meu | jpdavid@netcom.com |
\ \XX/ A1000 | Go Kings! | Lar! | dleslie@scf.usc.edu /

# 1404. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 17:44:40 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep2.174440.25701@btree.uucp>
Source record: 21883

In article <1993Aug30.165229.112724@zeus.calpoly.edu>
mcookson@flute.calpoly.edu (Mark Cookson) writes:
> Are simple but standard benchmarks available on the Falcon? We should
>be able to do some Sieves and dhrystones and a few others and at least
>get an idea. I would like to see this on maybe 5 different breeds of
>PCs (386s and 486s), a few macs, the Atari Falcon, TT, and original ST.
>Of course difference is the specific implementation of the benchmark can
>make a difference, but at least we will have a good indication of
>performance in general. (On the Falcon, and a new DSP MAC, it would be
>nice to do the tests both with and without the DSP if possible, although
>I think that for the tesst designed to be similar to real worls uses, we
>need to use the DSP, as it is being used for exactly that purpose).
>
> Anyone have said benchmarks? Or maybe source code?
>
> - mike

You know, if you add a few other machines to the testing (such as a
Commodore Amiga, a Silicon Graphics workstation, and ... <fill in the
blank> ), you would have an excellent story idea for Byte Magazine!

Anybody want to suggest it to them?

-- George Crissman

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **********************************************************************
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
**************************************************************************
--
```

# 1405. Re: Time-Warner was Re: Can CD-32 vs Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 17:56:24 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep2.175624.26764@btree.uucp>
Source record: 21884
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <watt0012.746774493@gold.tc.umn.edu> watt0012@gold.tc.umn.edu (Andrew J Wattenhofer-1) writes:
>Time-Warner, mega-media-conglomerate, parent company of Time Magazine,
>Warner Brothers Records, and the American Broadcasting Corporation (ABC),
>as well as countless other newspapers, magazines, TV stations, etc. Why
>the hell is it that this company is interested in Atari?
>

Because they own more than 5% of outstanding shares of Atari stock.

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ***********************************************************************
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
*************************************************************************
--
```

# 1406. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 18:07:04 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep2.180704.28124@btree.uucp>
Source record: 21891
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25tvut$qi@Tut.MsState.Edu> skip@cy.cs.olemiss.edu
(Skip Sauls) writes:
> The Paula chip is the same tired old dog
>from the original A1000, except it has a cute little package.

Be careful! You may accidentally attract Paula L-i-e-b-e-r-m-a-n from
comp.sys.amiga.advocacy!

-- George Crissman

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
**************************************************************************
--
```

# 1407. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 18:09:46 UTC
From: renfro@bnr.ca
Message-ID: <265cta$n3k@crchh327.bnr.ca>
Source record: 21886
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep1.214242.15471@integrity.uucp> jcrowe@zaphod.NoSubdomain.NoDomain (Joseph Crowe) writes:
>
> I thought the the Falcon was a myth? Any figures on numbers sold? I suspect
>that a number of Falcon owners may indeed have regrets. How many software
>titles have shown up for the Falcon. If I have misconstrued reality, I'm sure you'll
>enlighten me but I suspect regardless of Falcon's capabilities, it could be very tiring
>having to do roll-your-own software every time you wanted to do something on the
>machine. OTOH, even though Gregory tends to judge systems solely on their
>technical factors, I still respect his grasp of that aspect of things. What's the
>real story, compadre?

I don't have any ties with Atari, so no I don't have any figures on numbers sold. I don't really know how many software titles are available either, since I did good to buy the thing in the first place and don't have a lot of money to spend on software just yet. Fortunately, almost all of the software I used on the ST also works on the Falcon (only a bit faster and with nice colors). I am not suggesting that it is a killer machine or that it has everything anyone could ever want in a computer (including lots of software support), but I do like the machine and have no regrets in buying it. I also have not seen anyone else here or on GEnie that regretted buying a Falcon. Hey, it's not perfect and there are some minor compliants here and there, but Greg would have us believe that it is a complete dog and anyone who bought it has regretted it - this just isn't so.

RandyH

# 1408. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 19:13:42 UTC
From: cmedley@wam.umd.edu
Message-ID: <265gl6$db4@cville-srv.wam.umd.edu>
Source record: 21888

In article <9309020928.AA00795@bot9>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
>
>cmedley@wam.umd.edu ('Flip' Medley) writes ....
>
>>>Have people seen it running? Have software developers started
>>>coding for it???
>>>
>>Look at the thread. :) Amiga owners started this one, Mom. :)
>
>>Prototypes: YES.
>>Running: YES.
>>Developers: YES.
>
> Well, I stand corrected. So can anyone one the group who has SEEN
>and USED the machine please give us the facts? There seems to be an
>awful lot of speculation by desperate Atari owners who are just
>arguing from the press releases.
>

Ummmm... i haven't exactly seen people claiming to have seen and used CD^32
if that's relevant to the discussion. :)

For that matter, a lot of people here don't seem to have seen or heard a
NeGeo console. :)

>
>>> Until we see the Jaguar for sale, it`s pointless to try to bash
>>>CD32 - CD32 is here NOW, the Jaguar *may be* here in a year or so`s
>>>time.
>>>
>>Hmmm. CD^32 isn't here in my stores.
>
> Thats because it hasnt gone on sale in the US yet. C= being the
>dicks that they are dont seem to have a US marketing policy. When I
>said its here now, I meant it exists as a finished product. It
>should be in the shops in the UK around now. Most of the mail order
>people are advertising it and taking advance orders. I think the
>official release was 1st Sept but I may be wrong. BTW, when is the
>official release of the Jaguar? 1,2 years away.....?
>

Right. I guess the press release was wrong and the IBM factory in NC is
prepping to build these fabulous CD^32 units starting now.

Hmmm. Come to think of it, I think that manufacturing contract for $500 million must be from Commodore, NOT Atari.

And that the prototype shown at the Atari stockholder's meeting and the video tape given out at CES were of... not an Atari product.. no.. but this CD^32!

That's it! The Jaguar is the C= CD^32! Wow!

The CD^32 exists about as much as the Jag does. I've seen no ads for it, no mention in USA video game or computer magazines (and no, i don't read the C= specific rags, so I guess I missed out), and I noticed that on the front page of the latest EGM (in USA, of course) they have this blurb on the COVER about having hot info on the new killer Atari system, and dedicate a whopping 1 page to it. CD^32 of course was prominently featured... NOT.

So, perhaps in Merry Olde England, CD^32 is poised to mop things up, but (ahem!) on this side of the big pond, things are very different.

>>> I suppose after the Falcon disaster you need a `next big thing`
>>>to give you hope...
>>>
>>What disaster?
>
> The computer that was going to sell 200000 units in the first year
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
I never heard that one. Tell me, where did you here that?

>for Atari - now projected to sell <20000. The fact that it was 6
^
>months late. The fact that you still cant get hold of it easily. The
^^^^^^^^^^^^

I think it was due last November, and I saw a "real" shipment for sale in March of this year. So you're off by a month. :)

>fact that even if you could absolutely noone outside of the
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>fanatical circle of Atari advocates wants one. The fact that its
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Dead wrong. Get thee to a music store, milady. :)

Really... it may be different over there, or perhaps in other parts of the country, but local to me (which is what matters since i'm not going to go too far to buy a new computer, you know :) ) there has been significant increase in the number of Atari music computer dealers. It had gotten pretty bad until the Falcon came out.

Now, it is nice to once again be able to drive 10 min. or so and get to a Falcon/ST dealer.

>impact on the home computing market is ***ZERO***

That's subjective. :)

> THATS a disaster. Only Atari could do it (well, C= did the same
>with the CDTV actually. The situation with it is very similar to the
>Falcon).
>

So having more dealers pop up and making a system that is technologically on the cutting edge for music applications is a disaster?

Wow. I can't wait for Hurricane Emily to hit so I can get more work done. :)

>Gavan
>
>PS The Atari scene is so dead that its only Amiga advocates having a
>go at you in this newsgroup thats generating any traffic......

Well, that's true. But would the Amiga advocacy groups have any traffic if it weren't for Marc Barrett? :)

# 1409. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 19:15:57 UTC
From: cmedley@wam.umd.edu
Message-ID: <265gpd$dct@cville-srv.wam.umd.edu>
Source record: 21889

In article <CCqB3L.Hr5@cbnews.cb.att.com>, Grue <tpp@cbnews.cb.att.com> wrote:
>Yep, the Atari scene that has Nintendo running to SGI and 3DO badmouthing the
>Jaguar, saying the Jaguar is Beta to 3DO's VHS, is really dead. Yep.
>
>Tom
>

Just out curiosity, has 3DO actually recognized the Jag as competition and already begun badmouthing it?

If so, the Jag must be a legitimate threat... but 3DO is more than a game machine (and priced like it is more...).

Incidentally, for those who care, Beta was actually a superior format to VHS.

:)

# 1410. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 19:47:45 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309021945.AA01545@lis18>
Source record: 21890

tpp@cbnews.cb.att.com (Grue) writes :

>Well, when I get one, it probably won't help me argue about the hardware inside.
>I won't be opening the damn thing up. Therefore, the spec sheet would seem to
>suffice. Where do the CD^32 specs come from?

You want to spend your time arguing over spec sheets?
Get a life!

>>official release was 1st Sept but I may be wrong. BTW, when is the
>>official release of the Jaguar? 1,2 years away.....?

>Um, October. Is that soon enough for you?

OCtober 1994 most likely.

>>PS The Atari scene is so dead that its only Amiga advocates having a
>>go at you in this newsgroup thats generating any traffic......

>Yep, the Atari scene that has Nintendo running to SGI and 3DO badmouthing the
>Jaguar, saying the Jaguar is Beta to 3DO's VHS, is really dead. Yep.

You have a really vivid imagination if you think that Atari have
nintendo and 3DO worried. Atari have failed miserably to beat even a
shit company like Commodore in the home computer market, and now you
want to take on Sega and Nintendo (and possible 3DO) in the console
market!?

puh-lease!

Gavan

# 1411. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 19:58:33 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309021955.AA01552@lis18>
Source record: 21893

cmedley@wam.umd.edu ('Flip' Medley) writes...

>> Well, I stand corrected. So can anyone one the group who has SEEN
>>and USED the machine please give us the facts? There seems to be an
>>awful lot of speculation by desperate Atari owners who are just
>>arguing from the press releases.
>>

>Ummmm... i haven't exactly seen people claiming to have seen and used CD^32
>if that's relevant to the discussion. :)

You dont need to have seen it. Its just an A1200 with a double speed
CDROM drive. I know a few people who work for Amiga mags that *HAVE*
them in their offices. It goes on sale here in 8 days.
The jag, although potentially very good, is brand new, untested
technology in the developement stage. Thats why you need to see it
to get an idea of its capabilities. Its pretty easy to see the
capabilities of the CD32 if you know the Amiga 1200.

>And that the prototype shown at the Atari stockholder's meeting and the video
>tape given out at CES were of... not an Atari product.. no.. but this CD^32!

we know what the 3DO prototypes were like - did you check for MAC
Quadras?

ooh, and a video tape too. Of course it WAS sourced directly from a
running Jag wasnt it? I`m sure Atari wouldnt cheat.

>> The computer that was going to sell 200000 units in the first year
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>I never heard that one. Tell me, where did you here that?

It was supposed to be a *MASS MARKET* machine. I seem to remember
reading the 200000 figure in an Article by an Atari magaizne guy.
The projected sales figures just keep going down as noone is buying
it.....

>>impact on the home computing market is ***ZERO***

>That's subjective. :)

Thats a hard FACT

>So having more dealers pop up and making a system that is technologically on
>the cutting edge for music applications is a disaster?

its an excellent computer for music. A shame it hasnt more broad
based appeal. I`d buy one IF i wanted a music machine. I DONT right

now, and neither do the computer buying public

>Well, that's true. But would the Amiga advocacy groups have any traffic if
>it weren't for Marc Barrett? :)
^^^^^^^^^^^^^^

aaaarggggghhhhhh! aaaiiieeeee. The amiga Nemesis!
I`m melting, I`m melting before Marcs mighty intellect! NOT ;-)

Gavan

# 1412. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 20:04:00 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309022001.AA01560@lis18>
Source record: 21894

Lets get this stright. I dont actually hate the Falcon. Its a nice machine with some good points but it *HAS* been a commercial flop thanks to poor marketting by Atari. It doesnt have much software support to speak of, and almost certainly never will.

Likewise with the Jaguar. If its as good as it promises to be I might buy one, but ONLY if it has software support and a future. I believe it will be late and Atari will screw up its marketing.

You Atari advocates had better realise that its stupid advocating a company like Atari. Its the machines that are important. I started computing on an 16k Atari 400, moving up to 32k then 48k then an 800XL with 1050 diskdrive. Even then Atari were CRAP. Thnigs havent changed. I moved up to an Amiga from the 8-bit - a logical choice. I also thing commodore are as bad as Atari, but I love the Amiga. When the time comes to upgrade to a radical new machine in a few years, I doubt it`ll be the Amiga as C= have not shown any signs of developing the line in the future.

Gavan

# 1413. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 20:30:45 UTC
From: thanatos@titan.ucs.umass.edu
Message-ID: <265l5l$6h0@titan.ucs.umass.edu>
Source record: 21895

In article <9309022001.AA01560@lis18>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
>
> Lets get this stright. I dont actually hate the Falcon. Its a nice
>machine with some good points but it *HAS* been a commercial flop
>thanks to poor marketting by Atari. It doesnt have much software
>support to speak of, and almost certainly never will.

So you're saying....

The Falcon is DEAD. I have heard from several sources, which of course
I will not name, that there is no possiblity of software support.
Clearly Atari is about to go under, and the company as a whole is dead
as well.

You sound too much like Marc Barrett for my liking.

# 1414. Re: Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 20:53:03 UTC
From: anash@hpldsla.sid.hp.com
Message-ID: <141980001@hpldsla.sid.hp.com>
Source record: 21551

I have never read so much pseudo-technical bullshit from a more ignorant group of posters. The 64-bit MIPs chip is the reason the Jaguar flies w/ it's 64-bit bus support. This thing according to the onlt info we have can render 850 million pixels/second (probably page-blit) compared to 64 million for the 3do, and 1 million for the Genesis and SNES.

I've never HEARD of the CD32, but you know what? It DOESN'T compare at all, from the descriptions I've weeded out from the garbage you've all been spouting. The Jaguar has 32-bit color (read 24-bit w/ 8-bit alpha channel), unlimited sprite size (w/ in screen resolution) and excellent networking expansion possibilities. It's performance, worst case, is like the 3DO's for 1/4 the price, 1/2 the price if you get the CD add-on.

The 68000 is an AUXILLIARY controller. That's it. This is GRAPHICs hardware, where the "co"processors are really doing the work, while the 68000 is not a CPU, but a general-purpose aid, for simple tasks that might be less of a priority than other things.

If this post has been too difficult for anyone, I'm sorry. I tried to use small words for you all.

-Adam

# 1415. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 21:09:28 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Sep2.210928.5342@nrtpa038.bnr.ca>
Source record: 21896

In article <9309022001.AA01560@lis18>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|>
|>
|> Lets get this stright. I dont actually hate the Falcon. Its a nice
|> machine with some good points but it *HAS* been a commercial flop
|> thanks to poor marketting by Atari. It doesnt have much software
|> support to speak of, and almost certainly never will.
|>

Time will tell.

|> Likewise with the Jaguar. If its as good as it promises to be I
|> might buy one, but ONLY if it has software support and a future. I
|> believe it will be late and Atari will screw up its marketing.
|>

Tell us something we don't know

|>
|> You Atari advocates had better realise that its stupid advocating
|> a company like Atari. Its the machines that are important. I started
|> computing on an 16k Atari 400, moving up to 32k then 48k then an
|> 800XL with 1050 diskdrive. Even then Atari were CRAP. Thnigs havent
|> changed. I moved up to an Amiga from the 8-bit - a logical choice. I
|> also thing commodore are as bad as Atari, but I love the Amiga. When
|> the time comes to upgrade to a radical new machine in a few years, I
|> doubt it`ll be the Amiga as C= have not shown any signs of
|> developing the line in the future.
|>
|> Gavan

Hey Gavan, do you think it just might be possible for some one to
love their Atari as much as you love your Amiga?

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.


_____________________________________|_____________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

## 1416. Risc Assembly

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-02 23:55:37 UTC
From: rws@dstos3.dsto.gov.au
Message-ID: <1993Sep3.092537.1@dstos3.dsto.gov.au>
Source record: 21897
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <264274$o3b@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
> Come to think of it, does anyone really do Assembler on RISC machines?

YES! Post this question to comp.sys.acorn and wait for the flood of replies. The ARM has a lovely, elegant assembly language and many people work with it in the Acorn world. The best examples of this are the fabulous packages Impression - a dtp package that just flies and Artworks - a corel draw type package that just makes corel draw look like it has hung. Both packages written in 100% ARM assembly.

##############################################################################
Russell Skingsley Email:
Guided Weapons Division rws@homer.dsto.gov.au
Defence Science and Technology Organisation rws@dstos3.dsto.gov.au
"Since I gave up hope I feel a lot better" - Steve Taylor
##############################################################################

# 1417. Jaguar 64 bits? was Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 00:09:11 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep03.000911.39603@rchland.ibm.com>
Source record: 21900
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <25un6k$ao0@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <25u8rfINNivu@uwm.edu>,
|> Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
|> >In article <25u7kv$39@cville-srv.wam.umd.edu>, 'Flip' Medley (cmedley@wam.umd.edu)
wrote:
|> >: Are you talking about CD^32 or Jaguar? :)
|> >
|> >Jag. It's a great system; but there have been lots of technically
|> >superior systems which lost simply because they were late to market. As
|> >is, CD32 has a lot of force behind it; the list of games in development
|> >and slated for release is over twice the size in that Jaguar post. As
|> >well, it's due for a world-wide release within a month; something the
|> >Jaguar isn't.
|> >
|>
|>
|> The CD^32 also isn't known outside of Commodore's HQ. Have you seen a single
|> advertisment in any game magazines, computer magazines, or ANY magazines for
|> CD^32?
|>
|> Commodore has little credibility to the buying public as a computer maker,
|> and NONE as a video game company.

Not if you live in Europe, particularly the UK, Flip :-)

But at any rate, sounds like ATARI: 'ATARI has little credibility
as a games company, and NONE as a computer company' :-)

[big love-hate between Flip and Greg deleted :-)]

|>
|>
|> I would suggest you study the Jaguar specs more carefully, and then post.
|>

I got the latest EE-TIMES here. BTW, Flip, the CD-32 was discussed
in EE-TIMES two issues back, having a more than twice bigger article
than the one for the Jaguar here, and even mentioning that they wanted
to go against 3DO... just in case you still think the CD-32 is known
only in C= HQ, although is a pretty good approximation anyway :-)

Okay, I am looking RIGHT NOW at the block diagram supplied by ATARI...

It has a 64-bit system bus... ah, let's check this:

'The Tom chip set is a core ASIC equipped with a 64-bit RISC-based multiprocessing architecture, said Miller'.

Well, okay, looks 64-bits to me... although it seems that I read elsewhere that this is the only 64-bits 'processor' in the whole things (Jerry being 32-bits and the 68000 16-bits)

Flip, you got 1 point to your favor :-)

---

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1418. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 00:12:19 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep03.001219.10991@rchland.ibm.com>
Source record: 21901
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCMHDL.69L@dcs.ed.ac.uk>, pab@dcs.ed.ac.uk (Alan Blair) writes:
|> In article <25un6k$ao0@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> >
|> > The CD^32 also isn't known outside of Commodore's HQ. Have you seen a single
|> > advertisment in any game magazines, computer magazines, or ANY magazines for
|> > CD^32?
|> >
[NO CD-32 in the US stuff deleted]

|>
|>
|> Don't be glum, US. CD32 is bound to sell billions in Europe and become so well known
|> that every American will want one, so Commodore can sell it there too,
|> ushering in a new era of peace and happiness! (It'll at least do fairly well...)
|>
|>
|> alan

So no CD-32 in the US? Hmmmmmmmmm... I understand the decision, but
if they do this, they are possing themselves more vulnerable to go against
Nintendo when Nintendo releases the Reality system.

Oh, well... but I can understand... hopefully they'll have the adapters
for the A1200 here...

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1419. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 00:15:41 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep03.001541.28986@rchland.ibm.com>
Source record: 21903
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCMKM9.CLy@cbnews.cb.att.com>, tpp@cbnews.cb.att.com (Grue) writes:
|> In article <25u8rfINNivu@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> >Know anything about engineering? They're saying "64-bit" ram. And yet,
|> >suspiciously, they're saying, rather specifically, that they're using
|> >page-mode ram.
|> >
|> >What is the logical conclusion? That they're making use of page-mode.
|> >Which MEANS that they're using a 32-bit pathway to ram, and using
|> >page-mode to get that second 32-bits.
|> >
|> >NOW. We get to "64-bit". Again, the GPU for the thing is a 68000, a
|> >32/16-bit cpu that accesses memory in 16-bit lengths. Regardless of how
|> >much function is actually taken by the DSP, it's still a DSP, and not the
|> >GP for the system.
|>
|>
|> >Greg
|> >
|>
|> Tom
|>
|> --
|> +-----------------------------------------------------------------------------+
|> |Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|> |Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
|> +-----------------------------------------------------------------------------+

Greg, I hate to jump on you (take it whatever way you want :-) ), but
I think that you are jumping to conclusions to quick. It might be reasonable
what you say, but looking at the latest EE-TIMES, it seems the Jaguar indeed
has some 64-bit stuff.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

## 1420. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 00:18:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep03.001816.23425@rchland.ibm.com>
Source record: 21902

In article <1993Aug31.155633.25211@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> In article <9308311525.AA01542@bot4>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|> |>
|> |>
|> |> Hey, when Atari actually MAKE a jaguar you Atari-heads can argue
|> |> that it`ll kill the CD32.
|> |>
|> |> Until then, its VAPOURWARE and IMHO will *never* appear.
|> |>
|> |> Listen up
|> |>
|> |> THE JAGUAR DOES NOT CURRENTLY _EXIST_
|> |>
|> |> Lets all hope it`s as big a sucess as the Amiga-killing `Falcon`
|> |>
|> |> ha
|> |>
|> |> ha
|> |>
|> |> ha
|> |>
|> |> Gavan
|>
|> From the Amigoid posts around here I thought the A1200 was supposed to be
|> the Falcon killer :) Amazing how things get twisted around in these groups.
|>
|> Brian

Well, sorry to burst your bubble Brian, but so it appears to have done.
Where's the Falcon?

But just in case, I like the Jaguar and I KNOW it isn't vaporware (see
for who I work for).

|>
|> --
|>
|> Disclaimer: The opinions expressed are mine not those of BNR.
|>
|> _____________________________________________________________________
|> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
|> | Bell Northern Research | on I'd buy an Amiga. However I have |
|> | Research Triangle Park, NC | real work to do. So please get lost! |

```
|> |_____________________________________|_____________________________________|
```

But the Falcon? HA!

```
--------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

## 1421. Why so anti-Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 00:41:41 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep03.004141.42466@rchland.ibm.com>
Source record: 21904
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

This post is for those Amiga owners that critizice soooooooooo
much the Jaguar (Greg....):

GUYS, it doesn't matter if the 68000 is the actual CPU or not.
It DOESN'T MATTER if it is only 32-bit (which I now really doubt, I think
it has definitively some 64-bits stuff in it)....

*IF* the Jaguar can truly do real-time animated 3D texture mapped
graphics....

>>>>>>>>>>>>>>>> IT IS AWESOME

(hardware-speaking)

To those that argue about the Jaguar this and that, if what you argue
about is for the sake of de-hyping or clarifying the 'general' ATARI specs,
okay. Just don't flame the whole system because for example, a 68000 is the
true CPU (if this is true, which I see it likely). A 68000 system
at 13Mhz with the proper co-processors can kick serious butt!

Hey, even a 6502!

BTW, Greg, if kiddies like more the Sega Genesis, that's more because
of marketting and Sonic than anything else. In fact, I think that kiddies
are liking more and more a Super-NES.

---
LAST Word:

I agree with John Campbell anyway (CATS guy). If there's no
good 3rd party support for the Jaguar, bye bye Jaguar.

---

Thanks.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1422. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 02:18:45 UTC
From: Mark 'Mark' Sachs <MBS110@psuvm.psu.edu>
Message-ID: <93245.221845MBS110@psuvm.psu.edu>
Source record: 21906
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep03.001219.10991@rchland.ibm.com>,
ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) says:
> So no CD-32 in the US? Hmmmmmmmmm... I understand the decision, but
>if they do this, they are possing themselves more vulnerable to go against
>Nintendo when Nintendo releases the Reality system.

Geez, that's not even promised until _1995_! And the way dates slip
in the electronics biz, I'd be surprised to see this before 1996.

Stuff like the Jaguar and 3DO are worth worrying about, because
(supposedly) they are to be released within a few months of the
CD32's release. But it's crazy to fret about something that even
marketroids aren't promising until 1995.

"We promise you there are no dinosaurs in this presentation."
[Your blood pressure just went up.] Mark Sachs IS: mbs110@psuvm.psu.edu
DISCLAIMER: These opinions were probably generated by a buggy news reader.

# 1423. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 03:08:30 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <266cfeINNb4g@uwm.edu>
Source record: 21907
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep2.180704.28124@btree.uucp>, George Crissman (crissman@btree.uucp) wrote:
: In article <25tvut$qi@Tut.MsState.Edu> skip@cy.cs.olemiss.edu
: (Skip Sauls) writes:
: > The Paula chip is the same tired old dog
: >from the original A1000, except it has a cute little package.

: Be careful! You may accidentally attract Paula L-i-e-b-e-r-m-a-n from
: comp.sys.amiga.advocacy!

Yup. I dare anyone here to tell her she has a "cute little package", or that she's a "tired old dog". She'd likely knock you out cold, and then complain to us that her hand hurt. :)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs, on System 7 :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1424. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 03:13:21 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <266cohINNb4g@uwm.edu>
Source record: 21908
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep1.214242.15471@integrity.uucp>, Joseph Crowe
(jcrowe@zaphod.NoSubdomain.NoDomain) wrote:
: machine. OTOH, even though Gregory tends to judge systems solely on their
: technical factors, I still respect his grasp of that aspect of things. What's the
: real story, compadre?

As a sidenote, what's wrong with judging systems solely on technical
factors? Judging them by the software they run isn't fair; it's too
dynamic, and it's application-dependent. The CORE of the system is the
hardware itself. Start off in a wheelchair, and it's not likely you'll
be able to walk. Start off walking, and while you may be in a
wheelchair, there's no reason that you couldn't change your mind and walk.

Awful, awful analogy, my apoligies, but it's the only thing that comes
to mind.

And thanks for the compliment, even if undeserved.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs, on System 7 :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1425. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 03:30:17 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <266do9INNb4g@uwm.edu>
Source record: 21909
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <264vlpINNkif@sheoak.ucnv.edu.au>, ***THE WIZZARD***
(i921652@redgum.ucnv.edu.au) wrote:
: In article <25u7kv$39@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley)
writes:
: >In article <25u3tdINNhml@uwm.edu>,
: >Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
: >>In article <25u1fm$29s@Tut.MsState.Edu>, Skip Sauls (skip@cy.cs.olemiss.edu) wrote:
: ...Stuff deleted....
: >>: >16-bit access to RAM for the 68000, 32-bit and page mode for the
: >>: >chipset. Chipset, naturally, gets deterministic access. Since the DSP
: >>: >is likely to be a RISC design, it isn't going to be meant for general
: >>: >purpose use.

: Any Archimedes owners like to comment on RISC chips not being meant for
: general purpose use?

The term _DSP_ says it isn't "meant" for general purpose use. However,
some DSP's are determinantly more "general purpose" than others. The
most common example to use is the comparison of the 3210 to the 56001.

And I wouldn't say a word against the Arc, it's a pretty cool design. If
only Apple didn't have such a hand in it; in the future, that design will
have less and less to do with speed, and more and more to do with reduced
power consumption; Apple has so much as said so, in an EN article I was
reading about 2-3 months ago.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs, on System 7 :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1426. Re: Akiko screwup

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 03:42:35 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <266efbINNb4g@uwm.edu>
Source record: 21910
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCqAFA.EHw@lysator.liu.se>, Stefan Boberg (boberg@lysator.liu.se) wrote:
: Also, what use would it be if all FUTURE A1200/A4000 machines
: would have this magic chip fitted as standard?? People wouldn't
: be able to do things which rely on it being present anyway, since
: the machines sold to date (several hundred thousand), wouldn't
: have it!

Part of the point behind it is that the Akiko chip is integrated into the
OS's operations: dropping the Akiko chip into an Amiga with the proper
OS would automatically make use of the Akiko chip's capabilities.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "The chrome and glitter serves to disguise the fact that you're :)
(: running the operating-system equivalent of a Choose Your Own :)
(: Adventure book." -- Mark 'Mark' Sachs, on System 7 :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1427. Re: Risc Assembly

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 04:42:11 UTC
From: cmedley@wam.umd.edu
Message-ID: <266hv3$uv@cville-srv.wam.umd.edu>
Source record: 21911
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep3.092537.1@dstos3.dsto.gov.au>,
<rws@dstos3.dsto.gov.au> wrote:
>In article <264274$o3b@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
>> Come to think of it, does anyone really do Assembler on RISC machines?
>
>YES! Post this question to comp.sys.acorn and wait for the flood of replies.
>The ARM has a lovely, elegant assembly language and many people work with
>it in the Acorn world. The best examples of this are the fabulous packages
>Impression - a dtp package that just flies and Artworks - a corel draw
>type package that just makes corel draw look like it has hung. Both packages
>written in 100% ARM assembly.
>
>

Sounds intriguing! Just out of curiosity, aren't Apple and 3DO using ARM
processors in Newton and 3DO respectively?

## 1428. Akiko

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 06:24:36 UTC
From: cs922097@ariel.yorku.ca
Message-ID: <1993Sep3.062436.19853@newshub.ariel.yorku.ca>
Source record: 21913
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I just wanted to say something about the possibility of adding the Akiko chip to new 1200s and 4000s. It certainly should be possible to do this as the CD32 is basically a 1200 w/Akiko. The fact that developers chould not rely on this is also irrelevent. The new computers could be given names such as "A1200 Akiko" and "A4000/030 Akiko" etc. Software could be clearly labeled. It should be possible to check for the presence of an Akiko chip and implement software emulation if the computer lacks one. Not being able to depend on certain hardware has never bothered PC developers. That's why so many people feel compelled to buy newer and faster PCs all the time.

Perhaps the Akiko chip could be added on to a CPU card. If not oh well. I have an A4000/030. And even if the Akiko chip could never be added and they came out with an Akiko version I wouldn't be upset. In fact I'd be happy. It would give me something to aspire to. I don't think having the latest and greatest computer is very fun. Theres always gotta be something better.

Commodore SHOULD continually upgrade their line.

In the worst case if commodore couldn't put the Akiko on the MB or CPU card they could always make an Akiko Zorro III or PCMCIA card.

If anything however... Commodore definitly should put out a low end Akiko machine. A1200 Akiko. Or A600AGA Akiko. An A600AGA Akiko for say about $499 retail would sell like hotcakes in Europe. I don't know about the US though. Totally different market.

David Zvekic.

# 1429. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 06:29:15 UTC
From: c60c-1cs@e260-1c.berkeley.edu
Message-ID: <266o7r$4eu@agate.berkeley.edu>
Source record: 21912

> You Atari advocates had better realise that its stupid advocating
>a company like Atari. Its the machines that are important. I started
>computing on an 16k Atari 400, moving up to 32k then 48k then an
>800XL with 1050 diskdrive. Even then Atari were CRAP. Thnigs havent
>changed.

Yeah. The Apple II, and the IBM PC with their beeperclick sound, non-existant hardware sprites, and sub-par/nonexistent color graphics were superior by LEAPS and BOUNDS!

The C64 would have been the only other machine I would have considered buying, besides my Atari 800. Later bought an ST when I was $1000 short of an Amiga 2000, and I have been very pleased with it. I'll be buying a second-hand Amiga 500 to play games on. I REFUSE to fall into the Clone/Mac marketing vortex.

Atari and Commodore have built better machines, but guess who hired the better marketers? :(

Allen Pouratian

# 1430. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 06:39:34 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep3.063934.23458@monu6.cc.monash.edu.au>
Source record: 21914
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'Flip' Medley (cmedley@wam.umd.edu) wrote:
: In article <1993Sep2.044215.25499@monu6.cc.monash.edu.au>,
: William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
: >Still didn't answer the questions posed:
: >
: >o What is the main cpu?
: > If it's not the 68000, then how many programmers are competent
: > enough to know risc machine language?
: > There is no operating system, which implies that you WILL have
: > to bang the hardware and tweak registers.
: > Apart from Gregg Giles and Stefan Boberg, I doubt if anyone
: > hear can tell us how first-hand how cross development works.
:
: I don't see why a high-level language with a large library of routines for
: the RISC processor couldn't do the same job.

To me, this doesn't seem feasiable, as a risc = reduced instruction set,
meaning that you will need to build functions using smaller functions.
The upshot is that your risc binary executable for the game engine is
going to be about 5x bigger than the same game engine coded in cisc
68000 binary.

Unless the code is copied from ROM to RAM, you're going suffer some speed
loss with the 64bit risc processor trying to execute code from ROM.

: Considering many of the designs possible for a RISC processor, you can
: places the burden on, say, the C compiler to make the assembler code
: nice.
:
: Come to think of it, does anyone really do Assembler on RISC machines?
:
: (yes, i know it is possible, but it seems to me that the only people who
: should would be compiler writers, because they would know how to do things
: like affect instruction ordering for maximum performance, and i can't see
: the advantage in tweaking too much RISC code if the compilers are good...
: but then i'm assuming the compilers exist and ARE good. :) )

Yes, there are lots of ARM series risc assembler programmers (just ask
the Archimedes newsgroups). But the ARM is a relatively widely available
and documented processor compared to the as yet unnamed 64bit risc processor
that Atari have made. Atari have not made any noises about using it as
a general procesor, which seems to me to indicate they don't have an
operating system or global programming model.

: And of course it won't have a "true" operating system in the sense of a
: computer, but it must have something...

Not necessarily. From what I've gathered the Sega and SNES do not have an operating system, it is left up to the programmers to use the CPU and custom chips anyway they see fit.

I've only seen some cross-development tools, mainly tools to read and write disks that a Sega and SNES box can use with the appropriate hardware, a few cross-assemblers where you have to use menomics (sp?) and graphic conversion programs.

- Jim

# 1431. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 10:19:29 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309031017.AA00954@bot9>
Source record: 21915

thanatos@titan.ucs.umass.edu (Buddha) writes.....

>In article <9309022001.AA01560@lis18>,
>Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:

>> Lets get this stright. I dont actually hate the Falcon. Its a nice
>>machine with some good points but it *HAS* been a commercial flop
>>thanks to poor marketting by Atari. It doesnt have much software
>>support to speak of, and almost certainly never will.

>So you're saying....

>The Falcon is DEAD. I have heard from several sources, which of course
>I will not name, that there is no possiblity of software support.
>Clearly Atari is about to go under, and the company as a whole is dead
>as well.

>You sound too much like Marc Barrett for my liking.

No. MB makes posts like `I have heard from an Insider a C= that ..
etc etc` which later turn out to be totally unfounded and sometimes
just malicious lies.

I`m merely pointing out that the sales figures, the general area
of software support etc. all indicate that the Falcon has flopped
bigtime. It was supposed to be the `Amiga Killer` that would sell
hundreds of thousands for Atari and pull them out of their financial
troubles. It has sold in the low tens of thousands and to a very
specialized market of music makers. Atari owners were touting the
machines advanced graphics and sound, claiming it was going to run
awesome games, bring high productivity packages to the home and it
*didnt*. In many ways, the Amiga is in the same boat in the USA. It
really sells only to the specialised video market, and there is very
little uptake amongst home users at large. Fortunately for the
Amiga, it has strong sales in Europe and the rest of the world to
pull it through - the Falcon has pretty much failed to make an
impression in the wider marketplace anywhere.

I`m certainly not saying that I know a source at Atari who says it
is dead. I`m merely observing that there seems to be little software
about for the machine and that the low sales figures would indicate
that there is little likelihood of it ever taking off. I`m not
saying the Falcon is crap - just that it has pretty much flopped. If
we saw the Falcon drop in price to 300 UK pounds to compete with the
A1200 in Europe it could have a chance. There would also have to be
an 040 based box with slots for the pro-users. Atari dont show much
sign of developing the basic machine any further, does it?

Nor is Atari dead. But lets face it, its in such a dodgy financial position that C= looks secure in comparison. Considering that the Jaguar would appear to be such a radical new design, I really doubt that Atari have the necessary technical and financial clout to push the project through anywhere near on time. Just speculation from me, of course, but well founded I believe.

Gavan.

# 1432. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 10:29:03 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309031026.AA00959@bot9>
Source record: 21916

bjgrier@bnr.ca (Brian Grier Perpk) writes ....

>|> thanks to poor marketting by Atari. It doesnt have much software
>|> support to speak of, and almost certainly never will.
>|>

>Time will tell.

Hmmm, its been around about a year now and not much seems to be
happening. If the Falcon and the Amiga 1200 were such a radical step
forward over their predecessors as the ST and Amiga were, then I
would say that the Falcon still has a chance. After all, the ST
initially beat the Amiga in sales. Unfortunately, the 32 bit market
isnt the radical new arena that the 16 bit market once was. Its just
a continuation of the 16 bit market with the machines upgraded a
bit. Sort of like when the 8-bit market went from 48k to 64k as
standard. Hence, the Falcon just reflects the continuing demise of
the ST market. I cant really see the fortunes of either the Amiga or
Falcon/ST changing much in the future - the ST declining rapidly,
the Amiga declining more slowly.

>> also thing commodore are as bad as Atari, but I love the Amiga. When
>|> the time comes to upgrade to a radical new machine in a few years, I
>|> doubt it`ll be the Amiga as C= have not shown any signs of
>|> developing the line in the future.
>|>
>|> Gavan

>Hey Gavan, do you think it just might be possible for some one to
>love their Atari as much as you love your Amiga?

Yep, but theres no point in fanatically raving about the `next big
thing from atari` all the time. As I said, I`m not slagging off the
Falcon, just making a commentary on its market position and future
as I see it.
If you dont agree, fine, I`m not guaranteed to be 100% correct all
the time and I could well be totally wrong.

Gavan

# 1433. Re: Jag vs everything...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 10:33:06 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309031030.AA00974@bot9>
Source record: 21917

>|> > I suppose after the Falcon disaster you need a `next big thing`
>|> >to give you hope...
>|> What disaster?
>Yeah? What disaster? Mine sits happily playing 48K stereo samples whilst I do my
>word processing and I've had a 1400x1200 resolution screen which was nice for
>viewing GIFs :-)

I meant disaster in terms of sales and market penetration. I`m sure
it is an excellent computer to use.

Gavan

## 1434. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 10:36:21 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309031033.AA00983@bot9>
Source record: 21918

bjgrier@bnr.ca (Brian Grier Perpk) writes:

|> From the Amigoid posts around here I thought the A1200 was supposed to be
|> the Falcon killer :) Amazing how things get twisted around in these groups.

I`d say the A1200 pretty well has killed the Falcon.

Gavan

# 1435. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 10:43:11 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309031040.AA00988@bot9>
Source record: 21919

c60c-1cs@e260-1c.berkeley.edu (Allen Pouratian) wrties ..

>> You Atari advocates had better realise that its stupid advocating
>>a company like Atari. Its the machines that are important. I started
>>computing on an 16k Atari 400, moving up to 32k then 48k then an
>>800XL with 1050 diskdrive. Even then Atari were CRAP. Thnigs havent
>>changed.

>Yeah. The Apple II, and the IBM PC with their beeperclick sound, non-
>existant hardware sprites, and sub-par/nonexistent color graphics
>were superior by LEAPS and BOUNDS!

I meant that Atari corporation were Crap at marketing and
developing the machine. The 8-bit itself was *excellent*, by far the
best 8-bit machine and totally outclassing C=s rather pathetic C64

>Atari and Commodore have built better machines, but guess who hired the
>better marketers? :(

C= marketed the 64 much better, but neither have done a good job of
marketing the ST and Amiga. Thats why both machines have declined to
a certain extent, but subjectively the Amiga has done much better
than the ST due to its inherent hardware superiority.

Gavan

# 1436. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 11:54:25 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Sep3.115425.1736@nrtpa038.bnr.ca>
Source record: 21923

In article <1993Sep03.001816.23425@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> In article <1993Aug31.155633.25211@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> |>
|> |> From the Amigoid posts around here I thought the A1200 was supposed to be
|> |> the Falcon killer :) Amazing how things get twisted around in these groups.
|> |>
|> |> Brian
|>
|> Well, sorry to burst your bubble Brian, but so it appears to have done.
|> Where's the Falcon?

My bubble never burst, didn't even get a bruise!

Since a stock A1200 can not perform on an even par with the Falcon, you have to go out and buy special memory to be just 15% faster than the Falcon, and the A1200 has no Midi, DSP, SCSI, or memory management capabilities. I'd say the A1200 has had ZERO penetration into the MUSIC market that the FALCON is aimed at where whiz bang, and basically much superior video modes, are of no real value. I also do not expect the Falcon to penetrate the video market either.

As to where exactly the Falcon is...
It's in music and computer stores near ME :)

|>
|> But just in case, I like the Jaguar and I KNOW it isn't vaporware (see
|> for who I work for).
|>

Yep You guys got the production contract :)

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.


_____________________________________|_____________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

# 1437. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 12:01:31 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309031159.AA01202@bot9>
Source record: 21921

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes ...

>CH> Amiga A4000 actually has an '040 in it, and nice graphics; pity Atari's

>Ehrm .. 256 colours ... yeah .. very nice ... (We all know HAM is useless)

Not true. HAM8 provides 262000 colours on screen at a resolution
of up to 1280x512 (more with overscan). Even a standard 640x512 HAM8
screen looks indistinguishable from a 24 bit screen. Considering you
get this in a computer for HALF the cost of the falcon, the display
is unrivalled. The only drawback to HAM8 is that it is tricky to
draw freeharnd on. As a display screen it is near perfect providing
18 bit quality in only 8 bitplanes.

Oh, and the Amiga provides a FULL 24 bit palette.

CH> never going to release another computer (after all, they're
CH> concentrating on the Jaguar now).

They will develope 040-based Falcons for the Jaguar-sales money ...

sez who? Talk about speculation. At least I try and keep my
comments factually based. You are theorizing that
(a) the Jaguar will be a huge success which will
(b) be used to fund `mega - falcons`.
On what evidence do you base this theory, presented as a `fact`?

My _speculation_ of the outcome of successful Jaguar sales is
that Atari will quietly drop the Falcon. Why? Well, like any
business Atari will want to make money (Ok, they have been
spectacularly unsucessful so far, but they`re still trying). The
Falcon cant be much of an earner and a really sucessful Jaguar will
mean Atari concentrating on their money earner. Why throw good money
after bad on an unprofitable Falcon?

C= may well try a similar trick with the Amiga _if_ the CD32 is a
sucess. However, given the close compatibility between the Amiga and
CD32 (they are really the same machine) at least a continuing source
of software should be available for Amiga owners. Since the CD32 has
the _potential_ to be expanded to a full Amiga and C= are
_supposedly_ making a CD32 add on for the A1200, the long term
future of the A1200 would actually be enhanced by a sucessful CD32.
You cant say the same of the Falcon and Jaguar which are completely
incompatible.

Gavan

# 1438. Re: Jaguar: It's time to face the facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 12:13:15 UTC
From: broehl@sunee.uwaterloo.ca
Message-ID: <CCs1y3.233@watserv1.uwaterloo.ca>
Source record: 21922

Boy, I'm hesitant to leap into this particular discussion. I don't (yet) own
any machines by Commodore, Nintendo, Sega or any of the various Atari
companies.

However...

In article <261qsfINN5j5@flipper.pvv.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen)
writes:
>Ah, and the jury is still out on the 64 bits. Apparently, the DSP only has
>a 32-bit path to memory, and the CPU only has a 16-bit path to memory.

In fact, the diagram that was posted a while back shows a 32-bit path to the
cartridge/CDROM port as well. It appears (again, from the diagram) that the
only chip that has a 64-bit connection to the system bus is Tom. I suspect
that the 64-bit system bus is *internal* to the Tom chip, and that Tom has
a 32 bit path to Jerry, a (possibly different) 32 bit path to the cartridge
port, and a 16-bit path to the 68000.

That *does not* mean that it can't still be called a "64 bit" system; it
just means that there isn't a distinct 64-bit external bus of any kind.

It would also imply that "Tom" is probably where most of the real work happens;
it appears he's the only one with direct access to that 2 meg of RAM, for
example. That leaves me wondering just what the 68k *is* being used for...

Incidentally, I've noticed that this discussion is much more heated that what
I'm used to in other groups. In particular, the amount of name-calling is
surprising. Is it always like this here?

--
Bernie Roehl
University of Waterloo Dept of Electrical and Computer Engineering
Mail: broehl@sunee.UWaterloo.ca
Voice: (519) 885-1211 x 2607 [work]

# 1439. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 12:34:43 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Sep3.123443.27845@seas.gwu.edu>
Source record: 21924
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

(Gregory R Block) writes:
>Joseph Crowe (jcrowe@zaphod.NoSubdomain.NoDomain) wrote:
>: machine. OTOH, even though Gregory tends to judge systems solely on their
>: technical factors, I still respect his grasp of that aspect of things. What's the
>: real story, compadre?
>
>As a sidenote, what's wrong with judging systems solely on technical
>factors?

Simply put, technical factors don't translate into fun or affordability.

>Judging them by the software they run isn't fair; it's too
>dynamic, and it's application-dependent.

The software is the key factor. Just having the potential to run great
software proves nothing. I believe the Amiga has the potential to run
applications which are better than MS Word, MS Excel, 4th Dimension,
Aldus Freehand, Adobe Illustrator, etc.--we don't see such for the
Amiga, though. The Amiga could easily handle the latest crop of clone
games, too--IDE or SCSI doesn't matter when developers write floppy-
only software.

> The CORE of the system is the
>hardware itself. Start off in a wheelchair, and it's not likely you'll
>be able to walk. Start off walking, and while you may be in a
>wheelchair, there's no reason that you couldn't change your mind and walk.

Until someone who can run comes along and knocks you down, breaking your
legs, and confining you to the wheelchair. You could have saved yourself
by running.

>Awful, awful analogy, my apoligies, but it's the only thing that comes
>to mind.

Well, it's a fun analogy--no hardware specs included. :^)

-- Gerald

# 1440. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 12:55:49 UTC
From: farren@netcom.com
Message-ID: <farrenCCs3x2.3Hr@netcom.com>
Source record: 21926
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip' Medley) writes:

>In article <1993Sep2.044215.25499@monu6.cc.monash.edu.au>,

>I don't see why a high-level language with a large library of routines for
>the RISC processor couldn't do the same job.

WHAT high-level language? Nowhere, in any of the "information" we've
gotten, has anyone claimed that there is a high-level language available
for the Jaguar's alleged RISC CPU. A decent C compiler for any machine,
let alone a RISC, takes year or more to develop - and who's going to do
such a thing for the Jaguar? As far as I know, Atari isn't exactly
heavy on compiler developers. Without positive evidence to the contrary,
I'm not going to believe that there *is* such a beast.

>Come to think of it, does anyone really do Assembler on RISC machines?

Nobody with half a brain cell.

>And of course it won't have a "true" operating system in the sense of a
>computer, but it must have something...

Why "must"?

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 1441. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 13:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c86de24@troed.ct.se>
Source record: 21920

In a message of 02 Sep 93 21:25:46, Chris Herborth wrote:

CH> Software will never be available for the Falcon. It's been out for
CH> what, a _year_? There are very few applications that use the DSP, and

Here, a few months.

CH> there have been no more Falcon machines announced. I really don't care
CH> if Atari is concentrating on the Jaguar (hey, haven't they heard of
CH> multitasking?!?), but I don't want a console, I want a fast, friendly
CH> '040-based computer (with a decent case and a good keyboard; don't
CH> underestimate ergonomics!).

CH> Well, since the Falcon is, at most, 4x the speed of the ST, or the
CH> _same_ speed as the ST (if you're running in high-res graphics modes;
CH> pathetic!), there's no big deal. And besides, almost nothing but demos
CH> actually uses the DSP.

No noticable slowdown in high-rez, I run my desktop in 768*576*16 all the time
- it's DAMN fast!
Most developers are learning 56001 DSP at the moment, did you expect us to be
professionals at it before we got our Falcons?

CH> Don't you think your computer uses would benefit GREATLY from a
CH> multitasking OS? Not Windoze, something that really multitasks, like
CH> OS/2?

Yeah! That's why I use MultiTOS, Atari's multitasking OS .. it's GREAT!

CH> Amiga A4000 actually has an '040 in it, and nice graphics; pity Atari's

Ehrm .. 256 colours ... yeah .. very nice ... (We all know HAM is useless)

CH> never going to release another computer (after all, they're
CH> concentrating on the Jaguar now).

They will develope 040-based Falcons for the Jaguar-sales money ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1442. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 13:02:40 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309031300.AA01347@bot9>
Source record: 21925

>|> |> From the Amigoid posts around here I thought the A1200 was supposed to be
>|> |> the Falcon killer :) Amazing how things get twisted around in these groups
>|> |>
>|> |> Brian
>|>
>|> Well, sorry to burst your bubble Brian, but so it appears to have done.
>|> Where's the Falcon?

>My bubble never burst, didn't even get a bruise!

>Since a stock A1200 can not perform on an even par with the Falcon, you have
>to go out and buy special memory to be just 15% faster than the Falcon, and the

Its not `special` memory. Its standard 32-bit RAM (might be
special on the Falcon tho` as you are stuck with 16-bit ram :^) )
Any serious user wanting to expand beyond the *standard 2 MEG*
will buy this RAM which, as it doesnt have to share with the custom
chips, allows the machine to execute at twice the speed of a
chip-ram only A1200. You dont get this option with a Falcon as ALL
RAM is shared with the custom chips.

BTW, are you saying that an A1200 with a memory expansion is
actually 15% **faster** than the Falcon? So much for the `Superior`
030 architecture of the Falcon. Looks like that 16-bit access is a
killer after all!

Given that, in this country anyway, for the price of a Falcon
which comes with a measly 1 meg of memory as standard, I can get an
A1200 with 6 megs (2 meg chip, 4 meg fast) and an 80 meg HD.
So, for the same price the Amiga is 15% faster, has 6 times as
much RAM and an 80 meg HD as opposed to a floppy. Its not much
surprise that the Falcon isnt selling very well, is it?

>A1200 has no Midi, DSP, SCSI, or memory management capabilities. I'd say the

Thats a valid point. The Falcon scores in this area for sure.
However, although techies on usenet might get excited over these
things, the great computer using public doesnt. For all the `extras`
the Falcon has, they really dont make any difference to the majority
of users. And of course, you pay twice as much for the Falcon so you
arent getting these extras free.

>A1200 has had ZERO penetration into the MUSIC market that the FALCON is aimed at
>where whiz bang, and basically much superior video modes, are of no real value.
>I also do not expect the Falcon to penetrate the video market either.

Of course the Amiga has had zero penetration into the Music
market. It cant hope to compete with the 16-bit sound and DSP of the
Falcon. Its the HOME market where the bucks are and these features
are largely irrelevent to the home user.

>As to where exactly the Falcon is...
>It's in music and computer stores near ME :)

Its not in very many stores in the Uk ...

Gavan

# 1443. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 13:05:32 UTC
From: farren@netcom.com
Message-ID: <farrenCCs4D8.41w@netcom.com>
Source record: 21927
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>'Flip' Medley (cmedley@wam.umd.edu) wrote:
>: I don't see why a high-level language with a large library of routines for
>: the RISC processor couldn't do the same job.

>To me, this doesn't seem feasiable, as a risc = reduced instruction set,
>meaning that you will need to build functions using smaller functions.
>The upshot is that your risc binary executable for the game engine is
>going to be about 5x bigger than the same game engine coded in cisc
>68000 binary.

That's an understatement, if I've ever heard one. Reduced instruction set means that each function will consist of *more* instructions than on a CISC design. The instructions will execute a lot faster, but there will be many, many more of them. I've yet to see a RISC architecture that didn't have executables from 2 to 3 *times* as big as equivalent CISC executables.

And, since the instructions are, mostly, far less functional than CISC instructions (typically, they do only *one* thing, not the three or four or five that a CISC instruction can do), coding RISC in assembler is an exercise in developing one's typing skills - not to mention the fact that organization of complex code is just that much harder.

>Unless the code is copied from ROM to RAM, you're going suffer some speed
>loss with the 64bit risc processor trying to execute code from ROM.

Hey, hey, hey - how about that, boys and girls - another unanswered question from Atari.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 1444. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 13:11:16 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCs4Mv.J95@cbnews.cb.att.com>
Source record: 21757

In article <265gpd$dct@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <CCqB3L.Hr5@cbnews.cb.att.com>, Grue <tpp@cbnews.cb.att.com> wrote:
>>Yep, the Atari scene that has Nintendo running to SGI and 3DO badmouthing the
>>Jaguar, saying the Jaguar is Beta to 3DO's VHS, is really dead. Yep.
>>
>>Tom
>>
>
>
>Just out curiosity, has 3DO actually recognized the Jag as competition and
>already begun badmouthing it?

Yep. In addition to the above Beta/VHS slam, Trip Hawkins (the mighty king of
3DO) said that Atari would NEVER sell any Jaguars, that it's just a modified
32-bit system, and that Atari has no credibility anymore.

Sounds like he's a little nervous to me.

>
>If so, the Jag must be a legitimate threat... but 3DO is more than a game
>machine (and priced like it is more...).

Yes, but the "more than a game machine" things that are supposed to come out
are CD's that have been available for months to years on PC's. I haven't
heard anything that the the 3DO can do that, according to specs released for
each system, the Jag cannot.

>
>Incidentally, for those who care, Beta was actually a superior format to VHS.
>
>:)
>
>

Tom

--
+-----------------------------------------------------------------------------+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+-----------------------------------------------------------------------------+

# 1445. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 13:16:09 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCs4v0.JFC@cbnews.cb.att.com>
Source record: 21740

In article <9309021945.AA01545@lis18> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>
>tpp@cbnews.cb.att.com (Grue) writes :
>
>>Well, when I get one, it probably won't help me argue about the hardware inside.
>>I won't be opening the damn thing up. Therefore, the spec sheet would seem to
>>suffice. Where do the CD^32 specs come from?
>
> You want to spend your time arguing over spec sheets?
> Get a life!

What the hell have you all been arguing over?

>
>>>official release was 1st Sept but I may be wrong. BTW, when is the
>>>official release of the Jaguar? 1,2 years away.....?
>
>>Um, October. Is that soon enough for you?
>
> OCtober 1994 most likely.

Wow, what a witty comeback. No, October 1993. You asked, I answered. If you can't handle that answer, go cry to your mommy.

>>>PS The Atari scene is so dead that its only Amiga advocates having a
>>>go at you in this newsgroup thats generating any traffic......
>
>>Yep, the Atari scene that has Nintendo running to SGI and 3DO badmouthing the
>>Jaguar, saying the Jaguar is Beta to 3DO's VHS, is really dead. Yep.
>
> You have a really vivid imagination if you think that Atari have
>nintendo and 3DO worried. Atari have failed miserably to beat even a
>shit company like Commodore in the home computer market, and now you
>want to take on Sega and Nintendo (and possible 3DO) in the console
>market!?

You must have your eyes closed. Why do you suppose Nintendo announced the deal with SGI the day after the Jaguar was shown to the press?

>
> puh-lease!
>
>Gavan

Tom

--
+-------------------------------------------------------------------------+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+-------------------------------------------------------------------------+

# 1446. A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 13:23:35 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309031321.AA01375@bot9>
Source record: 21928
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

From c.s.atari.advocacy, bjgrier@bnr.ca (Brian Grier Perpk) writes ..

[deleted]

>Since a stock A1200 can not perform on an even par with the Falcon, you have
>to go out and buy special memory to be just 15% faster than the Falcon, and the

can anyone confirm these figures? I know a while ago there was a big
debate over the slowdown of the Falcons 16-bit access.

I think that the 68030 is inherently about 10-20% faster than the
020 and of course the Falcon runs at 16Mhz. So the Falcon should
theoretically be some 30-35% faster than the A1200. Of course, the
16-bit memory access would slow things down somewhat. Also, since
the A1200 comes supplied with only chipram, it is slown by half.
According to Brian Grier Perpk, an A1200 running with fastram will
outperform the Falcon. An candid admission by an Atari advocate ...

As I posted in atari.advocacy , you can get a 6 meg ram/ 80 meg HD
A1200 for the same price as a Falcon here.

So pound for pound..
^^^^^^^^^^^^^^^ <- Spending same on A1200 as Falcon...

The A1200 is 15 % faster.
The A1200 has an 80 MEg HD, the Falcon a floppy (HD costs more)
The A1200 has 6 megs, the Falcon 1 (more memory at extra cost)
The A1200 has better gfx capabilities than the Falcon
The A1200 has more software than the Falcon
The A1200 has a much wider userbase than the Falcon
The A1200 has a better multitasking OS than the Falcon
The A1200 has more peripherals than the Falcon
The A1200 is outselling the Falcon 10:1

The Falcon has 16-bit sound, The A1200 8-bit
The Falcon has a DSP, the A1200 none
The Falcon has a SCSI port, extra cost for A1200
The Falcon has a LAN port, extra cost for A1200
The Falcon has MIDI ports, extra cost for A1200

I think its pretty clear that, unless you are into music for which
the Falcon is ideally suited, the A1200 clearly is the more suitable
machine for the average user. Of course, the Falcon can do many
things excellently, but the A1200 does them better and there is much
better software available for it.

THATS why Amiga owners get pissed off at the constant sniping and misinformation from Falcon owners (many of whom are only Falcon wannabes).

QED

Gavan

# 1447. FOR SALE: Dungeon Master

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 13:23:39 UTC
From: "Charles A. Hunt" <u0573ac@unx.ucc.okstate.edu>
Message-ID: <1993Sep3.132339.15880@osuunx.ucc.okstate.edu>
Source record: 21929

I have a new, shrink-wrapped copy of the game Dungeon Master
for the Atari, 520 ST, 1040 ST and Mega ST. If anyone is
interested in buying it make me an offer. The highest offer
recieved by 9/15/93 will get the game. Keep in mind that
postage will be $3-4.

Charles A. Hunt

contact me at either:
u0573ac@unx.ucc.okstate.edu
or
chasahunt@aol.com

# 1448. Some speculations on the Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 14:43:36 UTC
From: broehl@sunee.uwaterloo.ca
Message-ID: <CCs8wp.H6K@watserv1.uwaterloo.ca>
Source record: 21930

I've been examining the block diagrams and spec sheets that have been posted, and I've got some speculations about processors, RAM and ROM usage.

[ NOTE: I have no intention of getting into the "is it a 64 bit machine" controversy; you can argue that back and forth forever without resolving anything. What I'm trying to figure out here is which processor is "in charge", how the RAM is used, what must be stored in the cartridge ROMS, etc. ]

Clearly, Jerry isn't the brains of the operation. It's a self-contained processor with 8k of RAM on-chip that it probably uses for both instructions and data; my guess is that it gets put into a mode that lets its RAM get loaded up by whatever processor is in charge (the 68000 or Tom), and from then on, it cheerfully does what it does best (sound, external i/o, etc). If it accesses the cartridge ROM at all, it would only be for retrieving digitized audio data. The DSP almost certainly wouldn't be touching the system (video) RAM.

Tom has 4k of static RAM on-chip, which it probably uses for its own stack, variables, etc; this implies that it's not using part of the video RAM for that purpose (which makes sense).

Now, from the Q & A session:

> A. Atari's position is that the Jaguar uses a 64-bit distributed RISC
> architecture, a 64-bit data bus, and a 64-bit graphics RISC processor as
> the primary CPU (central processing unit). The 16-bit Motorola 68000
> serves as a subordinate coprocessor, and can only access the lowest 16
> bits of the bus.

By referring to the 68000 as a "subordinate coprocessor", they're clearly trying to downplay it, since it weakens the case that the Jag is a 64-bit machine. However, from the press release:

> - Motorola 68000 (processor #5)
> - General purpose control processor

So they're hedging their bets by referring to the 68000 as the "control" processor. My guess is that the 68000 is "in charge", but that the bulk of the actual processing is handled by Tom (which is why they can legitimately say that Tom's the "primary" CPU -- it's doing the real work).

The 68000 also has direct access to the ROM and and the 2 Meg of RAM (the "DRAM memory controller" on Tom probably handles this).

Frankly, I can't think of any other reason for the 68000 to *be* there, unless it's the one handing out orders; there's nothing else it can do that can't

be done better by Tom or Jerry.

And from the developer's standpoint, it's much nicer to program a 68000 than it is to get down and dirty with RISC machine language; I suspect there'll be a good-size library of routines for Tom's processors that you just use and forget about, which do all the real graphics work. Similarly, there'll be a bunch of code for Jerry that you don't need to know much about, that just gets loaded into Jerry's RAM and runs from there.

And let's face it, for arcade style games the code is mostly graphics, sound and i/o (by time and complexity, if not by volume). What's left is basically game logic, which is easily handled by the 68000.

Now, what about the RAM?

From a press release:

> * 16 megabits [2 megabytes] of fast page-mode DRAM.
>
> * Lifelike quality 32-bit color on NTSC or PAL television screens, yielding
> greater than 16 million colors (16,777,216 exactly).
>
> * Screen resolution of 720 x 576.

And elsewhere they explain that the 32 bits is 24 bits of color plus an 8 bit "transparency" or "alpha" channel.

Now, 720x576x4 bytes = 1658880, so (most of) the system RAM is definitely the display buffer. Some of it may, however, be accessed directly by the 68000 for use as a stack, general-purpose storage, etc. In fact, since the 68000 needs *some* RAM somewhere, and since the only RAM it has access to is the 2 Meg, we can be quite sure that this is the case.

Of course, we've heard references to Z-buffering, and it's not clear where exactly that Z depth information is being stored. Perhaps they're using the transparency channel, but that only gives them 8 bits; maybe they're using the remaining RAM (but that also gives them only about 8 bits per pixel). Perhaps they're using both, but that doesn't leave room for much of anything else!

Of course, they may only support Z-buffering in a lower-resolution mode. Let's see... the RAM is 64 bits "deep", so they could either have:

24 bits color + 8 bits transparency = 32 bits: 2 pixels per word
24 bits color + 8 bits transparency + 32 bits Z = 64 bits: 1 pixel per word

Of course, in the latter case they'd have half the display resolution.

I also notice there's no support for double-buffering, unless they do it in a lower-resolution mode. Of course, that still means they could do double-buffering, 24 bit color with transparency, Gouraud shading and 32 bit Z buffering at 360x288, which is better resolution than you find on a lot of video games right now. I know in the PC arena, most games are 320x200 with 8 bits of color. [And that resolution is about right for driving the LCDs

in as Head Mounted Display...]

Now, what about the ROM?

> * ROM cartridge capacity to 48 megabits [6 megabytes] of compressed or
> uncompressed code. When compressed, equivalent to almost 400 megabits.

Not clear on this. "Uncompressed code"? What other kind is there? The processors have to be able to fetch instructions directly from *somewhere*, right? I seriously doubt if they're uncompressing each instruction on the fly; the performance penalty would be pretty substantial. They must be using "code" very broadly here, to refer to data as well.

The cartridge ROMs have to store compressed bitmaps, compressed audio data, plus code for Tom, Jerry and the 68000.

Anyway, just some idle speculations while waiting for real info to materialize...

--
Bernie Roehl
University of Waterloo Dept of Electrical and Computer Engineering
Mail: broehl@sunee.UWaterloo.ca
Voice: (519) 885-1211 x 2607 [work]

# 1449. Re: Jaguar: It's time to face the facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 15:51:36 UTC
From: fraser@festival.ed.ac.uk
Message-ID: <CCsC21.53p@festival.ed.ac.uk>
Source record: 21931

In article <CCs1y3.233@watserv1.uwaterloo.ca>, broehl@sunee.uwaterloo.ca (Bernie Roehl) writes:

|> Incidentally, I've noticed that this discussion is much more heated that what
|> I'm used to in other groups. In particular, the amount of name-calling is
|> surprising. Is it always like this here?

Welcome to the world of commodore vs. atari where everybody hates each other and any machine made by the other company is automatically inferior, no matter what the specs say. ;-)

Ah well, at least we are all united when it comes to opinions on macs or MS-DOS machines. Then again, maybe not.....

John.

| No .sig due to too much work.
fraser@festival.ed.ac.uk | AAARGGH! It's friday and this
| program STILL doesn't work...

# 1450. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 16:01:57 UTC
From: fraser@festival.ed.ac.uk
Message-ID: <CCsCJA.69C@festival.ed.ac.uk>
Source record: 21932

In article <9309031300.AA01347@bot9>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|> Its not `special` memory. Its standard 32-bit RAM (might be
|> special on the Falcon tho` as you are stuck with 16-bit ram :^) )

sigh, how many times has this to be said, the falcon has 32-bit ram, and is accessed as such by the graphics and sound sub-systems. Only the cpu accesses this 16 bits at a time.

|> Any serious user wanting to expand beyond the *standard 2 MEG*
|> will buy this RAM which, as it doesnt have to share with the custom
|> chips, allows the machine to execute at twice the speed of a
|> chip-ram only A1200. You dont get this option with a Falcon as ALL
|> RAM is shared with the custom chips.

Sigh again. The falcon can have up to 16MB (bytes) of st ram, accessed by the DSP etc via a 32 bit DMA. You can also have up to 128 MB TT ram, using simms, and accessed directly by the 68030 (via 32 bit data path I think, but don't quote me on this....). This needs an extra board and takes up the cpu expansion slot, but I'm sure this can be worked round.

John

| Still no .sig because I can't be
fraser@festival.ed.ac.uk | bothered setting one up.
|

# 1451. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 16:25:24 UTC
From: cmedley@wam.umd.edu
Message-ID: <267r5k$hr8@cville-srv.wam.umd.edu>
Source record: 21933
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCCs3x2.3Hr@netcom.com>,
Mike Farren <farren@netcom.com> wrote:
>cmedley@wam.umd.edu ('Flip' Medley) writes:
>
>>In article <1993Sep2.044215.25499@monu6.cc.monash.edu.au>,
>
>>I don't see why a high-level language with a large library of routines for
>>the RISC processor couldn't do the same job.
>
>WHAT high-level language? Nowhere, in any of the "information" we've
>gotten, has anyone claimed that there is a high-level language available
>for the Jaguar's alleged RISC CPU. A decent C compiler for any machine,
>let alone a RISC, takes year or more to develop - and who's going to do
>such a thing for the Jaguar? As far as I know, Atari isn't exactly
>heavy on compiler developers. Without positive evidence to the contrary,
>I'm not going to believe that there *is* such a beast.
>

Maybe they just ported GNU C. :)

No, really, I admit I'm just speculating. Note that I didn't say such a
language actually existed for the Jag's RISC processor... only that I've
noticed that a large number of RISC machines seem to place the burden on
a high-level language's compiler and not so much on the individual programmer
hacking out some assembler.

(in fact, if I remember correctly.. its been a while, i remember reading that
the i860 does something like this.... it has an instruction, say an add,
like: add x,y,z and because of its pipelined architecture, I believe
it doesn't interpret this as z = x + y, but instead it requires that the
result of x + y be placed in the destination supplied by an instruction
four pipe stages behind the current one... i'd hate to code that by hand!)

However, it is quite possible the games are being done in Assembler or in
some proprietary language or whatever. I do think they have had time to
create a development system (that had to be right up there as a high
priority, because w/o that, they can't even make the games in house!).

>>Come to think of it, does anyone really do Assembler on RISC machines?
>
>Nobody with half a brain cell.
>

Judging from some of the replies i've gotten... i think some Archimedes
owners may be knocking on your door. :)

>>And of course it won't have a "true" operating system in the sense of a
>>computer, but it must have something...
>
>Why "must"?
>

Because something has to be a default state for when you cut the thing on
and there is no cartridge in it. :)

(like i said, not an OS or even an interface to the chips, like an XBIOS,
but something to start the chips up and perhaps some simple diagnostics,
if even that)

>Michael J. Farren farren@netcom.com
>Unconnected with Commodore for almost two years, now!

That's amazing. I've been unconnected to Commodore since I had a C-64. :)
It's a liberating feeling isn't it? :)

# 1452. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 16:30:36 UTC
From: cmedley@wam.umd.edu
Message-ID: <267rfc$hut@cville-srv.wam.umd.edu>
Source record: 21934
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309031321.AA01375@bot9>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
>
>The A1200 is 15 % faster.

I've heard claims from both Atari and Amiga owners about which one is faster. A long time ago, I suggested that we all just get a simple set of benchmarks, and run them on the machines using either GNU C (which should be near identical for both) or straight 680x0 assembler. When I said this, everyone in both campus pretty much rolled over and died because no one apparently wants to back up their claims. :)

# 1453. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 16:38:06 UTC
From: cmedley@wam.umd.edu
Message-ID: <267rte$i8o@cville-srv.wam.umd.edu>
Source record: 21935

In article <9309031017.AA00954@bot9>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
> Nor is Atari dead. But lets face it, its in such a dodgy financial
>position that C= looks secure in comparison. Considering that the
>Jaguar would appear to be such a radical new design, I really doubt
>that Atari have the necessary technical and financial clout to push
>the project through anywhere near on time. Just speculation from me,
>of course, but well founded I believe.
>

Commodore lost $288 million. Their stock decreased by almost 1/2 following
that.

Atari on the other hand was hovering near $0.50 for a long time before their
stock shot up to $5.00+ for a while. I have no idea whereit is at now.

Atari has had losses for 6 of the past 8 quarters.

Considering recent PR, it appears that in comp.sys.amiga.advocacy Amiga
owners are being told that basically Commodore plants to dump their
high-end Amiga line for now to concentrate on the CD^32 and that future
enhancements to their platform are all on hold while Commodore risks it
all on CD^32.

Likewise, Atari is betting almost everything on Jaguar.

Hate to break the news to you Gavan, but neither one of these companies is
terribly healthy... And remember, Commodore was losing money while selling
over 200,000 Amiga 1200s in Europe. (if not more)

What's wrong with the picture if a company is losing vast sums like that
while selling machines?

# 1454. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 16:40:18 UTC
From: cmedley@wam.umd.edu
Message-ID: <267s1i$i9s@cville-srv.wam.umd.edu>
Source record: 21936

In article <9309031026.AA00959@bot9>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
>bjgrier@bnr.ca (Brian Grier Perpk) writes ....
>
>>|> thanks to poor marketting by Atari. It doesnt have much software
>>|> support to speak of, and almost certainly never will.
>>|>
>
>>Time will tell.
>
> Hmmm, its been around about a year now and not much seems to be
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>happening. If the Falcon and the Amiga 1200 were such a radical step

I didn't see "for sale" Falcons until March here in America. I have no
idea about the rest of the civilized world. So we've had them a whopping
5 months.

Hardly enough time to decide if it is dead or not.

(if 5 months is enough time to decide that, the Amiga would have died in its
infancy... remember the A1000?)

# 1455. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 16:59:08 UTC
From: aga@qedbbs.com
Message-ID: <019a0B1w165w@qedbbs.com>
Source record: 21795
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> So no CD-32 in the US? Hmmmmmmmmm... I understand the decision, but
> if they do this, they are possing themselves more vulnerable to go against
> Nintendo when Nintendo releases the Reality system.
>
> Oh, well... but I can understand... hopefully they'll have the adapters
> for the A1200 here...

Euro mags if anyone remembers usually arrive here a month or two late. So
any US news they report it usually longer. EE Times talked about US CD32
and that was just real recently. Too recent to be picked up by the Euro
Mags and sent over here just quite yet. And I hold in my HAND an
advertisement for:

WORLD OF COMMODORE, PASADENA CALIFORNIA

When Next week! Fri, Sat, Sun

BIG WORD IN ADVERT. THE OFFICIAL US UNVIELING OF CD^32....

Hmmm can't be true then, must be false advertising, I'm so depressed, I
think I won't go......

---
aga@qedbbs.com (Peter Dilley) or qed!aga
The QED BBS -- (310)420-9327

# 1456. Re: Akiko

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 17:12:46 UTC
From: aga@qedbbs.com
Message-ID: <ZN0a0B3w165w@qedbbs.com>
Source record: 21798
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

David Zvekic

Dave, I trully think the new Akiko will be use primarily with cd based games and not with floppy based games. Those who buy the CD will get teh akiko on a card, or if they got cd^32 they get akiko built in. Therefore if you were sitting down programming for three months you surely don't want to waste time. So you know your throwing this on floppy and less than 1% of those people have akiko so you don't write for it.

---
aga@qedbbs.com (Peter Dilley) or qed!aga
The QED BBS -- (310)420-9327

# 1457. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 17:28:40 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <267us8$8lk@Tut.MsState.Edu>
Source record: 21789
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <267rfc$hut@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <9309031321.AA01375@bot9>,
>Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>>
>>
>>The A1200 is 15 % faster.
>
>
>I've heard claims from both Atari and Amiga owners about which one is
>faster. A long time ago, I suggested that we all just get a simple
>set of benchmarks, and run them on the machines using either GNU C (which
>should be near identical for both) or straight 680x0 assembler. When I
>said this, everyone in both campus pretty much rolled over and died because
>no one apparently wants to back up their claims. :)

Hey, I'm all for it as well, but it appears that all of the folks
boasting about this and that are wimps. I've even thought of a
couple of tests that could be easily coded for the comparison:

Copy from main memory to main memory.
Copy from video memory to video memory.
Copy from main memory to video memory.
Copy from video memory to main memory.

The CPU, Blitter, or whatever the hell else can be used, the only
restrictions being that each should move the same amount of memory
in the same size chunks.

Any other tests that people can think of are also fine, but until
someone actually does the testing, spouting off about X being some
percent faster than Y is silly.

Will there be any takers? Somehow I doubt it, but there will probably
be a zillion lame excuses for not doing it...

Skip Sauls
skip@cy.cs.olemiss.edu

# 1458. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 17:57:58 UTC
From: boberg@lysator.liu.se
Message-ID: <CCsHws.4w1@lysator.liu.se>
Source record: 21802

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 02 Sep 93 21:25:46, Chris Herborth wrote:

>CH> Amiga A4000 actually has an '040 in it, and nice graphics; pity Atari's

>Ehrm .. 256 colours ... yeah .. very nice ... (We all know HAM is useless)

HAM is far from useless. Sure, it's not the display mode of choice for running the Workbench on, but who needs a 262,144+ color Workbench? If you had ever seen the difference between a 256 color rendering of a 24-bit raytrace, and a HAM8 rendering of the same image, you probably wouldn't have said the above. In fact, I have compared several 24-bit images rendered in HAM8 and full 24-bit truecolor side-by-side, and trust me, on most types of images (with a decent HAM8 renderer like ImageFX or ADPro) you will have to look pretty hard to find any difference.

In fact, our CD32 games will use the HAM8 mode to display absolutely stunning animation sequences, and so does several other titles, so it is far from useless.

>CH> never going to release another computer (after all, they're
>CH> concentrating on the Jaguar now).

>They will develope 040-based Falcons for the Jaguar-sales money ...

Why? That would be like throwing money into a black hole. They better put the money into further promotion of the Jaguar instead. The way I see it, Atari is dead as a computer manufacturer, but there is some possibility that the Jaguar might be successful (I guess we'll have to wait and see).

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1459. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 18:15:11 UTC
From: cmedley@wam.umd.edu
Message-ID: <2681jf$m1m@cville-srv.wam.umd.edu>
Source record: 21788
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <267us8$8lk@tut.msstate.edu>,
Skip Sauls <skip@cy.cs.olemiss.edu> wrote:
>
>Hey, I'm all for it as well, but it appears that all of the folks
>boasting about this and that are wimps. I've even thought of a
>couple of tests that could be easily coded for the comparison:
>
>Copy from main memory to main memory.

Well, this should be done several different ways... and i can think of
some sneaky ways for this to be biased.

I can say this... considering that both machines has a nice set of chips
in them that can do amazing things, we will have to make sure the
benchmarks are done strictly using 680x0 code and nothing that makes use
of the Blitter, DSP, etc... which would obviously affect the CPU
performance.

Disclaimer: in actual use, both machines would make more use of their
custom chips than in the benchmarks.

>Copy from video memory to video memory.

I know one argument both camps will offer will be that the Blitters would
be used for that, and not the CPU.

>Copy from main memory to video memory.

Same as above. :)

>Copy from video memory to main memory.

Same as above. :)

Acutally, as long as we stick to legal 680x0 assembler, it should be
problem. Just to cast the first stone, I'll think up some code and
perhaps correspond with you via email about how to make the benchmarks
as generic as possible.

>
>The CPU, Blitter, or whatever the hell else can be used, the only
>restrictions being that each should move the same amount of memory
>in the same size chunks.
>

I really think that to begin with, we should just use the CPU as the
crux of the argument isn't over whose custom chips are superior, but

whose CPU is running faster.

Also, when banging the hardware, there could tricks (as what demo authors do) which would be things we wouldn't see in the performance of the system during a typical session with, say, a spreadsheet. :)

>
>Will there be any takers? Somehow I doubt it, but there will probably
>be a zillion lame excuses for not doing it...
>

Well, let's not write everyone off yet. Some people like to do more than talk.

(it can't be a coincidence that 3DO is run by a Trip and all of our names rhyme... :) )

>Skip Sauls
>skip@cy.cs.olemiss.edu

# 1460. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 18:40:33 UTC
From: renfro@bnr.ca
Message-ID: <268331$sn1@crchh327.bnr.ca>
Source record: 21799
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <267us8$8lk@Tut.MsState.Edu>, skip@cy.cs.olemiss.edu (Skip Sauls) writes:
|> In article <267rfc$hut@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
|> >In article <9309031321.AA01375@bot9>,
|> >Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
|> >>
|>
|> Hey, I'm all for it as well, but it appears that all of the folks
|> boasting about this and that are wimps. I've even thought of a
|> couple of tests that could be easily coded for the comparison:
|>
<stuff deleted>
|>
|> Will there be any takers? Somehow I doubt it, but there will probably
|> be a zillion lame excuses for not doing it...
|>

Hey, I'd be happy to run any benchmarks anyone wants to provide. I don't have time (or necessarily the ability) to write the code myself. I also think it is going to be difficult to find anything that will acurately compare the two systems. There are differences that will make some things look good on one machine and others look good on the other. BTW, is the Falcon allowed to make use of it's built in, standard DSP?

I did previously post some numbers for a particular application running on a 16 Mhz enhanced MegaST and the same application running on the Falcon in the same video mode. This showed the Falcon to be nearly twice as fast as the 16 Mhz Mega. I think this is a valid benchmark since it is the exact same application doing the exact same operation on two different machines. I think it may be difficult to come up with a similar application (or benchmark) to compare the A1200 and the Falcon.

Like I said, if anyone could provide or direct me to some executables to be used as a benchmark, I would be glad to run them on my Falcon and post the results.

RandyH

# 1461. Assembly in a RISC envrionment? (was: Jaguar? Seems...(WAS: Re: CD32))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 19:01:15 UTC
From: jpdavid@netcom.com
Message-ID: <jpdavidCCsKu3.Apo@netcom.com>
Source record: 21794
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCCs4D8.41w@netcom.com> farren@netcom.com (Mike Farren) writes:
>int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>>'Flip' Medley (cmedley@wam.umd.edu) wrote:
>>: I don't see why a high-level language with a large library of routines for
>>: the RISC processor couldn't do the same job.
>
>>To me, this doesn't seem feasiable, as a risc = reduced instruction set,
>>meaning that you will need to build functions using smaller functions.
>>The upshot is that your risc binary executable for the game engine is
>>going to be about 5x bigger than the same game engine coded in cisc
>>68000 binary.
>
>That's an understatement, if I've ever heard one. Reduced instruction
>set means that each function will consist of *more* instructions than on
>a CISC design. The instructions will execute a lot faster, but there
>will be many, many more of them. I've yet to see a RISC architecture
>that didn't have executables from 2 to 3 *times* as big as equivalent
>CISC executables.
>
>And, since the instructions are, mostly, far less functional than CISC
>instructions (typically, they do only *one* thing, not the three or four
>or five that a CISC instruction can do), coding RISC in assembler is an
>exercise in developing one's typing skills - not to mention the fact that
>organization of complex code is just that much harder.

What are the general implications for computers as they move toward
RISC. Even the amiga is supposed to go to RISC some day. Does this
make assemblers a dying breed? If executables a three times the size,
does that mean a 100 meg hard drive is the functional equiv. of a 30
meg? 3 megs of ram would be as useful as 1?

| David Leslie | jpdavid@netcom.com |
| Fight On USC! | dleslie@scf.usc.edu |

# 1462. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 19:04:12 UTC
From: nyberg@ctron.com
Message-ID: <2684fclNN4m1@ctron-news.ctron.com>
Source record: 21818
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

bjgrier@bnr.ca (Brian Grier Perpk) write:
/|> Oh nothing, nothing... Except that the CD32 IS an A500 with a decent
/|> graphics processor (or two)... AND a 32-bit CPU. You work it out.
/
/Let me see an A500 has a 68000 for its processor, and it is a 32-bit CPU.
/But the 68000 in the Jaguar is not a 32-Bit CPU. NEAT TRICK!!!!

Back the truck up! Read the statement again, _slowly_ this time. Read it
like this: Except that the CD32 IS an A500 [but] with [a decent graphics
processor (or two)... AND a 32-bit CPU.]

Feel a little foolish?

Just fanning the flames...

--
These are the thoughts and words of Jason Nyberg (nyberg@ctron.com)
\ /
_______/O___/____ In aerodynamics we trust!
__//_/

# 1463. Article about Jaguar in EE Times.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 19:05:24 UTC
From: vincek@oakhill.sps.mot.com
Message-ID: <CCsL11.LH2@oakhill.sps.mot.com>
Source record: 21803

All of you Jaguar Experts,

There is an article about Jaguar in Aug. 30th issue
of EE Times.

Vincek

# 1464. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 19:11:30 UTC
From: nyberg@ctron.com
Message-ID: <2684t2INN4m1@ctron-news.ctron.com>
Source record: 21823
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip' Medley) writes:
/Personally, all I know is, for $200 there is nothing that will come close.
/The biggest argument against any machine over $400 (like CD^32) would be
/that if you're going that far, you may as well get a 3DO (The Sanyo model
/may go as low as $550).

CD32 will cost less than US$400 (it has already been released in Europe,
I think)

Jaguar is not out, and won't be in the near future. Prices are unknown. (How
much is a falcon? How much was it supposed to be before it was released?)

Prices on 3d0 are unknown.

--
These are the thoughts and words of Jason Nyberg (nyberg@ctron.com)
\ /
_______/O___/____ In aerodynamics we trust!
__//_/

# 1465. Re: Chicken Amiga Owners... Fight like a Robot! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 19:49:21 UTC
From: andrew@cworld.demon.co.uk
Message-ID: <andrew.0562@cworld.demon.co.uk>
Source record: 21783
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep03.001219.10991@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> In article <CCMHDL.69L@dcs.ed.ac.uk>, pab@dcs.ed.ac.uk (Alan Blair) writes:
> |> In article <25un6k$ao0@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
> |> >
> |> > The CD^32 also isn't known outside of Commodore's HQ. Have you seen a single
> |> > advertisment in any game magazines, computer magazines, or ANY magazines for
> |> > CD^32?
> |> >
> [NO CD-32 in the US stuff deleted]
>
>
> |>
> |>
> |> Don't be glum, US. CD32 is bound to sell billions in Europe and become so well known
> |> that every American will want one, so Commodore can sell it there too,
> |> ushering in a new era of peace and happiness! (It'll at least do fairly well...)
> |>
> |>
> |> alan
>
> So no CD-32 in the US? Hmmmmmmmmm... I understand the decision, but
> if they do this, they are possing themselves more vulnerable to go against
> Nintendo when Nintendo releases the Reality system.

The reason the CD^32 will be delayed or not released at all in the US is
that here in the UK and in Europe in general it is proving to be so popular
that dealers have pre-ordered all the machines that C= can make until
Christmas at least.

--

__
/// Andrew Harrison Index Information Ltd
__ /// InterNet andrew@cworld.demon.co.uk
\\\ /// FidoNet 2:250/319.2
\XXX/ A4000/40 120/20MB

# 1466. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 20:25:08 UTC
From: jcrowe@zaphod.NoSubdomain.NoDomain
Message-ID: <1993Sep3.202508.29658@integrity.uucp>
Source record: 21797
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCCs3x2.3Hr@netcom.com>, farren@netcom.com (Mike Farren) writes:
|> cmedley@wam.umd.edu ('Flip' Medley) writes:
|
|> >Come to think of it, does anyone really do Assembler on RISC machines?
|>
|> Nobody with half a brain cell.

Actually, those people who do RISC assembler programming need way more than
half a brain cell. There are areas, especially in the low-level layers of VM
implementations in UNIX variants where you have no choice but to do
assembler. OTOH, when I was writing device driver code on the RS/6000
I wrote ~3500 lines of C code and four instructions in assembler, to handle
some endianess problems as I recall.

|> --
|> Michael J. Farren farren@netcom.com

# 1467. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 21:11:29 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep03.211129.14719@rchland.ibm.com>
Source record: 21800

In article <267rte$i8o@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <9309031017.AA00954@bot9>,
|> Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:

[stuff deleted]

|>
|> Commodore lost $288 million. Their stock decreased by almost 1/2 following
|> that.
|>
|> Atari on the other hand was hovering near $0.50 for a long time before their
|> stock shot up to $5.00+ for a while. I have no idea whereit is at now.

Less than 4. Check it out.

|>
|> Atari has had losses for 6 of the past 8 quarters.
|>
|> Considering recent PR, it appears that in comp.sys.amiga.advocacy Amiga
|> owners are being told that basically Commodore plants to dump their
|> high-end Amiga line for now to concentrate on the CD^32 and that future
|> enhancements to their platform are all on hold while Commodore risks it
|> all on CD^32.
|>
|> Likewise, Atari is betting almost everything on Jaguar.
|>
|> Hate to break the news to you Gavan, but neither one of these companies is
|> terribly healthy... And remember, Commodore was losing money while selling
|> over 200,000 Amiga 1200s in Europe. (if not more)

Because they had loans they had to work out. If they continue selling
A1200's like this, they will go back to the black.

|>
|> What's wrong with the picture if a company is losing vast sums like that
|> while selling machines?
|>
Read above. I like the Jaguar, but it definitively seems that the Falcon
has been a big flop.

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210

>>> New internet address: raist@vnet.ibm.com <<<<

# 1468. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 21:13:11 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep03.211311.14790@rchland.ibm.com>
Source record: 21801

In article <267s1i$i9s@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> In article <9309031026.AA00959@bot9>,
|> Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
|> >
|> >bjgrier@bnr.ca (Brian Grier Perpk) writes ....
|> >
|> >>|> thanks to poor marketting by Atari. It doesnt have much software
|> >>|> support to speak of, and almost certainly never will.
|> >>|>
|> >
|> >>Time will tell.
|> >
|> > Hmmm, its been around about a year now and not much seems to be
|> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> >happening. If the Falcon and the Amiga 1200 were such a radical step
|>
|> I didn't see "for sale" Falcons until March here in America. I have no
|> idea about the rest of the civilized world. So we've had them a whopping
|> 5 months.
|>
|> Hardly enough time to decide if it is dead or not.
|>
|> (if 5 months is enough time to decide that, the Amiga would have died in its
|> infancy... remember the A1000?)

Ah, but there's a difference. When the A1000 came out there was
simply *nothing* that came close to what the machine was doing.
Now that the Falcon comes out at this time, this is not true.

(Now, the Jaguar does indeed so far seems to be like what I said about the A1000)
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1469. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 21:15:54 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep03.211554.16156@rchland.ibm.com>
Source record: 21805

In article <CCsCJA.69C@festival.ed.ac.uk>, fraser@festival.ed.ac.uk (J Fraser) writes:
|> In article <9309031300.AA01347@bot9>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|> |> Its not `special` memory. Its standard 32-bit RAM (might be
|> |> special on the Falcon tho` as you are stuck with 16-bit ram :^) )
|>
|> sigh, how many times has this to be said, the falcon has 32-bit ram, and is
|> accessed as such by the graphics and sound sub-systems. Only the cpu accesses
|> this 16 bits at a time.

wich makes cpu access slower than it should be :-)

|> |> Any serious user wanting to expand beyond the *standard 2 MEG*
|> |> will buy this RAM which, as it doesnt have to share with the custom
|> |> chips, allows the machine to execute at twice the speed of a
|> |> chip-ram only A1200. You dont get this option with a Falcon as ALL
|> |> RAM is shared with the custom chips.
|>
|> Sigh again. The falcon can have up to 16MB (bytes) of st ram, accessed by the DSP
|> etc via a 32 bit DMA.

Again, this is not the CPU.

|> You can also have up to 128 MB TT ram, using simms, and
|> accessed directly by the 68030 (via 32 bit data path I think, but don't quote me
|> on this....). This needs an extra board and takes up the cpu expansion slot, but
|> I'm sure this can be worked round.

Is the board available? How much it costs?

|>
|>
|> John
|>
|> | Still no .sig because I can't be
|> fraser@festival.ed.ac.uk | bothered setting one up.
|> |

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1470. Re: Some speculations on the Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 21:22:22 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep03.212222.12706@rchland.ibm.com>
Source record: 21804

In article <CCs8wp.H6K@watserv1.uwaterloo.ca>, broehl@sunee.uwaterloo.ca (Bernie Roehl) writes:
[stuff deleted]

|> Now, 720x576x4 bytes = 1658880, so (most of) the system RAM is definitely the
|> display buffer. Some of it may, however, be accessed directly by the 68000
|> for use as a stack, general-purpose storage, etc. In fact, since the 68000
|> needs *some* RAM somewhere, and since the only RAM it has access to is
|> the 2 Meg, we can be quite sure that this is the case.
|>
|> Of course, we've heard references to Z-buffering, and it's not clear where
|> exactly that Z depth information is being stored. Perhaps they're using the
|> transparency channel, but that only gives them 8 bits; maybe they're using the
|> remaining RAM (but that also gives them only about 8 bits per pixel).
|> Perhaps they're using both, but that doesn't leave room for much of anything
|> else!
|>
|> Of course, they may only support Z-buffering in a lower-resolution mode.
|> Let's see... the RAM is 64 bits "deep", so they could either have:
|>
|> 24 bits color + 8 bits transparency = 32 bits: 2 pixels per word
|> 24 bits color + 8 bits transparency + 32 bits Z = 64 bits: 1 pixel per word
|>
|> Of course, in the latter case they'd have half the display resolution.
|>
|> I also notice there's no support for double-buffering, unless they do it in
|> a lower-resolution mode. Of course, that still means they could do double-
|> buffering, 24 bit color with transparency, Gouraud shading and 32 bit Z
|> buffering at 360x288, which is better resolution than you find on a lot of
|> video games right now. I know in the PC arena, most games are 320x200 with
|> 8 bits of color. [And that resolution is about right for driving the LCDs
|> in as Head Mounted Display...]

Very interesting analysis. Most games will be low-res most likely. It's like
the S-NES- it can have 544x480 or 440 resolution, but is a mode where the
'MODE 7' rotation and scale do not work at all. Only 1 game to my knowledge
uses it.

The good news is that 3DO might do exactly the same and that if they go
at that resoulution the display becomes interlaced.

|> Now, what about the ROM?
|>
|> > * ROM cartridge capacity to 48 megabits [6 megabytes] of compressed or
|> > uncompressed code. When compressed, equivalent to almost 400 megabits.

|>
|> Not clear on this. "Uncompressed code"? What other kind is there? The
|> processors have to be able to fetch instructions directly from *somewhere*,
|> right? I seriously doubt if they're uncompressing each instruction on the
|> fly; the performance penalty would be pretty substantial. They must be using
|> "code" very broadly here, to refer to data as well.
|>
|> The cartridge ROMs have to store compressed bitmaps, compressed audio data,
|> plus code for Tom, Jerry and the 68000.

This is the same way the S-NES and Genesis operate, nothing more. (They compress the data and code with whoever is the CPU).

|>
|> Anyway, just some idle speculations while waiting for real info to
|> materialize...
|>
|> --
|> Bernie Roehl
|> University of Waterloo Dept of Electrical and Computer Engineering
|> Mail: broehl@sunee.UWaterloo.ca
|> Voice: (519) 885-1211 x 2607 [work]

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
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>>> New internet address: raist@vnet.ibm.com <<<<

# 1471. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-03 21:57:15 UTC
From: cmedley@wam.umd.edu
Message-ID: <268ejr$2qh@cville-srv.wam.umd.edu>
Source record: 21796
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2684t2INN4m1@ctron-news.ctron.com>,
Jason W. Nyberg <nyberg@ctron.com> wrote:
>cmedley@wam.umd.edu ('Flip' Medley) writes:
>/Personally, all I know is, for $200 there is nothing that will come close.
>/The biggest argument against any machine over $400 (like CD^32) would be
>/that if you're going that far, you may as well get a 3DO (The Sanyo model
>/may go as low as $550).
>
>CD32 will cost less than US$400 (it has already been released in Europe,
>I think)
>
>Jaguar is not out, and won't be in the near future. Prices are unknown. (How
>much is a falcon? How much was it supposed to be before it was released?)
>
>Prices on 3d0 are unknown.
>

CD^32 "may" be released in Europe already?

Anyone in Europen reading this own one? :)

Jaguar is not supposed to ship in quantity until early '94, and I believe
roughly 50,000 are slated for the initial rollout late this Fall in NY and
SF.

(small potatoes)

Price on the Jag is *set* at $200. Read the press releases.

Likewise, if you check around, 3DO prices are set by the manufacturer, hence
the Panasonic one is $700 (MSRP) and the Sanyo one is $550 (MSRP).

Anything else you wanna know? :)

# 1472. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 01:16:48 UTC
From: ggg@kepler.unh.edu
Message-ID: <268qa0$256@mozz.unh.edu>
Source record: 21808
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'>cmedley@wam.umd.edu ('Flip' Medley) writes:
'>Likewise, if you check around, 3DO prices are set by the manufacturer, hence
'>the Panasonic one is $700 (MSRP) and the Sanyo one is $550 (MSRP).
'>
'>Anything else you wanna know? :)

Yeah. Whats the difference between the Sanyo and the Panasonic 3DO?
More specifically, what do you get for the extra $150? Higher quality?
More features?

Greg Greene
ggg@kepler.unh.edu

# 1473. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 03:51:49 UTC
From: jpdavid@netcom.com
Message-ID: <jpdavidCCt9EE.59E@netcom.com>
Source record: 21819
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2684t2INN4m1@ctron-news.ctron.com> nyberg@ctron.com (Jason W. Nyberg) writes:
>cmedley@wam.umd.edu ('Flip' Medley) writes:
>/Personally, all I know is, for $200 there is nothing that will come close.
>/The biggest argument against any machine over $400 (like CD^32) would be
>/that if you're going that far, you may as well get a 3DO (The Sanyo model
>/may go as low as $550).
>
>CD32 will cost less than US$400 (it has already been released in Europe,
>I think)
>
>Jaguar is not out, and won't be in the near future. Prices are unknown. (How
>much is a falcon? How much was it supposed to be before it was released?)
>
>Prices on 3d0 are unknown.

Prices on 3DO are no more unknown than CD-32. Well, at least US
prices. Neither product is available, and basic prices for both have
been announced.

| David Leslie | jpdavid@netcom.com |
| Fight On USC! | dleslie@scf.usc.edu |

# 1474. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 05:37:13 UTC
From: cmedley@wam.umd.edu
Message-ID: <2699i9$cpv@cville-srv.wam.umd.edu>
Source record: 21830
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <268qa0$256@mozz.unh.edu>,
Gregory G Greene <ggg@kepler.unh.edu> wrote:
>'>cmedley@wam.umd.edu ('Flip' Medley) writes:
>'>Likewise, if you check around, 3DO prices are set by the manufacturer, hence
>'>the Panasonic one is $700 (MSRP) and the Sanyo one is $550 (MSRP).
>'>
>'>Anything else you wanna know? :)
>
> Yeah. Whats the difference between the Sanyo and the Panasonic 3DO?
> More specifically, what do you get for the extra $150? Higher quality?
> More features?

Actually, there has been no official word on what the differences are. I
do know that the 3DO is just a specification... so the Panasonic may include
components not found on the Sanyo, but I wouldn't say that without some
reservations right now, until hard facts became available.

## 1475. Atari vs Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 05:41:11 UTC
From: kfason@csn.org
Message-ID: <CCtEGo.L11@csn.org>
Source record: 21749

ok. I give up. If the Atari (fill here) suks then why complain about it? If the Falcon030 does not give the A1200 competition, then why bother telling that. It would be obvous wouldnt it? Or is it??

Same with the Jaguar... Its meant to apeal to the game playing masses. The F030 to the music industry... I own a Mega 'E, I like it, it does what I want. Don't like PCs, pain in the ass, always have to change system setups... Mac is too damn slow on screen draws and such... Every Amiga machine I used gurued when I tried to push it.

Hell, now that I am getting back into music I'm considering getting a Falcon030 why? DSP, MIDI, D2d, etc...

It does what I want, I'm happy. So who cares if the Amiga is faster, or better, the experience I've had was very bad...

On this multitasking, I've never crashed my mega when multitasking. Every process I try to do on teh Amiga did. may have improved in the last six months but I doubt it...

on the Amiga people coming here. why? Amiga too dull to talk about? Atarians already know what it can do, why advocate it?

Everyone knows Atari management sux. They make good machines. And as far as r on time). what was the A1200 prob, someothing with a fan or something. backwards I think...

anyways. l8rz for me...

-Kevin Fason

```
-------------------------------------------------------------------------
| Atari Mega/STe 4-95 w/ FPU | Contact Info: |
| US Robotics 16800 Dual Standard | kfason@Lamar.ColoState.EDU |
| Multi Game Hunter ASIC 24Mbit | kfason@CSN.ORG |
-------------------------------------------------------------------------
```

I'm conserned I'd rather wait for a perfect machine then get a screwed one early or on time

# 1476. RISC and the Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 06:53:01 UTC
From: cs922097@ariel.yorku.ca
Message-ID: <1993Sep4.065301.4980@newshub.ariel.yorku.ca>
Source record: 21822
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

RISC processors generally work this way. They have fewer instructions, but the instructions that they do have they can handle faster than a CISC chip. They come out ahead (hopefully) because while they pay a penalty for having to construct complex instructions out of many simple instructions, they gain whenever one of those simple instructions are used. The simple instructions are generally extremely common such as MOV (move) etc.

The compiler has to provide software emulation for any complex task that might be needed, such as moving an entire block of memory or padding a section of memory with a character etc. The executable this thus larger.

The Amiga of course has a significant advantage. For the same reason that Amiga executables are almost always smaller than comparable programs on other systems. The Amiga uses shared libraries. These shared libraries can be used to perform the complex instructions that the RISC chip lacks. They could even be used to emulate 680x0 code if needed. Something like this is already exists.

The 68040 has a reduced floating point instruction set.The 68882 is like CISC. Whenever a program tries to use 68882 instructions not directly supported by the 040 the 040.library (I believe that is the filename) is used and the program continues normally. The 040 performs common floating point instructions about 8 times faster than the 68882 (according to AIBB).

Anyways while other systems will probably have bloated RISC executables the Amiga can handily avoid this problem as it has done so in the past.

David Zvekic.

# 1477. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 10:51:32 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309041049.AA00533@lis17>
Source record: 21826
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>In article <9309031321.AA01375@bot9>,
>Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
>>The A1200 is 15 % faster.

>I've heard claims from both Atari and Amiga owners about which one is
>faster. A long time ago, I suggested that we all just get a simple
>set of benchmarks, and run them on the machines using either GNU C (which
>should be near identical for both) or straight 680x0 assembler. When I
>said this, everyone in both campus pretty much rolled over and died because
>no one apparently wants to back up their claims. :)

Come on someone! Do the benchmarks and lets see which is faster! All
this haggling over hypothetical speeds is a waste of time. I want to
see the *facts*

Gavan.

# 1478. A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 11:00:06 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c87d3ba@troed.ct.se>
Source record: 21739

In a message of 03 Sep 93 16:18:35, Gavan Martin Moran wrote:

GM> can anyone confirm these figures? I know a while ago there was a big
GM> debate over the slowdown of the Falcons 16-bit access.

No slowdown at all. I can't tell you why, bcoz I don't know, but in benchmarks
the Falcon is 50% of the Speed of a 32Mhz 030 TT with a 32 bit bus ..

GM> The A1200 is 15 % faster.

Bullshit.

GM> The A1200 has an 80 MEg HD, the Falcon a floppy (HD costs more)

My Falcon has a 160Mb HD.

GM> The A1200 has 6 megs, the Falcon 1 (more memory at extra cost)

My Falcon has 4 Megs, the A1200 I've seen are all 2 meg.

GM> The A1200 has better gfx capabilities than the Falcon

Hahahahahahahhah.. since WHEN????

GM> The A1200 has more software than the Falcon

Geezyz ... lying again I see?

GM> The A1200 has a much wider userbase than the Falcon

Yeah, playing games is fun. Right.

GM> The A1200 has a better multitasking OS than the Falcon

Hahahahaha .. no MEMORYPROTECTION,

GM> The A1200 has more peripherals than the Falcon

Bullshit.

GM> The A1200 is outselling the Falcon 10:1

According to a COMMODORE magazine in Sweden the A1200 has sol *5000* units here
..

GM> The Falcon has 16-bit sound, The A1200 8-bit

Yup.

GM> The Falcon has a DSP, the A1200 none

yup.

GM> The Falcon has a SCSI port, extra cost for A1200

SCSI-II

GM> The Falcon has a LAN port, extra cost for A1200

Yup.

GM> The Falcon has MIDI ports, extra cost for A1200

Yup.

GM> I think its pretty clear that, unless you are into music for which
GM> the Falcon is ideally suited, the A1200 clearly is the more suitable
GM> machine for the average user. Of course, the Falcon can do many
GM> things excellently, but the A1200 does them better and there is much
GM> better software available for it.

The A1200 is a GAMES-MACHINE .. (cd32)

GM> THATS why Amiga owners get pissed off at the constant sniping and
GM> misinformation from Falcon owners (many of whom are only Falcon
GM> wannabes).

I have a Falcon ... want some real info? Not a single Amiga (1200/4000) or PC (486/386) owning friend of mine has walked from this room without wanting a Falcon!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1479. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 11:00:06 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c87d228@troed.ct.se>
Source record: 21750

In a message of 03 Sep 93 15:08:13, Gavan Martin Moran wrote:

GM> Not true. HAM8 provides 262000 colours on screen at a resolution
GM> of up to 1280x512 (more with overscan). Even a standard 640x512 HAM8
GM> screen looks indistinguishable from a 24 bit screen. Considering you
GM> get this in a computer for HALF the cost of the falcon, the display
GM> is unrivalled. The only drawback to HAM8 is that it is tricky to
GM> draw freeharnd on. As a display screen it is near perfect providing
GM> 18 bit quality in only 8 bitplanes.

Your problem is that I know Amiga graphicians ... they HATE HAM ... it's
USELESS for real-world applications .... HAM-pictures looks BAD on REAL
machines that can display colours WITHOUT having to have 10 pixels in between
just to change between black and white ..

"indistinguishable from a 24 bit screen" ... wanna place a bet?

"half the cost of the falcon" .. sure .. without built in SCSI-II, LAN,
DSP56001, 308400 serial .. etc ...
Get real.

GM> Oh, and the Amiga provides a FULL 24 bit palette.

Yes, with 256 colours on screen in useful resolutions.

GM> sez who? Talk about speculation. At least I try and keep my
GM> comments factually based. You are theorizing that

Hehe ... joking again I see?

GM> (a) the Jaguar will be a huge success which will

Yep.

GM> (b) be used to fund `mega - falcons`.

The Tramiels has ALWAYS used external money to support the Atari brand of
computers.

GM> On what evidence do you base this theory, presented as a `fact`?

On my knowledge since my first ST 1985.

GM> C= may well try a similar trick with the Amiga _if_ the CD32 is a
GM> sucess. However, given the close compatibility between the Amiga and

Cd32 a success? Talk about joking .. it's 3 years old technology already!!!

256 colours without special gfx chips .. noone would like to develope a game on such a crappy piece of hardware!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1480. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 11:00:06 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c87d08c@troed.ct.se>
Source record: 21751

In a message of 03 Sep 93 13:06:17, Gavan Martin Moran wrote:

GM> I`d say the A1200 pretty well has killed the Falcon.

Big joke. The A1200 is the worst machine ever released on the home market ..

68EC020

256 colours (any graphician knows HAM is useless)

8 bit sound...

Hehe ... there are more Falcon owners than A1200 owners here .. guess why?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1481. Re: Akiko screwup

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 11:12:06 UTC
From: farren@netcom.com
Message-ID: <farrenCCtts6.6xw@netcom.com>
Source record: 21834
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

pjotr@ludd.luth.se (Peter Sj|str|m) writes:

> Akiko's speed can be achieved on an 040 easily and on a 020/030
>with only fast RAM available. So, you can emulate akiko on an 040 easily
>and on machines with 020+ and fast RAM.

Do you, then, know exactly how Akiko works? Doing chunky/planar
conversion in the CPU is wasteful, no matter what. One would hope
that Akiko eliminates some of that waste by being specially designed
for the task.

> 570 was designed about the same time as the CDTV. It was released
>much earlier in Europe than the US, something like over a year.

This is bullshit. I was working for Commodore at the time, and the
A570 was *not* released much earlier in Europe. Perhaps a *little*
earlier, but not very much. And it wasn't designed "at the same time
as the CDTV". CDTV was available nearly a year and one-half before
the A570 was completed.

>> Apparently, 2 completely different teams designed the 4000 and
>>1200 and the 1200 was done by the team who actually knew the Amiga
>>with the 4000 being done by a generic team of designers.

There *are* no generic designers at Commodore. And Commodore hasn't
developed a system outside of West Chester since the original German
A2000.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 1482. Re: Assembly in a RISC envrionment? (was: Jaguar? Seems...(WAS: Re: CD32))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 11:19:05 UTC
From: farren@netcom.com
Message-ID: <farrenCCtu3t.7AK@netcom.com>
Source record: 21827
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

jpdavid@netcom.com (David ;o) writes:

>What are the general implications for computers as they move toward
>RISC. Even the amiga is supposed to go to RISC some day. Does this
>make assemblers a dying breed? If executables a three times the size,
>does that mean a 100 meg hard drive is the functional equiv. of a 30
>meg? 3 megs of ram would be as useful as 1?

The implications? Well, except for the stone assembler wizards, C
is likely to produce as efficient, if not more efficient, code than
assembler coding with a RISC. And yes, executables get bigger, therefore
your hard drive gets "smaller". This can already be seen with Macs,
where a 40 Meg hard drive gets full with only ten or so applications.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 1483. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 11:23:01 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309041120.AA00554@lis17>
Source record: 21816
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

fraser@festival.ed.ac.uk (J Fraser) writes ..

>In article <9309031300.AA01347@bot9>, p9166475@athmail1.causeway.qub.ac.uk (Gava
>n Martin Moran) writes:
>|> Its not `special` memory. Its standard 32-bit RAM (might be
>|> special on the Falcon tho` as you are stuck with 16-bit ram :^) )

>sigh, how many times has this to be said, the falcon has 32-bit ram, and is
>accessed as such by the graphics and sound sub-systems. Only the cpu accesses
>this 16 bits at a time.

If the CPU can only access 16 bits at a time then for all intents
and purposes it *IS* 16 bit RAM (even though the chips might be
storing 32 bit words). Its nice that the custom chips can access at
32 bits but its the CPU that will be doing most of the work when
doing typical applications. Why DID atari go for 16 bit ram access
for a full 32 bit processor - the A1200 may be hampered by coming
with only chipram as standard, but at least ALL ram access by ALL
the system components is full 32 bit.

>|> Any serious user wanting to expand beyond the *standard 2 MEG*
>|> will buy this RAM which, as it doesnt have to share with the custom
>|> chips, allows the machine to execute at twice the speed of a
>|> chip-ram only A1200. You dont get this option with a Falcon as ALL
>|> RAM is shared with the custom chips.

>Sigh again. The falcon can have up to 16MB (bytes) of st ram, accessed by the DS
>P
>etc via a 32 bit DMA. You can also have up to 128 MB TT ram, using simms, and
>accessed directly by the 68030 (via 32 bit data path I think, but don't quote me
>on this....). This needs an extra board and takes up the cpu expansion slot, but
>I'm sure this can be worked round.

sigh .. work arounds and hacks. You can do almost anything with any
system if you are willing to resort to hardware hacks. Its the basic
design thats faulty and thats what I`m pointing out.

Gavan

# 1484. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 11:26:22 UTC
From: farren@netcom.com
Message-ID: <farrenCCtuFz.7pI@netcom.com>
Source record: 21833
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

nyberg@ctron.com (Jason W. Nyberg) writes:

>Back the truck up! Read the statement again, _slowly_ this time. Read it
>like this: Except that the CD32 IS an A500 [but] with [a decent graphics
>processor (or two)... AND a 32-bit CPU.]

>Feel a little foolish?

Not as foolish as you should - the CD32 is based on the A1200, not the A500.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 1485. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 11:28:30 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309041126.AA00559@lis17>
Source record: 21815
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip' Medley) writes ...

>Commodore lost $288 million. Their stock decreased by almost 1/2 following
>that.

>Atari on the other hand was hovering near $0.50 for a long time before their
>stock shot up to $5.00+ for a while. I have no idea whereit is at now.

typical mindless advocate. My computer company is doing better than
your computer company. Yah boo. nah nah etc. etc.

I was pointing out that Atari are in a precarious position for
launching a radical product like the Jaguar. READ THE ORIGINAL POST.
Most of the rest of what you said *agreed* with my post...

>What's wrong with the picture if a company is losing vast sums like that
>while selling machines?

Ask Irving Gould and other top execs with their leech-like
salaries. If their pay was performance related they should be PAYING
C= for the consequences of their management strategy.

Gavan.

# 1486. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 11:34:46 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309041132.AA00571@lis17>
Source record: 21835
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip' Medley) writes ...

>> Hmmm, its been around about a year now and not much seems to be
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>happening. If the Falcon and the Amiga 1200 were such a radical step

>I didn't see "for sale" Falcons until March here in America. I have no
>idea about the rest of the civilized world. So we've had them a whopping
>5 months.

Whoops, sorry. I was basing my comments on the official release
date of the Falcon. Not the date that they were actually available
(6 months late, in only 1 configuration, 100 pounds dearer than
promised)

>Hardly enough time to decide if it is dead or not.

>(if 5 months is enough time to decide that, the Amiga would have died in its
> infancy... remember the A1000?)

If this was a brand new market, I`d say that yes, the Falcon
would have plenty of time to prove itself. Its not however - its only a
continuation of the 16 bit market ie. ST->Falcon , Amiga 500 -> 1200
and AS I SAID IN THE POST the Falcon merely continues the downward
slide of the the ST line. As I said, both the Amiga and ST are
declining due to PC and consoles. The ST line is *really* dropping
though. I`m not gloating, just stating FACTS backed up by sales.

Gavan

# 1487. Atari vs Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 11:40:09 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309041137.AA00576@lis17>
Source record: 21753

kfason@csn.org (Kevin Fason) writes ...

>on the Amiga people coming here. why? Amiga too dull to talk about? Atarians
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>already know what it can do, why advocate it?

No, because we like to defend our machine from misinformation from
mindless advocates of the failed ST line.

Besides, This newgroup had very little traffic till the Amigans came
to enlighten you .... ;-)

gavan

# 1488. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 11:46:14 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <269v66INNf0e@flipper.pvv.unit.no>
Source record: 21813
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCCtuFz.7pI@netcom.com>, farren@netcom.com (Mike Farren) writes:
> nyberg@ctron.com (Jason W. Nyberg) writes:
>
> >Back the truck up! Read the statement again, _slowly_ this time. Read it
> >like this: Except that the CD32 IS an A500 [but] with [a decent graphics
> >processor (or two)... AND a 32-bit CPU.]
>
> >Feel a little foolish?
>
> Not as foolish as you should - the CD32 is based on the A1200, not the A500.

Yeah, and the A1200 is based on the A500. Trust me, I posted the original
statement ;) Recap: Somebody said that an A500 with extra graphics HW
could beat the CD32. I said that the CD32 IS an A500 with extra graphics HW,
plus it also has a 32-bit CPU. Read the thread.

> Michael J. Farren farren@netcom.com
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1489. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 11:46:58 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309041144.AA00582@lis17>
Source record: 21814

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes ..

>GM> I`d say the A1200 pretty well has killed the Falcon.

>Big joke. The A1200 is the worst machine ever released on the home market ..
>68EC020

Falcon - 16 bit crippled 68030

>256 colours (any graphician knows HAM is useless)

Just one of the MANY modes supported by the Amiga. Doesnt the Falcon
also have a 256 colour mode?

The usual `HAM is useless` statement from an Atari owner who cant
match the Amiga display. Try looking at a typical 640x512 256000
colour HAM8 display sometime and tell me it is `useless`. I notice
you dont mention the fact that the Amiga has a full 24-bit 16M
colour palette either.

>8 bit sound...

Thats a fair point. The Falcons sound is infinitely superior to the
Amigas. However, I`ve never heard anyone complain about the sound in
Amiga games, most people are very impressed by it. I guess 8 bit
sound is perfectly adequate for most purposes. Besides, where are
you going to store the 170K/sec needed for 16-bit stereo CD quality
sound?

>Hehe ... there are more Falcon owners than A1200 owners here .. guess why?

Because your countrymen are all as moronic as you?

Gavan

# 1490. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 12:03:56 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309041201.AA00593@lis17>
Source record: 21742

>Your problem is that I know Amiga graphicians ... they HATE HAM ... it's
>USELESS for real-world applications .... HAM-pictures looks BAD on REAL
>machines that can display colours WITHOUT having to have 10 pixels in between
>just to change between black and white ..

No they dont. It *is* crap for drawing in but AS I SAID IN THE
POST it makes a perfect display buffer. Lets face it, at the present
time 256 colour screens are the best practical standard for working
in. Higher colour screens are all very well but all systems I have
seen use them as display buffers. Even most workstations only use
256 colour screens for working on.
Only ST users hate HAM - it reminds them of the days when they
were limited to 16 colours in 320x200 while the Amiga had 4096.
As for general gfx capabilities, the Falcon offers 640x480 as the
standard highest resolution (with 256 colours). There are the usual
system hacks and workarounds (amazing how many workarounds the
poorly designed Falcon needs!) in order to get a higher rez but
these of course cant be guaranteed to work with all software (not
that there is much Falcon software).

>"indistinguishable from a 24 bit screen" ... wanna place a bet?

I would actually, get a person off the street, show em a 24 bit pic
and then a HAM8 version. Then ask them to say which is which. I
doubt many could tell.

HAM8 = 260000 colours using only 8 bitplanes (upto 1280x512 + o/s)
Falcon = 65536 colours needing 16 bitplanes (offically only 320x200
more with the
inevitable hack)

The figures speak for themselves

>GM> Oh, and the Amiga provides a FULL 24 bit palette.

>Yes, with 256 colours on screen in useful resolutions.

duh

>GM> (b) be used to fund `mega - falcons`.

>The Tramiels has ALWAYS used external money to support the Atari brand of
>computers.

Get real. Like C=, Atari are out to make money. Their customer
support is pretty ridiculous (like C=). Its one of the reasons why
both the Amiga and ST failed to make headway against the PC while
the mac did make some inroads. Dont expect them to waste money on an

unprofitable Falcon if they can make stacks off the Jag.

>GM> C= may well try a similar trick with the Amiga _if_ the CD32 is a
>GM> sucess. However, given the close compatibility between the Amiga and

>Cd32 a success? Talk about joking .. it's 3 years old technology already!!!

>256 colours without special gfx chips .. noone would like to develope a game on
>such a crappy piece of hardware!

Oh yeah? What else is available RIGHT NOW? The technology exists,
is well known and has never even been exploited to its full
potential. Just look at any Team 17 game to see what a normal ECS
Amiga game can do. Imagine what will be possible with a proper AGA
game.
By the same token, both the SNES and Megadrive/Genesis are also
crappy pieces of h/w but plenty of software companies seem to like
developing games for them - because they will SELL and MAKE MONEY.
Oh, and many SNES/Sega games are *excellent* despite being written
on a `crappy piece of hardware` !

Gavan

# 1491. A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 12:17:02 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309041214.AA00603@lis17>
Source record: 21756

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes ..

>GM> The A1200 is 15 % faster.

>Bullshit.

I didnt say it. An Atari Falcon advocate did. Read the quote in
the article. You *DO* actually read the articles before you go into
rant mode dont you?

>GM> The A1200 has an 80 MEg HD, the Falcon a floppy (HD costs more)

>My Falcon has a 160Mb HD.

As the article was comparing what I could buy pound for pound for
the price of a Falcon, thats totally irrelevent. Pricing may be
different in your part of the world though.

>GM> The A1200 has 6 megs, the Falcon 1 (more memory at extra cost)

>My Falcon has 4 Megs, the A1200 I've seen are all 2 meg.

Ditto. Read the original post.

>GM> The A1200 has better gfx capabilities than the Falcon

>Hahahahahahahhah.. since WHEN????

This could be debatable. Its certainly not clear cut but I beleive
I have the facts to back me up.

>GM> The A1200 has more software than the Falcon

>Geezyz ... lying again I see?

No need to debate this. The A1200 has more software FULL STOP (or
period for American readers ;-) )

>GM> The A1200 has a much wider userbase than the Falcon

>Yeah, playing games is fun. Right.

It is actually. Its also big business and makes a lot of people
money. Its a valid application for computers.
Anyway, the A1200 *does* have a much wider userbase. Thats a
*FACT* and it means MORE SOFTWARE, MORE PERIPHERALS, MORE OF A FUTURE.

>GM> The A1200 is outselling the Falcon 10:1

>According to a COMMODORE magazine in Sweden the A1200 has sol *5000*
units here

How many Falcons? Worldwide the A1200 is WAY ahead *FACT*

>GM> The Falcon has 16-bit sound, The A1200 8-bit
>Yup.
>GM> The Falcon has a DSP, the A1200 none
>yup.
>GM> The Falcon has a SCSI port, extra cost for A1200
>SCSI-II
>GM> The Falcon has a LAN port, extra cost for A1200
>Yup.
>GM> The Falcon has MIDI ports, extra cost for A1200
>Yup.

I acknowledge the drawbacks of my machine. I`m not so stupid as to
think it betters the competition in *every* way as you obviously are.

>GM> I think its pretty clear that, unless you are into music for which
>GM> the Falcon is ideally suited, the A1200 clearly is the more suitable
>GM> machine for the average user. Of course, the Falcon can do many
>GM> things excellently, but the A1200 does them better and there is much
>GM> better software available for it.

>The A1200 is a GAMES-MACHINE .. (cd32)

So what if it can play great games. At least there ARE games for
it. If games machines are so crap why are Atari putting their hopes
on the Jaguar?
I dont see many Falcons being used for DTP, Databases, Word
Processing etc *in business* (nor Amigas for that matter)

The Falcon is a MUSIC MACHINE - and theres nothing wrong with that.

>I have a Falcon ... want some real info? Not a single Amiga (1200/4000) or PC
>(486/386) owning friend of mine has walked from this room without wanting a
>Falcon!

Not surprising if theyre as stupid and fanatical as you.

Gavan

# 1492. Re: Jaguar: It's time to face the facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 15:08:27 UTC
From: boberg@lysator.liu.se
Message-ID: <CCu4q4.DIK@lysator.liu.se>
Source record: 21787

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <CCoIHn.3HJ@lysator.liu.se>,
>Stefan Boberg <boberg@lysator.liu.se> wrote:

>> Uhm... Can YOU tell me what's so fantastic about `64-bit' ?? Does it
>>make games better? More playable? I can do "64-bit stuff" on the CD32 anyday:
>>
>> add.l d2,d0
>> addx.l d3,d1
>>
>> Voila! A 64-bit integer addition. I bet our games will sell tons and I will
>>make billions on royalties when we tell people about this. I mean, WOW! We
>>use "64-bit stuff"!!

>You've got to be joking. Can you truly be so ignorant?

I was being sarcastic. The guy said "I don't hear about anyone doing 64-bit
stuff for the CD-32". I could not help writing a sarcastic reply. He deserved
it.

> A 64 bit architecture
>means that you can perform single 64-bit operations in a single instruction.
>In your example, you need 2 instructions and 4 32-bit registers. On a 64-bit
>machine that would be 1 instruction and 2 64-bit registers, and on a RISC
>machine it would all execute in 1 cycle.

Yes, I know all that. Even though I program games (among other things),
I'm not entirely clueless when it comes to hardware and computer design.

>Yes, a great deal of what's been revealed so far has been just hype. But,
>there's also a lot of substantial points raised. The 64-bit processor and
>64-bit bus are really truly empowering features of the system, just as the
>16-bit processor-memory bus in the Falcon is a truly limiting feature of
>that system.

What annoys me is that people seem to be totally obsessed with this "64-bit"
magic, and appear to think that it somehow will make Jaguar a success. To me
and the general public, it's irrelevant how wide the data paths inside the
machine are - what counts is the quality of the games. Without eye-catching
and playable games, Jaguar will be a total flop - regardless of it's
possible architectural merits.

Interesting sidenote: The Alice and Lisa chips can exchange data in 64-bit
chunks, and do just that when in 4x bandwidth modes. (Alice is the CD32
DMA Controller, and Lisa is the graphics engine).

> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1493. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 15:21:56 UTC
From: cmedley@wam.umd.edu
Message-ID: <26abqk$lnt@cville-srv.wam.umd.edu>
Source record: 21831
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309041126.AA00559@lis17>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
>
> I was pointing out that Atari are in a precarious position for
>launching a radical product like the Jaguar. READ THE ORIGINAL POST.
>Most of the rest of what you said *agreed* with my post...

Gavan, you should read MY original post. What my point was getting at is
that both Atari and Commodore are in dire financial straits, albeit in
differing circumstances, and it appears both of hinging their profitability
not on their computer lines, but on their game systems. Atari is probably
doing this moreso than Commodore, but it seems to be widely acknowledged
in amiga.advocacy that Commodore needs CD^32 to take off to make money.

# 1494. Re: Atari vs Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 15:24:54 UTC
From: cmedley@wam.umd.edu
Message-ID: <26ac06$lsp@cville-srv.wam.umd.edu>
Source record: 21745

In article <9309041137.AA00576@lis17>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
>
>kfason@csn.org (Kevin Fason) writes ...
>
>>on the Amiga people coming here. why? Amiga too dull to talk about? Atarians
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>already know what it can do, why advocate it?
>
>No, because we like to defend our machine from misinformation from
>mindless advocates of the failed ST line.
>

Hmmm. That's interesting. I always thought that Amiga owners picked flame
wars with Atari owners to try to make up for the ego-bashing Marc Barrett
gives you guys in your own group. :)

>Besides, This newgroup had very little traffic till the Amigans came
>to enlighten you .... ;-)
>

hehehehehehe... well, I always thought very little traffic meant everyone
already acknowledge the Atari line as superior and gave up arguing. All
except the mindless Amiga advocates. :)

# 1495. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 15:32:40 UTC
From: boberg@lysator.liu.se
Message-ID: <CCu5uH.DtH@lysator.liu.se>
Source record: 21791

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 03 Sep 93 16:18:35, Gavan Martin Moran wrote:

>GM> can anyone confirm these figures? I know a while ago there was a big
>GM> debate over the slowdown of the Falcons 16-bit access.

>No slowdown at all. I can't tell you why, bcoz I don't know, but in benchmarks
>the Falcon is 50% of the Speed of a 32Mhz 030 TT with a 32 bit bus ..

Exactly. You proved yourself wrong here. The 16-bit bus effectively
halves the Falcons speed. Remember that the TT has a 16MHz bus.

>GM> The A1200 is 15 % faster.

>Bullshit.

Gee. That's an argument full of substance. Anyone with any kind of
understanding of how the 68020/68030 works will be able to tell you
that the speed of a 68020 running on a 32-bit bus will be higher than
that of a 68030 running a 16-bit bus. I doubt the 15% figure however -
50% faster would be more like it.

>GM> The A1200 has an 80 MEg HD, the Falcon a floppy (HD costs more)

>My Falcon has a 160Mb HD.

And my A4000/040 has two 240MB HD's, and the A1200 here has got a 170M
HD ... You really are thick, aren't you? Gavan was comparing the things
you could get for an equivalent price. How big a HD you have in your system
isn't going to help anyone who's choosing between a Falcon and an A1200.

>GM> The A1200 has 6 megs, the Falcon 1 (more memory at extra cost)

>My Falcon has 4 Megs, the A1200 I've seen are all 2 meg.

Again. My A4000/040 has 18M RAM, my A3000 10M, and our A1200 has got 10M.
Get my point??? Nobody's interested in YOUR configuration. Gavan was
comparing what you could get for the price of a Falcon.

>GM> The A1200 has more software than the Falcon

>Geezyz ... lying again I see?

Why would he? There are tons more software for Amiga then there is
for the Atari.

>GM> The A1200 has a much wider userbase than the Falcon

>Yeah, playing games is fun. Right.

???? I don't quite follow your logic here. What does playing games
have to do with the size of the user base?

>GM> The A1200 has a better multitasking OS than the Falcon

>Hahahahaha .. no MEMORYPROTECTION,

We don't need memory protection. Sure, it would be nice sometimes, but
in general Amiga software is enough well-behaved to manage without. And
what does your beloved Falcon OS do when a program stomps outside its
memory space?? Dump the core? Gee, that's useful.

>GM> The A1200 has more peripherals than the Falcon

>Bullshit.

Another substantiated claim. Could you please be as kind as to mention
what peripherials are available for the Falcon, so we could do a comparison?

>GM> The A1200 is outselling the Falcon 10:1

>According to a COMMODORE magazine in Sweden the A1200 has sol *5000* units here
>..

That was months ago. And considering that Atari hopes to have sold 20,000
units by the end of 1993 WORLDWIDE, that 10:1 figure is probably too low
(since the A1200 has already sold more than 250,000 units).

>GM> THATS why Amiga owners get pissed off at the constant sniping and
>GM> misinformation from Falcon owners (many of whom are only Falcon
>GM> wannabes).

>I have a Falcon ... want some real info? Not a single Amiga (1200/4000) or PC
>(486/386) owning friend of mine has walked from this room without wanting a
>Falcon!

Have any of them bought one?

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1496. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 15:40:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <26acsk$m47@cville-srv.wam.umd.edu>
Source record: 21790

In article <9309041201.AA00593@lis17>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
>
> No they dont. It *is* crap for drawing in but AS I SAID IN THE
>POST it makes a perfect display buffer. Lets face it, at the present
>time 256 colour screens are the best practical standard for working
>in. Higher colour screens are all very well but all systems I have
>seen use them as display buffers. Even most workstations only use
>256 colour screens for working on.

Gavan... have you ever seen a PC with a 24-bit video card? I'm not saying
the PC is a better video platform, just that the ability to throw out
a true 16.8 million colors is pretty serious. And it beats the hell out of
256 colors, whether its on a Falcon or Amiga.

Incidentally, most of the workstations I use are either 4 shades of grey
(NeXT) or 8-bit color (Sun), too, but I think we'd all prefer 24-bit video
(provided it is fast enough) to 8-bit.

> Only ST users hate HAM - it reminds them of the days when they
>were limited to 16 colours in 320x200 while the Amiga had 4096.
> As for general gfx capabilities, the Falcon offers 640x480 as the
>standard highest resolution (with 256 colours). There are the usual
>system hacks and workarounds (amazing how many workarounds the
^^^^^^^^^^^^^

since when were device drivers called system hacks? If so, UNIX is
one sorry operating system. :)

>poorly designed Falcon needs!) in order to get a higher rez but
>these of course cant be guaranteed to work with all software (not
>that there is much Falcon software).
>

This, Gavan, is definitely a mistruth. Let me explain it to you as my
homeboys would lay the word upon ya.

See, the Falcon's video chip, the VIDEL, is fully programmable. It can
do any arbitrary XXXX x YYYY resolution provided it can handle pumping
out the data fast enough. A simple screen driver (BlowUp030) can jack
the machine up to resolutions like 800x600 non-interlaced and even higher
resolutions interlaced. With an external piece of hardware (simply a
clock to synch the VIDEL to a different spec) it'll do even better.

The reason these resolutions are highly compatible is that from day 1,
the Atari ST line had device independent output for all graphics. This

is why all software that was written using GEM will work, even if it is done back in 1985.

>>"indistinguishable from a 24 bit screen" ... wanna place a bet?
>

Oh, I disagree with Atari's claim it is indistinguishable from a 24-bit screen, but then, if I don't have my contact lenses in... :)

>I would actually, get a person off the street, show em a 24 bit pic
>and then a HAM8 version. Then ask them to say which is which. I
>doubt many could tell.
>

I think I could. HAM 8 (like the original HAM) can't make a transition between two opposing colors, like black and white because it has to carry data over from the previous pixel.

>HAM8 = 260000 colours using only 8 bitplanes (upto 1280x512 + o/s)
>Falcon = 65536 colours needing 16 bitplanes (offically only 320x200
> more with the
> inevitable hack)

I thought the Falcon could do (one of the following) 320x480 true color or 640x200 true color?

>
>The figures speak for themselves
>

They say that Commodore is using 8-bit planes in a sneaky way to get more colors. I think that's very nice, and very innovative. However, you should remember that it is still 8-bits of data per pixel and while it should look a lot better than 256 colors, it ain't 24-bit.

>>GM> Oh, and the Amiga provides a FULL 24 bit palette.
>

That's one nice thing about the new AGA machines.

>>Yes, with 256 colours on screen in useful resolutions.
>

Like 1280x400 where you can view the latest scanned centerfold from Playboy?

:)

>duh
>

have you been watching "Beavis and Butthead" again on MTV? :)

# 1497. Re: Can't we all just get along? :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 15:41:56 UTC
From: s0xjg@exnet.co.uk
Message-ID: <CCu69z.uD@exnet.co.uk>
Source record: 21806
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <261185$942@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <260rvgINN4k2@uwm.edu>,
>Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>>In article <260gtm$apj@crchh327.bnr.ca>, Randy Hoekstra (renfro@bnr.ca) wrote:
>>
>>"Quiet"? I have NOT been quiet about the crippling of the Falcon. Not
>>in the LEAST.
>>

Atari claim that the pipelining of the mamory access for the 68030 makes the
memory access more like 24 bits than 32 birs.

Anyone care to comment.

Xavier

--
* Xavier Gallagher **************************** ****************************
********************* Humanistic Counsellor * ** s0xjg@exnet.co.uk ******
********************* Taking on clients now * ****************************
********************************************** ****************************

## 1498. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 15:43:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <26ad28$m53@cville-srv.wam.umd.edu>
Source record: 21792

In article <9309041144.AA00582@lis17>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
>rickard.troedsson@troed.ct.se (Rickard Troedsson) writes ..
>
>
>>8 bit sound...
>
>Thats a fair point. The Falcons sound is infinitely superior to the
>Amigas. However, I`ve never heard anyone complain about the sound in
>Amiga games, most people are very impressed by it. I guess 8 bit
>sound is perfectly adequate for most purposes. Besides, where are
>you going to store the 170K/sec needed for 16-bit stereo CD quality
>sound?
>

On the big, dedicated SCSI-2 hard drive I'll have hanging off the Falcon's
SCSI-2 port. :)

>>Hehe ... there are more Falcon owners than A1200 owners here .. guess why?
>
>Because your countrymen are all as moronic as you?
>
>Gavan

Uh oh. Gavan just started World War III. Well, this American will let
the Europeans settle this one themselves. :)

# 1499. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 16:01:43 UTC
From: boberg@lysator.liu.se
Message-ID: <CCu76w.E3L@lysator.liu.se>
Source record: 21793

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 03 Sep 93 13:06:17, Gavan Martin Moran wrote:

>GM> I`d say the A1200 pretty well has killed the Falcon.

>Big joke. The A1200 is the worst machine ever released on the home market ..

That must be why it's sold over 250,000 units in six months.

>Hehe ... there are more Falcon owners than A1200 owners here .. guess why?

Beats me. I haven't seen a Falcon in my entire life. I have seen dozens
of A1200's and A4000's though.

Rickard, are you on drugs? For your own sake, I hope you're only kidding
us with these `arguments'. You incessantly come up with the most ridiculous
pro-Falcon arguments, choose to only see the good points of your machine,
and neglect to see the good points of other's. If you really want your
arguments to be taken seriously, you ought to be a bit more realistic, and
at least admit that other machines may be better than yours in *some*
respect. As it is, you just project a negative image of the Atari community
to the rest of the world, doing the rest of it a great disservice.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 1500. Re: The Complete Jaguar Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-04 17:45:52 UTC
From: cmedley@wam.umd.edu
Message-ID: <26ak8g$oe4@cville-srv.wam.umd.edu>
Source record: 21807
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCCtuA1.7GK@netcom.com>,
Mike Farren <farren@netcom.com> wrote:
>
>It's not a matter of proving that they are lying. It's a matter of
>proving that the information they've provided is not consistent,

Mike... what is the difference between being inconsistent and lying?

(as far as I can tell, if you are iconsistent about what you state to be fact,
you're lying, pure and simple. So I don't think you can reduce the charge
against Atari so you don't ruffle as many feathers.)

>not sensible, and generally not trustworthy. It *might* be that it's
>the gospel truth - but if so, it makes little sense, and also pretty
>much contradicts Atari's *known* behavior in the past.
>

Well, yes, but Commodore's known behavior in the USA before the Amiga was
to see a good cheap computer (C-64) in huge quantities, and their behavior
certainly changed, didn't it? :)

>The goal here isn't necessarily to prove the Atari fanatics wrong, just
>to get them to stop, think about it, and realize that they don't know
>any more than anyone else, and that Atari ain't gonna tell 'em. Then,
>we all get to wait to find out the *real* truth.
>

That's about as silly an explanation for a flame war as any i've ever heard.
Basically what you want to do is flame a machine that has not been released
based on various interpretations of the spec sheet(s) and some block diagrams.

I think the real truth will come out when it ships. And if people are wrong,
it's senseless to run about bashing any other machine that might step on the
toes of the one true God you worship (Commodore :) ) all on the preliminary
information...

>--
>Michael J. Farren farren@netcom.com
>Unconnected with Commodore for almost two years, now!

You sure don't act like it. Tell me, did you leave them willingly? :)

# 1501. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 00:35:01 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c88559c@troed.ct.se>
Source record: 21809

In a message of 04 Sep 93 00:23:56, Stefan Boberg wrote:

SB> HAM is far from useless. Sure, it's not the display mode of choice for
SB> running the Workbench on, but who needs a 262,144+ color Workbench? If you
SB> had ever seen the difference between a 256 color rendering of a 24-bit
SB> raytrace, and a HAM8 rendering of the same image, you probably wouldn't
SB> have said the above. In fact, I have compared several 24-bit images
SB> rendered in HAM8 and full 24-bit truecolor side-by-side, and trust me, on
SB> most types of images (with a decent HAM8 renderer like ImageFX or ADPro)
SB> you will have to look pretty hard to find any difference.

Sure, picture by picture ... now .. please show me some sprites, 3d rendered in HAM8, moving the whole screen sideway scrolling, lots of explosions blasting everything to pieces

IN HAM8!!!!!!!!!!!

Do it. Know. Then buy a REAL machine that can display lots of colours WITHOUT cheating!

SB> In fact, our CD32 games will use the HAM8 mode to display absolutely
SB> stunning animation sequences, and so does several other titles, so it
SB> is far from useless.

"animation sequences" .. yeah ... all GAMES will benefit from that right? The *GAMEPLAY* will STILL be in 256 colours!!!

SB> Why? That would be like throwing money into a black hole. They better

So? Tramiels like the Falcon. I don't care if they waste the money, as long as my favourite computer of all is supported!

SB> Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development

Amiga/SEGA .. both superseeded by Atari/Nintendo ... :-)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1502. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 00:35:01 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c88564c@troed.ct.se>
Source record: 21810

In a message of 04 Sep 93 03:18:48, Ricardo Hernandez Muchado wrote:

RH> wich makes cpu access slower than it should be :-)

I'm no techie at this, but a friend of mine eplained (in very complicated terms) that the CPU<->Memory access in the Falcon would NOT be faster with a 32 bit bus.

Benchmarks shows a 16Mhz 030 Falcon being exactly 50% the speed of a 32Mhz 030 base Atari TT (which has 32 bit) .. that would imply that the Falcon is NOT slowed down in any way.

RH> Again, this is not the CPU.

Well, many of us disagree with you. Programming the DSP is quote fun, and it's *DAMN* fast. Most programs by old democoders are already using the DSP for processor-intensive stuff, and applications needing SPEED will do it to.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1503. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 02:25:06 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2c8884a4@kockens.ct.se>
Source record: 21811

In a strange ;-) little letter Ricardo Hernandez wrote:

> Read above. I like the Jaguar, but it definitively seems that the Falcon
> has been a big flop.
>
Give the Falcon some time.. It has only been out for about half a year..(well
maybe a bit longer). Yoy cant say it's a "flop" in that short time of period.
Come back next year at this time and see if it has been a flop or not..
As soon as i can afford it..I will buy one..

Grtz:


```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock.@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

# 1504. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 04:04:07 UTC
From: cs922097@ariel.yorku.ca
Message-ID: <1993Sep5.040407.14467@newshub.ariel.yorku.ca>
Source record: 21812
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2684fcINN4m1@ctron-news.ctron.com> nyberg@ctron.com (Jason W. Nyberg) writes:
>bjgrier@bnr.ca (Brian Grier Perpk) write:
>/|> Oh nothing, nothing... Except that the CD32 IS an A500 with a decent
>/|> graphics processor (or two)... AND a 32-bit CPU. You work it out.
>/
>/Let me see an A500 has a 68000 for its processor, and it is a 32-bit CPU.
>/But the 68000 in the Jaguar is not a 32-Bit CPU. NEAT TRICK!!!!
>
>Back the truck up! Read the statement again, _slowly_ this time. Read it
>like this: Except that the CD32 IS an A500 [but] with [a decent graphics
>processor (or two)... AND a 32-bit CPU.]
>
>Feel a little foolish?
>
>Just fanning the flames...

By the same logic, a A4000 is an A500 with decent graphics processor and a
32-bit CPU. In fact! An A4000 is an IBM PC but with a decent graphics
processor and a 32 bit CPU. The CD-32 is an IBM PC also!

NOT!

How you managed to contrive CD32 = A500 + 32bit CPU +decent graphics
is really beyond me. The CD32 is an A1200 + CD ROM + Akiko chip - keyboard.

The CD32 is not, I repeat, NOT an A500!
It runs well over twice as fast even without the nifty graphics. As far as
graphics, it runs at least 3 times as fast by virtue of the AGA chipset, and
can do chunky graphics>planer conversion on the fly.

And even if it was an A500. I'd rather have an A500 than a Jaguar!

At least the A500 is a real computer.

>
>--
>These are the thoughts and words of Jason Nyberg (nyberg@ctron.com)
> \ /
>_______/O___/____ In aerodynamics we trust!
> __//_/

David Zvekic

# 1505. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 06:43:37 UTC
From: davidme@qdpii.ind.dpi.qld.gov.au
Message-ID: <CCvC0q.48C@qdpii.ind.dpi.qld.gov.au>
Source record: 21828
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

skip@cy.cs.olemiss.edu (Skip Sauls) writes:

>In article <CCnDxE.AEF@qdpii.ind.dpi.qld.gov.au> davidme@qdpii.ind.dpi.qld.gov.au (David Meiklejohn) writes:

>I used to have dreams of one 32bit blitter per bitplane, clocked at
>28 or 56MHz. That would be a smokin' machine...

"Ranger", circa 1986.

>>And you know very well that CD^32 has 32-bit CPU, RAM, ROM and chipset
>>access. Despite the *internals* of the chipset, the architecture is very
>>much 32-bit.

>And you know very well that if any other company claims 32 bits or
>64 bits, people here will point out that certain parts are not fully
>32 bit or 64 bit. Nitpicking will come back to haunt many of the
>regular posters in this newsgroup.

But surely some of us can stay above it? I claim that CD32 has a 32-bit architecture, despite its 16-bit blitter and 8-bit sound channels. As you've pointed out, video fetches are done in logical 64-bit words. Parts of the chipset are 64-bits wide, internally - that's why sprites grew from 16 pixels wide in ECS to 64 in AGA. This is nearly as pointless as the discussion in comp.arch about what the "true" speed of a CPU that takes a couple of separate clocks or does some clock-doubling is. I'll agree with Greg Block that product specs should be written by engineers and not marketers.

As for the Jaguar, I'm happy enough to call it 64-bit. It appears that it's graphic processor operates on 64-bit words, whether or not the data width to RAM is 32-bit. Since most of the work in a game will be handled by this GPU, it's ok to call it "64-bit". What I wouldn't call it is a "64-bit RISC" system. RISC/CISC really only applies to general purpose processors, not GPUs and DSPs.

The thing that annoys me with all this market-speak is that, well, I think the design of the Jaguar looks quite nice. Very nice, even. But, I had to break through the hype to reach that conclusion. Now that the clouds have cleared, I can see how they're doing it for $200, while still coming up with an architecture that should give great performance where it counts. If they'd just advertised it as a 68000-based console, with an impressive 64-bit graphics coprocessor, a 32-bit DSP, and fast buses where appropriate, it would have saved us a lot of pointless argument! :-)

>>Supply and demand. Supply is very limited, unable to meet demand, therefore
>>there is no market incentive to reduce the price. We've discussed this - I

>>don't claim the situation is a good one. I'm just explaining why it is that
>>the price is high.

>What is the problem with the supply end?

Supposedly high humidity in the Philippines, leading to problems with the connection to the CPU board. That doesn't sound like terribly competent manufacturing, does it?

> Is there some magical part
>in the A4000 that can only be manufactured on shuttle missions?

Of course there's a magical part! It's that good old Amiga magic, that secret "sock removing" ingredient, known only to a few trusted engineers... :-)

>From what I gather, the Akiko chip converts from chunky to planar, but
>no one has said whether or not it actually speeds up the planar
>graphics. I somehow doubt that this is the case, but perhaps I will
>be pleasantly surprised.

Speed them up in what way? Less contention or something? How fast the blitter can draw? No, it doesn't affect those things. Where it helps out is where the CPU is doing scaling, rotation and texture mapping - these things are most easily done with a chunky representation, which must be converted to planar form for each complete frame, for display. Akiko speeds up that conversion.

> The reaction might have been better had
>Commodore announced plans to retrofit AGA machines with the chip
>and include it on current models.

Tricky, since it's part of the CDROM controller (or interface, or whatever). Now, they could possibly do a new revision of AGA, incorporating the conversion hardware, but, since AAA will have chunky modes, I'd rather they didn't waste their time. I want AAA yesterday, if not before.

> It looks like there will be some
>sort of add-on for the A1200, but they say that the A4000 version
>will be later, if at all. What kind of policy is that?

The only reason for the chunky->planar hardware is to make some kinds of games easier to implement. Maybe they figure that A4000 users aren't into these games? Ideally, it would be available for both, but with Commodore's reduced resources, I can see why they'd want to satisfy the bigger market first.

> That's the
>same sort of thing they did with the CDTV and A570, supporting the
>very lowest end machines while neglecting the high end. I swear, I
>wish I knew what sort of logic is behind their decisions.

The low end makes them most of their money.

There is another angle. What if, by the time the A1200 CDROM (with Akiko) is finished, the A5000 is almost ready to roll? There wouldn't be much point developing anything for the A4000, in that case.

--
David Meiklejohn (davidme@dpi.qld.gov.au)

# 1506. A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 11:00:12 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c892068@troed.ct.se>
Source record: 21737

In a message of 04 Sep 93 16:35:55, Gavan Martin Moran wrote:

GM> I acknowledge the drawbacks of my machine. I`m not so stupid as to
GM> think it betters the competition in *every* way as you obviously are.

GM> I dont see many Falcons being used for DTP, Databases, Word
GM> Processing etc *in business* (nor Amigas for that matter)

Try opening your eyes.

GM> The Falcon is a MUSIC MACHINE - and theres nothing wrong with that.

Exactly.

GM> Not surprising if theyre as stupid and fanatical as you.

Yeah sure. One of them has had his Amiga 500 for 5 years .. he loves it, but he thinks the Amiga1200 and 4000 *STINKS* .... He *LOVES* the Falcon.

My PC owning friends want to know if I happen to have a 250Mhz 586 in my Falcon .. it's "so damned fast" ... (DSP ofcoz)

Stupid as I eh? Well, I'm sure we'll all come and visit you when you finish playschool.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1507. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 11:00:12 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c891fa2@troed.ct.se>
Source record: 21746

In a message of 04 Sep 93 16:35:53, Gavan Martin Moran wrote:

GM> No they dont. It *is* crap for drawing in but AS I SAID IN THE

"crap for drawing" .. thank you, that's all you had to say.

GM> As for general gfx capabilities, the Falcon offers 640x480 as the
GM> standard highest resolution (with 256 colours). There are the usual
GM> system hacks and workarounds (amazing how many workarounds the
GM> poorly designed Falcon needs!) in order to get a higher rez but
GM> these of course cant be guaranteed to work with all software (not
GM> that there is much Falcon software).

How come I run my Falcon in a higher resolution using NO WORKAROUNDS or
hardware hacks?

GM> I would actually, get a person off the street, show em a 24 bit pic
GM> and then a HAM8 version. Then ask them to say which is which. I
GM> doubt many could tell.

I can.

GM> HAM8 = 260000 colours using only 8 bitplanes (upto 1280x512 + o/s)
GM> Falcon = 65536 colours needing 16 bitplanes (offically only 320x200
GM> more with the
GM> inevitable hack)

Officially 320*480 using the desktop to switch!

HAM8 = a workaround

Falcon True Colour = a true graphics mode where you can decide which pixels
should have what colour. You can't do that in HAM8.

GM> Oh yeah? What else is available RIGHT NOW? The technology exists,

1 October = 3DO
31 October = Jaguar

GM> Oh, and many SNES/Sega games are *excellent* despite being written
GM> on a `crappy piece of hardware` !

The SNES's hardware is FAR superiour to the CD32 ... where's the
rotating/scaling/stretching capabilities?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +

+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1508. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 11:00:12 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c891e9c@troed.ct.se>
Source record: 21747

In a message of 04 Sep 93 16:35:48, Gavan Martin Moran wrote:

GM> Falcon - 16 bit crippled 68030

Sure, come here and show me how it's supposed to be "slow" .. All memory is 32 bit, all chips (video etc) access it 32 bit. The CPU would NOT benefit from a 32 bit path.

GM> Just one of the MANY modes supported by the Amiga. Doesnt the Falcon
GM> also have a 256 colour mode?

Sure, aswell as a true 65536 colour mode WITHOUT any fooling around with "HAM" .. (try to go from black to white on ONE pixel in HAM .. big laughter)

GM> The usual `HAM is useless` statement from an Atari owner who cant
GM> match the Amiga display. Try looking at a typical 640x512 256000
GM> colour HAM8 display sometime and tell me it is `useless`. I notice

Why should I? I can clearly show you where the colours mismatch! (And, I don't STARE at pictures .. I want them to MOVE .. impossible in HAM8!)

GM> you dont mention the fact that the Amiga has a full 24-bit 16M
GM> colour palette either.

Yeah right. Sorry for being a normal male human with 1.0 1.0 vision - I don't see the difference on any other stuff than pure raytraced green balls .. (how often do I look at them? Never .. )

GM> Thats a fair point. The Falcons sound is infinitely superior to the
GM> Amigas. However, I`ve never heard anyone complain about the sound in
GM> Amiga games, most people are very impressed by it. I guess 8 bit

Yupps .. probably why Commodore said they'd have 32 bit sound in the new Amigas .. they're probably VERY pleased with that 8 bit sound ..

GM> sound is perfectly adequate for most purposes. Besides, where are
GM> you going to store the 170K/sec needed for 16-bit stereo CD quality
GM> sound?

Wanna guess? In the 4 meg RAM the BASE Falcon comes with ...

GM> Because your countrymen are all as moronic as you?

Yeah sure. How old were you again? Started potty-training?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +

+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1509. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 11:00:12 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c892212@troed.ct.se>
Source record: 21752

In a message of 04 Sep 93 18:51:38, Stefan Boberg wrote:

SB> >No slowdown at all. I can't tell you why, bcoz I don't know, but in
SB> benchmarks
SB> >the Falcon is 50% of the Speed of a 32Mhz 030 TT with a 32 bit bus ..
SB>
SB> Exactly. You proved yourself wrong here. The 16-bit bus effectively
SB> halves the Falcons speed. Remember that the TT has a 16MHz bus.

Read the above. the TT runs in TT-ram where it's NOT affected by the 16Mhz bus.

SB> Gee. That's an argument full of substance. Anyone with any kind of
SB> understanding of how the 68020/68030 works will be able to tell you
SB> that the speed of a 68020 running on a 32-bit bus will be higher than
SB> that of a 68030 running a 16-bit bus. I doubt the 15% figure however -
SB> 50% faster would be more like it.

Not when there's other chips in the system needing the extra time ... Again,
I've seen NO PROOF that the Falcon's crippled by the 16-bit bus. (Yes I've been
programming demos and that stuff, I should have noticed it if it was true)

SB> Get my point??? Nobody's interested in YOUR configuration. Gavan was
SB> comparing what you could get for the price of a Falcon.

That was a base configuration. The base A1200 has 2 meg of RAM no HD. The base
Falcon has 4 Meg RAM and an 85 Mb HD.

SB> Why would he? There are tons more software for Amiga then there is
SB> for the Atari.

True, but not A1200 vs Falcon030.

SB> We don't need memory protection. Sure, it would be nice sometimes, but
SB> in general Amiga software is enough well-behaved to manage without. And
SB> what does your beloved Falcon OS do when a program stomps outside its
SB> memory space?? Dump the core? Gee, that's useful.

Yup it is. (Program PID failed, program terminated) ... after that I continue
with the rest of my work instead of having to do a system reset.

SB> >According to a COMMODORE magazine in Sweden the A1200 has sol *5000*
SB> units here
SB>
SB> That was months ago. And considering that Atari hopes to have sold

That was ONE WEEK ago!

SB> Have any of them bought one?

One of them said he would order this week. The other ones are saving. (Usually students at univeristy don't have $1000 in their pocket)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1510. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 11:00:12 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8922ba@troed.ct.se>
Source record: 21836

In a message of 04 Sep 93 18:51:46, Stefan Boberg wrote:

SB> That must be why it's sold over 250,000 units in six months.

I don't believe that figure since THE Commodore magazine of choice in Sweden stated that they've sold only 5000 A1200s here.

SB> Beats me. I haven't seen a Falcon in my entire life. I have seen dozens
SB> of A1200's and A4000's though.

No problem. I haven't seen a single A1200 or A4000, but several Falcons! Maybe we don't visit the same placeS?

SB> Rickard, are you on drugs? For your own sake, I hope you're only kidding

Well, I would say that any drug would be better for my sake than being without my BELOVED Falcon.

SB> pro-Falcon arguments, choose to only see the good points of your machine,

Like the rest of the people writing here?

SB> respect. As it is, you just project a negative image of the Atari
SB> community
SB> to the rest of the world, doing the rest of it a great disservice.

Yeah. So?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1511. Silly Question, Why San Francisco?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 13:08:37 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep5.130837.1524@monu6.cc.monash.edu.au>
Source record: 21821
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I've noticed that Atari seemed to have product launches in SF for a lot of their products.

Why SF in particular? Do gay men enjoy Atari's products more than others? I'm sorry if this offends anyone, but my impression was that SF was the gay capital of America, sort of the Oxford Street (Australians will know what I'm talking about) of the US.

Once again, I apologize if this offends anyone, but it is a light hearted question. Images of the Village People dancing around with game consoles come to mind ;-)

- Jim

# 1512. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 14:01:56 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep5.140156.2725@ida.liu.se>
Source record: 21755

cmedley@wam.umd.edu ('Flip') writes:
>In article <9309041201.AA00593@lis17>,
>Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:

>>I would actually, get a person off the street, show em a 24 bit pic
>>and then a HAM8 version. Then ask them to say which is which. I
>>doubt many could tell.

>I think I could. HAM 8 (like the original HAM) can't make a transition
>between two opposing colors, like black and white because it has to
>carry data over from the previous pixel.

This is not true. In HAM8, you have 64 "Base colours" which can be
used at any time. If you set one of these base colours to white, and
another to black, you can alternate between black and white without
any fringes. By setting the rest of the base registers to something
intelligent, you can avoid fringes altogether.

If you ever find an AA Amiga running ImageFX, try loading up a 24-bit
image and render it to HAM8. Then save this image, and load it again.
Next, load the original 24-bit picture into a spare buffer, and do a
"subtract" operation between the two. Then display it. What you will
see is the "difference" between the two images. For most images, there
will be almost no difference at all (depending on what rendering options
and modules you choose). HAM8 is very different from the original HAM.
Partly because you have 64 base colours instead of 16, partly because
you have a 24-bit palette, and also because you can display HAM8 pictures
in any resolution (unlike the original HAM, which was only available in
320*256/512 modes).

>>>Yes, with 256 colours on screen in useful resolutions.

>Like 1280x400 where you can view the latest scanned centerfold from Playboy?

Maybe, or like 976*612, or like 976*768 in 262,144+ colors. Just like the
Falcon, the Amiga has got programmable graphics chips. The abovementioned
modes are "tweaked" Super72 modes.

--
Stefan Boberg, Amiga/SEGA programmer - Team 17 Software / LhA Development.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 1513. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 14:33:24 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep5.143324.3024@ida.liu.se>
Source record: 21754

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 04 Sep 93 00:23:56, Stefan Boberg wrote:

>SB> In fact, I have compared several 24-bit images
>SB> rendered in HAM8 and full 24-bit truecolor side-by-side, and trust me, on
>SB> most types of images (with a decent HAM8 renderer like ImageFX or ADPro)
>SB> you will have to look pretty hard to find any difference.

>Sure, picture by picture ... now .. please show me some sprites, 3d rendered
>in HAM8, moving the whole screen sideway scrolling, lots of explosions
>blasting everything to pieces

>IN HAM8!!!!!!!!!!!

This may come as a shock to you, but that is not very difficult to do. Here's how: use a 640*512 HAM8 screen. Make sure all backgrounds and sprites have a base colour at every second pixel. By placing all objects only at even X positions, you will avoid all HAM fringing, and have 262,144+ colour-graphics.

>Do it. Know. Then buy a REAL machine that can display lots of colours WITHOUT
>cheating!

I already have one. And why would I buy a machine that I can't make any REAL money on?? There are lots of money to make in the Amiga games business (contrary to what some people believe), and none whatsoever in the Falcon.

>SB> In fact, our CD32 games will use the HAM8 mode to display absolutely
>SB> stunning animation sequences, and so does several other titles, so it
>SB> is far from useless.

>"animation sequences" .. yeah ... all GAMES will benefit from that right? The
>*GAMEPLAY* will STILL be in 256 colours!!!

A great deal of games will benefit from that, given the new breed of CD-ROM games are of the "interactive movie" kind. One example is "Microcosm" from Psygnosis. At one of the CD32 demonstrations I attended, they showed long excerpts of "Bladerunner" loading realtime from the CD.

Moreover, do you think Jaguar or 3D0 will be any different?? Most games for those machines will be in 256 colours too, since the memory requirements for 24-bit graphics are monstrous. (1.5M for a 720*520 picture, and the Jaguar only has 2M of RAM... try to figure out how to do double-buffering in that mode).

>SB> Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development

>Amiga/SEGA .. both superseeded by Atari/Nintendo ... :-)

Are you serious? Here are some hard facts by ELSPA: (The figures are for England, but holds true for most other parts of europe as well)

Market share by format :

Hardware : Amiga 40%, Sega 30%, PC & SNES share the rest
Software, full-price: Amiga 50%, PC Compatibles 30%
Software, budget: Amiga 60%, PC 15%, C64 15%
Software, cartridge: Sega 70%, SNES 16%, GameBoy & Game Gear rest

The figures are ballpark figures. I do not have the relevant issue of CTW handy right now, but I'm 100% sure that the Amiga had the largest market share in all categories it competed in. SEGA outsold the SNES by far. If anybody doubts the figures, he can check with ELSPA himself.

I know from first-hand experience that Amiga games sell very well in Europe. The first full-price game we produced ("Alien Breed") has sold more than 70,000 copies worldwide. I doubt any Atari game has sold anywhere near that many copies.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA programmer - Team 17 Software / LhA Development.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 1514. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 14:43:00 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep5.144300.3187@ida.liu.se>
Source record: 21748

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 04 Sep 93 16:35:53, Gavan Martin Moran wrote:

>GM> No they dont. It *is* crap for drawing in but AS I SAID IN THE

>"crap for drawing" .. thank you, that's all you had to say.

It doesn't matter. Most professionals (including us) draw all graphics
using 24-bit paint packages, and then convert it to the desired graphics
mode and touch it up a bit. That way you can produce enhanced versions
of the games when new technology arrives, without having to redo the
graphics again.

>GM> Oh, and many SNES/Sega games are *excellent* despite being written
>GM> on a `crappy piece of hardware` !

>The SNES's hardware is FAR superiour to the CD32 ... where's the
>rotating/scaling/stretching capabilities?

The SNES sprite engine is superior to the CD32 sprite engine, yes.
But in all other respects, the CD32 beats it without trying very hard.
I know, I have first-hand experience with both machines. The SNES is
a pig to program, and the ridiculously small amount of RAM present and
available read-only storage is very prohibitive.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA programmer - Team 17 Software / LhA Development.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 1515. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 15:05:35 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep5.150535.3426@ida.liu.se>
Source record: 21738

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 04 Sep 93 16:35:48, Gavan Martin Moran wrote:

>GM> Falcon - 16 bit crippled 68030

>Sure, come here and show me how it's supposed to be "slow" .. All memory is 32
>bit, all chips (video etc) access it 32 bit. The CPU would NOT benefit from a
>32 bit path.

You are a stubborn SOB aren't you? Since the 68030 is inherently 32-bit, it
is crippled by the 16-bit bus. For every cache miss, the 68030 on a 16-bit bus
will take twice as much time to fetch data as a 68030 on a 32-bit bus.

>GM> Just one of the MANY modes supported by the Amiga. Doesnt the Falcon
>GM> also have a 256 colour mode?

>Sure, aswell as a true 65536 colour mode WITHOUT any fooling around with "HAM"
>.. (try to go from black to white on ONE pixel in HAM .. big laughter)

No problem:

CLUT Register 0: 0x000000
CLUT Register 1: 0xffffff

Bitmap: 1010101010101010

Voila! There's something called "base colours" in the HAM8 mode. You can
change to any of the base colours at any pixel.

>GM> The usual `HAM is useless` statement from an Atari owner who cant
>GM> match the Amiga display. Try looking at a typical 640x512 256000
>GM> colour HAM8 display sometime and tell me it is `useless`. I notice

>Why should I? I can clearly show you where the colours mismatch! (And, I don't
>STARE at pictures .. I want them to MOVE .. impossible in HAM8!)

This statement only proves that you never have seen any HAM8 animations,
or that you have seen the output of some crap 24-bit picture viewer (like
ViewTek). If you had seen 24-bit pictures viewed with ImageFX or ADPro,
you wouldn't be so cocky.

I'm glad you told me than HAM8 motion is impossible - now I'll just
delete those HAM8 animations I have on my HD, and get another 100M of
free HD space! Thanks!

>GM> Thats a fair point. The Falcons sound is infinitely superior to the
>GM> Amigas. However, I`ve never heard anyone complain about the sound in
>GM> Amiga games, most people are very impressed by it. I guess 8 bit

>Yupps .. probably why Commodore said they'd have 32 bit sound in the new
>Amigas.. they're probably VERY pleased with that 8 bit sound ..

32-bit sound? Sorry, but it's 16-bit. 32-bit sound is way overkill for
any application. And 8-bit sound is more than adequate for games. We
typically sample and process sound effects in 16-bit equipment, and then
strip the LSB and use it in our games. This yields excellent results,
and the difference between the 8-bit sounds and the 16-bit originals
is negligible (I can't hear it, but then I'm not an audiophile).

Furthermore, the negligible quality increase in going from 8-bit sounds
to 16-bit sounds doesn't warrant doubling the amount of memory allocated
for sound effects. We probably wouldn't use 16-bit sounds in games even if
it was available. Realtime replay of CD audio tracks is of course a
different matter altogether, since that does not use any system RAM.

>GM> Because your countrymen are all as moronic as you?

>Yeah sure. How old were you again? Started potty-training?

Newsflash: your posts in this group doesn't exactly communicate the image
of a mature adult, Rickard.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA programmer - Team 17 Software / LhA Development.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 1516. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 15:22:10 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep5.152210.3633@ida.liu.se>
Source record: 21744

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 04 Sep 93 18:51:46, Stefan Boberg wrote:

>SB> That must be why it's sold over 250,000 units in six months.

>I don't believe that figure since THE Commodore magazine of choice in Sweden
>stated that they've sold only 5000 A1200s here.

You don't have to believe it if you don't want to, but it's true. I am
a commercial Amiga developer, and I know this for sure. Your figure of 5,000
units sold in Sweden is old, but let's assume that it is correct and do
some calculations...

Total number of non-AA Amiga's sold in Sweden since 1986: roughly 100,000.
Total amount of non-AA Amiga's sold worldwide: roughly 4,500,000. Thus, if
Sweden amounts for as large share of the worldwide market as it did earlier,
it would mean that C= has sold:

4,500,000 / 100,000 * 5,000 = 225,000 A1200 units worldwide.

Clear enough?

>No problem. I haven't seen a single A1200 or A4000, but several Falcons! Maybe
>we don't visit the same placeS?

We probably don't, and I can't really say that I'm sorry for it. Maybe
"Hassleholm" is Falcon-paradise, and Amiga-hell. What do I know? But I do
know that the rest of Sweden isn't like Hassleholm, that's for sure.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA programmer - Team 17 Software / LhA Development.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

## 1517. why didn't the archimedes come to U.S. ?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 17:51:37 UTC
From: oyakea@warren1b.its.rpi.edu
Message-ID: <26d8v9$84@usenet.rpi.edu>
Source record: 21741

Why and what did apple have to do with it ????

# 1518. Re: The Complete Jaguar Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 17:56:12 UTC
From: farren@netcom.com
Message-ID: <farrenCCw75p.KIM@netcom.com>
Source record: 21832
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip') writes:

>In article <farrenCCtuA1.7GK@netcom.com>,
>Mike Farren <farren@netcom.com> wrote:
>>
>>It's not a matter of proving that they are lying. It's a matter of
>>proving that the information they've provided is not consistent,

>Mike... what is the difference between being inconsistent and lying?

There might not be one - you can't tell. It's possible that what Atari
is doing is simple shuffling of otherwise reasonable data to make it
look better than, in fact, it really is. That's not quite lying, in
my book, but has much the same effect.

>Well, yes, but Commodore's known behavior in the USA before the Amiga was
>to see a good cheap computer (C-64) in huge quantities, and their behavior
>certainly changed, didn't it? :)

No, it hasn't. How many million A500's are there in the world today?

>>The goal here isn't necessarily to prove the Atari fanatics wrong, just
>>to get them to stop, think about it, and realize that they don't know
>>any more than anyone else, and that Atari ain't gonna tell 'em. Then,
>>we all get to wait to find out the *real* truth.

>That's about as silly an explanation for a flame war as any i've ever heard.
>Basically what you want to do is flame a machine that has not been released
>based on various interpretations of the spec sheet(s) and some block diagrams.

So who's flaming? Or does any discussion where there are disagreements
count as flaming in your book?

>I think the real truth will come out when it ships. And if people are wrong,
>it's senseless to run about bashing any other machine that might step on the
>toes of the one true God you worship (Commodore :) ) all on the preliminary
>information...

Give me a large break. As I have pointed out many times, I was in this
business long before there *was* a Commodore, I programmed for Ataris
and Apples long before I ever came near a Commodore product. Did you
notice, *anywhere* in the postings I've made about the Jaguar, *any*
reference to Commodore, IBM, Apple, or any other company besides Atari?
You did not, and you will not. Get off this "one true God" thing - it
ain't so.

And, if you're going to be so quick to come down on *my* head for speculating about the Jaguar, why don't you come down equally hard on those folks whose postings I'm rebutting - the ones who are all over rec.games.video raving about the wonderful Jaguar, based on exactly the same information (or lack of it) as I have?

>>Unconnected with Commodore for almost two years, now!

>You sure don't act like it. Tell me, did you leave them willingly? :)

No, but what difference does that make? That line is there because some people were talking as if I still worked there, and I decided to set the record straight. Any other interpretation is your problem.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 1519. Re: Silly Question, Why San Francisco?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 18:03:52 UTC
From: farren@netcom.com
Message-ID: <farrenCCw7IG.L00@netcom.com>
Source record: 21829
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>Once again, I apologize if this offends anyone, but it is a light
>hearted question. Images of the Village People dancing around with
>game consoles come to mind ;-)

Since the Village in Village People refers to Greenwich Village in
New York, and not San Francisco, I'm more likely to be impressed by
your willingness to buy into dumb stereotypes than I am to be offended
by gratuitous slams of a very nice city.

Did you stop to think that perhaps the reason Atari has roll-outs in
San Francisco might have something to do with the fact that they're
only 40 miles away?

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 1520. Re: Silly Question, Why San Francisco?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-05 20:54:09 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <26djlh$5nc@Tut.MsState.Edu>
Source record: 21824
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCCw7IG.L00@netcom.com> farren@netcom.com (Mike Farren) writes:
>int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>
>>Once again, I apologize if this offends anyone, but it is a light
>>hearted question. Images of the Village People dancing around with
>>game consoles come to mind ;-)
>
>Since the Village in Village People refers to Greenwich Village in
>New York, and not San Francisco, I'm more likely to be impressed by
>your willingness to buy into dumb stereotypes than I am to be offended
>by gratuitous slams of a very nice city.
>
>Did you stop to think that perhaps the reason Atari has roll-outs in
>San Francisco might have something to do with the fact that they're
>only 40 miles away?

As a former Bay-Area resident, I can think of several reasons why they
would want to launch it there :

1. Silicon Valley.
2. Lot's of MultiMedia hardware/software companies in the area.
3. Lot's of Virtual Reality companies in the area.
4. The press out there is more "tech aware" than anywhere else.
5. There are more computer-literates than anywhere else.
6. It's not New York City. :-)

Skip Sauls
skip@cy.cs.olemiss.edu

# 1521. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 00:14:44 UTC
From: sys1@exnet.co.uk
Message-ID: <CCwooo.Kv@exnet.co.uk>
Source record: 21743

In article <CCu5uH.DtH@lysator.liu.se> boberg@lysator.liu.se (Stefan Boberg) writes:
>rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>>In a message of 03 Sep 93 16:18:35, Gavan Martin Moran wrote:
>
>>GM> can anyone confirm these figures? I know a while ago there was a big
>>GM> debate over the slowdown of the Falcons 16-bit access.
>
>>No slowdown at all. I can't tell you why, bcoz I don't know, but in benchmarks
>>the Falcon is 50% of the Speed of a 32Mhz 030 TT with a 32 bit bus ..
>
> Exactly. You proved yourself wrong here. The 16-bit bus effectively
>halves the Falcons speed. Remember that the TT has a 16MHz bus.
>

I think someone posted figures suggesting that the Falcon 030 was faster.
CPU speed and access to the bus are not the only deciding things.

I have not done a direct comparison.

I am happy with the performance I'm getting.

>>GM> The A1200 is 15 % faster.
>
>>Bullshit.
>
> Gee. That's an argument full of substance. Anyone with any kind of
>understanding of how the 68020/68030 works will be able to tell you
>that the speed of a 68020 running on a 32-bit bus will be higher than
>that of a 68030 running a 16-bit bus. I doubt the 15% figure however -
>50% faster would be more like it.
>

Bus width is not everything. BTW, Atari tell me the pipelining achitecture
makes the access time more like 24 bits than the 16 bits suggested. Anyway
they could be telling me porkies.

CPU speeds are different too.

Who cares anyway, the Falcon is a better machine.

> And my A4000/040 has two 240MB HD's, and the A1200 here has got a 170M
>HD ... You really are thick, aren't you? Gavan was comparing the things
>you could get for an equivalent price. How big a HD you have in your system
>isn't going to help anyone who's choosing between a Falcon and an A1200.
>
> Again. My A4000/040 has 18M RAM, my A3000 10M, and our A1200 has got 10M.
>Get my point??? Nobody's interested in YOUR configuration. Gavan was

>comparing what you could get for the price of a Falcon.
>

I can only guess that you somehow think your virility is linked to the
megabytes of your system. Well, my system is *much* bigger than yours...
...so there.

:)

>>GM> The A1200 has more software than the Falcon
>
>>Geezyz ... lying again I see?
>
> Why would he? There are tons more software for Amiga then there is
>for the Atari.
>

True. The A1200 has been around a lot longer. What does this prove?

chorus: NOTHING

Thankyou. As long as i get the software *I* *need* to do the job all
else is tinsel.

>>GM> The A1200 has a much wider userbase than the Falcon
>
>>Yeah, playing games is fun. Right.
>
> ???? I don't quite follow your logic here. What does playing games
>have to do with the size of the user base?

How many 1200 are actually used for serious work? Very few. People
wanting to do serious things get something like the 4000 040/030
and buy the extra bit `n' bobs at yet more cost.

The average 1200 owner is a games player and very little else.

And don't bother telling me about what you've got down your pants...
I mean, what makes you think you're average?

>
>>GM> The A1200 has a better multitasking OS than the Falcon
>
>>Hahahahaha .. no MEMORYPROTECTION,
>
> We don't need memory protection. Sure, it would be nice sometimes, but
>in general Amiga software is enough well-behaved to manage without. And
>what does your beloved Falcon OS do when a program stomps outside its
>memory space?? Dump the core? Gee, that's useful.
>

Ah, well, yes you *do* need proper memory protection, otherwise you are
just leaving things to chance.

BTW, my falcon behaves perfectly and I havenot got a core dump yet.

>>GM> The A1200 has more peripherals than the Falcon
>
>>Bullshit.
>
> Another substantiated claim. Could you please be as kind as to mention
>what peripherials are available for the Falcon, so we could do a comparison?
>

All SCSI peripherals dear. Plus remember the other ports that outnumber the
A1200 ports 2 to 1.

>>GM> The A1200 is outselling the Falcon 10:1
>
>>According to a COMMODORE magazine in Sweden the A1200 has sol *5000* units here
>>..
>
> That was months ago. And considering that Atari hopes to have sold 20,000
>units by the end of 1993 WORLDWIDE, that 10:1 figure is probably too low
>(since the A1200 has already sold more than 250,000 units).
>

The F030 is twice the price of the A1200, the A1200 is a low level entry
machine, the F030 a mid level complex machine with a lot of stuff built in.
Stuff that games players seldom use.

So, what are you bragging about, that there are more nerds in the world than
Archgeniuses?

>>GM> THATS why Amiga owners get pissed off at the constant sniping and
>>GM> misinformation from Falcon owners (many of whom are only Falcon
>>GM> wannabes).
>

Amiga users? Please! It is a games machine. I *wanted* to buy one, but
when I did a point by point comparison it lost out in every field except
graphics.

It is a one trick dog.... And I am bored of its trick.

xavier

# 1522. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 00:51:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15259@uqcspe.cs.uq.oz.au>
Source record: 21817
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

jcrowe@zaphod.NoSubdomain.NoDomain (Joseph Crowe) writes:

>enlighten me but I suspect regardless of Falcon's capabilities, it
>could be very tiring having to do roll-your-own software every time
>you wanted to do something on the machine.

Huh? What are you talking about? The Falcon runs TOS and GEM!

For example, I don't have a Falcon, but my GEM NetHack runs perfectly
on a Falcon, even in 256 colour mode. (since it is a GEM program).

I'm sure you're getting confused with the Jaguar, which, of course,
doesn't have an operating system. Why would you put an OS into a
console? Even many games on the Atari/Amiga don't make any significant
use of the operating system. The "Operating System" of the Jaguar is
whatever library of routines is supplied to cartridge developers. This
is a Good Thing too - because it means that there cannot be any
incompatibilities between the game and the OS - since the game comes
with it's own copies of the relevant routines.

--
Warwick

# 1523. Re: Assembly in a RISC envrionment? (was: Jaguar? Seems...(WAS: Re: CD32))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 02:12:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15262@uqcspe.cs.uq.oz.au>
Source record: 21825
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

jpdavid@netcom.com (David ;o) writes:

>What are the general implications for computers as they move toward
>RISC. Even the amiga is supposed to go to RISC some day. Does this
>make assemblers a dying breed? If executables a three times the size,
>does that mean a 100 meg hard drive is the functional equiv. of a 30
>meg? 3 megs of ram would be as useful as 1?

Well, systems have always grown ever hungrier for both primary and
secondary memory, but don't forget there are many things that can also
decrease the amount of storage used. For example, as shared libraries
become more popular, both primary AND secondary storage requirements
diminish.

--
Warwick

# 1524. Re: The Complete Jaguar Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 04:12:19 UTC
From: cmedley@wam.umd.edu
Message-ID: <26edb3$17i@cville-srv.wam.umd.edu>
Source record: 21820
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCCw75p.KIM@netcom.com>,
Mike Farren <farren@netcom.com> wrote:
>cmedley@wam.umd.edu ('Flip') writes:
>
>>In article <farrenCCtuA1.7GK@netcom.com>,
>>Mike Farren <farren@netcom.com> wrote:
>>>
>>>It's not a matter of proving that they are lying. It's a matter of
>>>proving that the information they've provided is not consistent,
>
>>Mike... what is the difference between being inconsistent and lying?
>
>There might not be one - you can't tell. It's possible that what Atari
>is doing is simple shuffling of otherwise reasonable data to make it
>look better than, in fact, it really is. That's not quite lying, in
>my book, but has much the same effect.
>

What you said was that they were saying things about the Jag specs that
are inconsistent. If everything they say is factual (i.e., TRUE) then
there would be no inconsistencies.

If they makes statements that are misleading (i.e., the fact that it has
16 MEG (abits) as opposed to our 2 MEG (abyte) interpretation of the same
amount of RAM) I would bet that 99% of whatever we see as possible "lying"
is akin to the marketing hype that all the video game companies are using.

And I'll be you almost anything that Commodore uses MEGabits for measuring
the CD^32's memory when/if they advertise it against the dedicated consoles
in N. America.

>>Well, yes, but Commodore's known behavior in the USA before the Amiga was
>>to see a good cheap computer (C-64) in huge quantities, and their behavior
>>certainly changed, didn't it? :)
>
>No, it hasn't. How many million A500's are there in the world today?
>

I wouldn't know. But I will say this... when the C-64 was "large and in
charge" you could walk into ANY computer store and see software and accessories
for it.

You sure can't do that with the A500, which incidentally, is no longer
available.

>>>The goal here isn't necessarily to prove the Atari fanatics wrong, just
>>>to get them to stop, think about it, and realize that they don't know
>>>any more than anyone else, and that Atari ain't gonna tell 'em. Then,
>>>we all get to wait to find out the *real* truth.
>
>>That's about as silly an explanation for a flame war as any i've ever heard.
>>Basically what you want to do is flame a machine that has not been released
>>based on various interpretations of the spec sheet(s) and some block diagrams.
>
>So who's flaming? Or does any discussion where there are disagreements
>count as flaming in your book?
>

When someone runs around picking "fights" because they feel a need to prove
the superiority of their computer purchase to reduce their own cognitive
dissonance. :)

>>I think the real truth will come out when it ships. And if people are wrong,
>>it's senseless to run about bashing any other machine that might step on the
>>toes of the one true God you worship (Commodore :) ) all on the preliminary
>>information...
>
>Give me a large break. As I have pointed out many times, I was in this
>business long before there *was* a Commodore, I programmed for Ataris
>and Apples long before I ever came near a Commodore product. Did you
>notice, *anywhere* in the postings I've made about the Jaguar, *any*
>reference to Commodore, IBM, Apple, or any other company besides Atari?
>You did not, and you will not. Get off this "one true God" thing - it
>ain't so.
>

So if you are so fair, why are you trying so hard to find something wrong
with the Jaguar right this minute as opposed to waiting and seeing what happens
when it ships?

>And, if you're going to be so quick to come down on *my* head for
>speculating about the Jaguar, why don't you come down equally hard on
>those folks whose postings I'm rebutting - the ones who are all over
>rec.games.video raving about the wonderful Jaguar, based on exactly the
>same information (or lack of it) as I have?

I don't read rec.games.video. :)

>
>>>Unconnected with Commodore for almost two years, now!
>
>>You sure don't act like it. Tell me, did you leave them willingly? :)
>
>No, but what difference does that make? That line is there because some
>people were talking as if I still worked there, and I decided to set the
>record straight. Any other interpretation is your problem.
>

Well, actually, it does make a difference. As an ex-Commie, you would be biased, I would imagine. If you parted with C= on bad terms, I would take anything you said against their products with a grain of salt. If you seem to be overly happy with them, your prior affiliation w/ Commodore makes it questionable as to your possible bias. That's why I personally would question your objectivity and motives in regards to the Jaguar.

Of course, as you said, it is my (and any other reader's) problem to read between the lines to figure out why you feel a need to try to rain on the Jaguar parade.

>--
>Michael J. Farren farren@netcom.com
>Unconnected with Commodore for almost two years, now!

# 1525. Re: Akiko screwup

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 07:42:47 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <26epln$l7h@diemen.utas.edu.au>
Source record: 21758
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

farren@netcom.com (Mike Farren) writes:

>pjotr@ludd.luth.se (Peter Sj|str|m) writes:

>> Akiko's speed can be achieved on an 040 easily and on a 020/030
>>with only fast RAM available. So, you can emulate akiko on an 040 easily
>>and on machines with 020+ and fast RAM.

>Do you, then, know exactly how Akiko works? Doing chunky/planar
>conversion in the CPU is wasteful, no matter what. One would hope
>that Akiko eliminates some of that waste by being specially designed
>for the task.

Yep. And akiko needs the cpu to supply data. To convert 8 longs it requres
the cpu do Read 8 longs from chunkybuffer, write 8 longs to akiko, read
8 longs from akiko and write 8 longs into planar buffer in chipram.

Now think about a simple c2p routine such as a 5 way merge routine merging
words,bytes,nibbles,pairs and finally bits. It merely needs to read 8 longs
from chunkybuffer... do the 5 merges and write 8 longs to chipram. Thats
a saving of 16 writes [ok ok so akiko has 0 wait state on A1200 so i am
told]... but still I make the following bold claim:

On an A4k/040 without akiko a software chunky to planar convertor I have
a routine that operates within 95% of the speed of a routine that would
run on the A4k/040 using akiko. [Maybe even _faster_ once I start
optimising my routine]. If you dont think its possible then think about it!

Regards, James McCoull.

# 1526. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 09:16:36 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309060914.AA00724@bot10>
Source record: 21760

tpp@cbnews.cb.att.com (Grue) writes...

>>
>> You want to spend your time arguing over spec sheets?
>> Get a life!

>What the hell have you all been arguing over?

Well, most people seem to be arguing about the as yet unconfirmed
specifications of the Jaguar vs the As yet unconfirmed specs of the
3DO machine vs the _actual_ Specs of the CD32. Aside from the fact
that the CD32 is the only machine that exists as a production model
(and is on sale) and that the other 2 have yet to be seen in even
near -finished form, I think the point is that specs dont
necessarily guarantee success or fun and enjoyment from the machine.
Whats counts is software availability and THIS is what will matter.

Of course if someone puts about a misleading statement about
specs (as Atari advocates do about Amigas) I will answer back to
correct them.

Its silly to argue about the Jaguar specs as we dont really know
what the final machine will be like. Noone on this group seems to
even agree what the 68000 in the machine is for. Considering the JAg
goes on sale *next month* according to you, its worrying that there
is so little hard facts about the machine.

>>>Um, October. Is that soon enough for you?
>>
>> OCtober 1994 most likely.

>Wow, what a witty comeback. No, October 1993. You asked, I answered. If you
>can't handle that answer, go cry to your mommy.

No point arguing this. We`ll just have to see when it *does* come
out. I`d bet that it wont be til` a LOT later than next month
(Although probably not as late as next october).

>>>Yep, the Atari scene that has Nintendo running to SGI and 3DO badmouthing the
>>>Jaguar, saying the Jaguar is Beta to 3DO's VHS, is really dead. Yep.
>>
>> You have a really vivid imagination if you think that Atari have
>>nintendo and 3DO worried. Atari have failed miserably to beat even a
>>shit company like Commodore in the home computer market, and now you
>>want to take on Sega and Nintendo (and possible 3DO) in the console
>>market!?

>You must have your eyes closed. Why do you suppose Nintendo announced the deal
>with SGI the day after the Jaguar was shown to the press?

Well, of course the Amiga press are putting about the word that
it was to spoil the release of the CD32 (Sega announced a 32 bit
sega CD on the day of the official UK release of the CD32). I`d
imagine however, that it is just designed to keep Nintendo in the
limelight as they dont have anything to compete with the current
crop of CD consoles and 32-bit machines.

Neither Atari or C= have the dollars (or the marketting ability)
to take on Sega or Nintendo. They`ll have to hope that the hardware
sells itself to a large extent.

Gavan

# 1527. Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 09:22:48 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309060920.AA00738@bot10>
Source record: 21761

cmedley@wam.umd.edu ('Flip') writes ...

>In article <9309041126.AA00559@lis17>,
>Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>>
>> I was pointing out that Atari are in a precarious position for
>>launching a radical product like the Jaguar. READ THE ORIGINAL POST.
>>Most of the rest of what you said *agreed* with my post...

>Gavan, you should read MY original post. What my point was getting at is
>that both Atari and Commodore are in dire financial straits, albeit in
>differing circumstances, and it appears both of hinging their profitability
>not on their computer lines, but on their game systems. Atari is probably
>doing this moreso than Commodore, but it seems to be widely acknowledged
>in amiga.advocacy that Commodore needs CD^32 to take off to make money.

I never said they didnt. Theres not that much money to be made in
home computers anymore (non-IBM ones that is). Your post seemed to
be obsessed with taking a swipe a C=s position (not that I`m
defending C=).

Both Atari and C= are dependant on their new consoles being a
sucess. If they are, I think we will see far less emphasis on the
home computers from the two companies. This rather leaves Falcon
owners out in the cold, less so with the A1200 as it is quite
compatible with the CD32 (It needs someone to make a CD32 add-on for
it though).

Gavan

# 1528. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 09:26:44 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309060924.AA00743@bot10>
Source record: 21762

cmedley@wam.umd.edu ('Flip') writes ..

>Hmmm. That's interesting. I always thought that Amiga owners picked flame
>wars with Atari owners to try to make up for the ego-bashing Marc Barrett
>gives you guys in your own group. :)

Noone takes any notice of what MB says anymore. Hes just spread
one too many malicious lies. He rarely says anything about the
`facts` usually just a swipe from info gained from a mysterious
`insider` at C=

(Hey maybe the insider is Irving Gould, he seems to be determined
to ruin the Amiga)

Gavan

# 1529. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 09:34:05 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309060931.AA00757@bot10>
Source record: 21763

cmedley@wam.umd.edu ('Flip') writes ...

>> No they dont. It *is* crap for drawing in but AS I SAID IN THE
>>POST it makes a perfect display buffer. Lets face it, at the present
>>time 256 colour screens are the best practical standard for working
>>in. Higher colour screens are all very well but all systems I have
>>seen use them as display buffers. Even most workstations only use
>>256 colour screens for working on.

>Gavan... have you ever seen a PC with a 24-bit video card? I'm not saying
>the PC is a better video platform, just that the ability to throw out
>a true 16.8 million colors is pretty serious. And it beats the hell out of
>256 colors, whether its on a Falcon or Amiga.

I`ve seen 24-bit and on any machine it is excellent. It certainly
beats the 256 colour modes of the Falcon and A1200. It also has to
beat the HAM8 mode by definition as it has more colours (HAM8 is
pseudo 18-bit). To look at though, it provides the same quality.
Unless you set the screens up side by side you wounld have a hard
time telling the difference.

What makes 24 - bit so good? - Extra colours (~16Million).
How many colours can the Falcon display - 65535
How many colours can the Amiga display - 260000

I think its pretty obvious which system offers the best display.
Take a look at HAM8 sometime, you might find that for most people
its indistinguishable.

(NB A 640x400 display can only have about 256000 colours on screen
anyway, even if every pixel is a different colour, so 24 bit is kind
of wasted even though it still offers better dynamic range)

Gavan

# 1530. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 09:44:47 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309060942.AA00767@bot10>
Source record: 21764

cmedley@wam.umd.edu ('Flip') writes ...

>See, the Falcon's video chip, the VIDEL, is fully programmable. It can
>do any arbitrary XXXX x YYYY resolution provided it can handle pumping
>out the data fast enough. A simple screen driver (BlowUp030) can jack
>the machine up to resolutions like 800x600 non-interlaced and even higher
>resolutions interlaced. With an external piece of hardware (simply a
>clock to synch the VIDEL to a different spec) it'll do even better.

Well, youre the atari expert. I`ll take your word that its easy
and compatible to obtain the aforementioned resolutions.

Still needs an external piece of hardware to avchieve it full
capability though.. Its hard to imagine that atari could have
overlooked this simple modification when designing the machine. I
mean, to not put in a simmple clock to enhance the video
capabilities .. A typical example of the Falcons design
ideosyncracies.

>The reason these resolutions are highly compatible is that from day 1,
>the Atari ST line had device independent output for all graphics. This
>is why all software that was written using GEM will work, even if it is
>done back in 1985.

Any software on any platform that uses the OS properly should
work on any future revision of that machine.

>I think I could. HAM 8 (like the original HAM) can't make a transition
>between two opposing colors, like black and white because it has to
>carry data over from the previous pixel.

HAM8 has 64 base registers which can be plotted anywhere on the
screen. Any colour in the base registers acts as the base for
modification. Therefore as long as one base is white and another
black you can have white and black beside each other.

>it should look a lot better than 256 colors, it ain't 24-bit.

It isnt, but close enough to fool the eye and certainly as good
as a standard composite video/ TV signal which is all the average
punter wants.

# 1531. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 09:46:38 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309060944.AA00772@bot10>
Source record: 21765

cmedley@wam.umd.edu ('Flip') writes ..

>>Thats a fair point. The Falcons sound is infinitely superior to the
>>Amigas. However, I`ve never heard anyone complain about the sound in
>>Amiga games, most people are very impressed by it. I guess 8 bit
>>sound is perfectly adequate for most purposes. Besides, where are
>>you going to store the 170K/sec needed for 16-bit stereo CD quality
>>sound?
>>
>On the big, dedicated SCSI-2 hard drive I'll have hanging off the Falcon's
>SCSI-2 port. :)

Hooray for you! But what about the average owner who doesnt have
the h/w to take advantage of the 16-bit sound?

Its still nice to have the facility even if you cant properly
use it but wouldnt it be nicer if you could?

Gavan

# 1532. Re: The Complete Jaguar Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 09:50:44 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309060948.AA00786@bot10>
Source record: 21766

cmedley@wam.umd.edu ('Flip') writes..

MF>>The goal here isn't necessarily to prove the Atari fanatics wrong, just
>>to get them to stop, think about it, and realize that they don't know
>>any more than anyone else, and that Atari ain't gonna tell 'em. Then,
>>we all get to wait to find out the *real* truth.
>>
>That's about as silly an explanation for a flame war as any i've ever heard.
>Basically what you want to do is flame a machine that has not been released
>based on various interpretations of the spec sheet(s) and some block diagrams.

What seems to be happening is that atari advocates are trying to
flame the CD32 by citing various interpretations of spec sheets and
block diagrams. I say to the Jaguar advocates - wait and see what
the JAg is like and THEN flame the CD32. Dont try to slag off a
machine that _exists_ by citing one that doesnt (yet)

Gavan

# 1533. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 09:54:20 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309060951.AA00791@bot10>
Source record: 21767

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes...

>SB> rendered in HAM8 and full 24-bit truecolor side-by-side, and trust me, on
>SB> most types of images (with a decent HAM8 renderer like ImageFX or ADPro)
>SB> you will have to look pretty hard to find any difference.

>Sure, picture by picture ... now .. please show me some sprites, 3d rendered in
>HAM8, moving the whole screen sideway scrolling, lots of explosions blasting
>everything to pieces

>IN HAM8!!!!!!!!!!!!

>Do it. Know. Then buy a REAL machine that can display lots of colours WITHOUT
>cheating!

Yes, there are really lots of games that use the 65535 colour
mode on the Falcon, arent there?

The point is, these modes are useful for displaying static pics.
256 colours is more than enough for games (look at project X in 32
colours on the Amiga)

Oh, and you can sideways (and vertically) scroll HAM8 quite easily

Gavan

# 1534. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 09:56:25 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8acf9c@troed.ct.se>
Source record: 21759

In a message of 05 Sep 93 21:16:38, Stefan Boberg wrote:

SB> You are a stubborn SOB aren't you? Since the 68030 is inherently 32-bit,
SB> it
SB> is crippled by the 16-bit bus. For every cache miss, the 68030 on a 16-bit
SB> bus
SB> will take twice as much time to fetch data as a 68030 on a 32-bit bus.

The how come the 16Mhz030 Falcon is exactly 50% of the speed of the 32Mhz030 TT (which has 32 bit and 32Mhz access to FastRam)?

Where do you find any crippled busaccesses in those figures?

Oh BTW; I have a 16Mhz 68000 STE, if what you said is true, my Falcon would only be 1-1 1/2 the speed of that one ... well . it's 3-4 times faster ..

SB> I'm glad you told me than HAM8 motion is impossible - now I'll just
SB> delete those HAM8 animations I have on my HD, and get another 100M of
SB> free HD space! Thanks!

Sure, flipping screen basepage ... cut out a part of a HAM8 pictures, say, 128*128 pixels ... move it around ... what happens? (It's a 262Kcol piccy, not 64 baspeage colours now!)

SB> 32-bit sound? Sorry, but it's 16-bit. 32-bit sound is way overkill for

Last I heard from Sky One's TTV was 32 bit.

SB> >GM> Because your countrymen are all as moronic as you?
SB>
SB> >Yeah sure. How old were you again? Started potty-training?
SB>
SB> Newsflash: your posts in this group doesn't exactly communicate the
SB> image
SB> of a mature adult, Rickard.

I guess GM's talk about all swedes being "moronic" suits you better? Oh well...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1535. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 10:04:30 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309061002.AA00815@bot10>
Source record: 21768

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes ..

>GM> Falcon - 16 bit crippled 68030

>Sure, come here and show me how it's supposed to be "slow" .. All memory is 32
>bit, all chips (video etc) access it 32 bit. The CPU would NOT benefit from a
>32 bit path.

A 32-bit cpu **NOT BENEFIT FROM A 32 BIT PATH INSTEAD OF A 16??**

I doubt that even other Atari advocates would take your mindless
rantings seriously......

>Sure, aswell as a true 65536 colour mode WITHOUT any fooling around with "HAM"
>.. (try to go from black to white on ONE pixel in HAM .. big laughter)

As I answered in another post, you can go straight from white to
black provided the base registers are set right.

>GM> The usual `HAM is useless` statement from an Atari owner who cant
>GM> match the Amiga display. Try looking at a typical 640x512 256000
>GM> colour HAM8 display sometime and tell me it is `useless`. I notice

>Why should I? I can clearly show you where the colours mismatch! (And, I don't
>STARE at pictures .. I want them to MOVE .. impossible in HAM8!)

Then look at some ham8 animation. I douby current arcade games
could benefit substantially from any more than 256 colours. The
slowdown would cause real problems with fast blasters and there
would be a lot of memory used (a lot more than the 1 meg Falcon
standard)

>GM> Thats a fair point. The Falcons sound is infinitely superior to the
>GM> Amigas. However, I`ve never heard anyone complain about the sound in
>GM> Amiga games, most people are very impressed by it. I guess 8 bit

>Yupps .. probably why Commodore said they'd have 32 bit sound in the new Amigas
>.. they're probably VERY pleased with that 8 bit sound ..

Where`d you hear that? I doubt even commodore would make a stupid
statement like that.

>GM> sound is perfectly adequate for most purposes. Besides, where are
>GM> you going to store the 170K/sec needed for 16-bit stereo CD quality
>GM> sound?

>Wanna guess? In the 4 meg RAM the BASE Falcon comes with ...

In the UK the base configuration is 1 meg. It may be different where you are. Anway - 4 megs ~= 35 seconds of CD quality sound. Where do you put your programs and memory used by the OS?

>GM> Because your countrymen are all as moronic as you?

>Yeah sure. How old were you again? Started potty-training?

Yep, a cheap jibe by me. But you *really* set yourself up by making such stupid claims. Say something intelligent and I`ll find it easier to resist such jibes.

Gavan

# 1536. A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 10:23:07 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309061020.AA00844@bot10>
Source record: 21781

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes...

>GM> I dont see many Falcons being used for DTP, Databases, Word
>GM>Processing etc *in business* (nor Amigas for that matter)

>Try opening your eyes.

I know, youre trying to wind me up.

>Stupid as I eh? Well, I'm sure we'll all come and visit you when you finish
>playschool.

yes, you definitely are.

another post ....

>That was a base configuration. The base A1200 has 2 meg of RAM no HD. The base
>Falcon has 4 Meg RAM and an 85 Mb HD.

just what is the Base? Here it is 1 meg, no HD. Can Falcon
owners from Europe and America give a definitive statement.

If the base is 4 meg/80 HD then I can get even more of an A1200
for my money as I can add a 50Mhz 030 card AS WELL as the things I
listed in my original post.

SB> Have any of them bought one?

>One of them said he would order this week. The other ones are saving. (Usually
>students at univeristy don't have $1000 in their pocket)

exactly. They can get an A1200 cheap and expand it way beyond a
base Falcon for the same overall price, but do it as they can afford
it.

another post....

>SB> That must be why it's sold over 250,000 units in six months.

>I don't believe that figure since THE Commodore magazine of choice in Sweden
>stated that they've sold only 5000 A1200s here.

Certainly well in excess if 100 000 in the UK. I believe it has
sold very well in Germany too. I`d say that 250000 this reasonable,
buy does anyone have any hard facts they could post?

>SB> pro-Falcon arguments, choose to only see the good points of your machine,

>Like the rest of the people writing here?

Most intelligent Falcon owners stick to arguing about the strngths
of their machine.

Gavan

# 1537. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 10:32:53 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309061030.AA00858@bot10>
Source record: 21769

sys1@exnet.co.uk (Xavier Gallagher) writes ...

>Who cares anyway, the Falcon is a better machine.

Thats an authoritive statement. Hey everyone, buy a Faclon coz ;
`the Falcon is a better machine.` sez Xavier.

>Thankyou. As long as i get the software *I* *need* to do the job all
>else is tinsel.

Thats a big truth most people seem to forget. Sadly for the
Falcon, the majority of people find that it *doesnt* have the
software they want. Thats why it has flopped.

>How many 1200 are actually used for serious work? Very few. People
>wanting to do serious things get something like the 4000 040/030
>and buy the extra bit `n' bobs at yet more cost.

>The average 1200 owner is a games player and very little else.

How many Falcons and STs are used for serious work? Id say at
least as many Amigas are used in serious video production, as
Falcons and Sts are used in music studios. It`d be hard to produce
definitive figures though.
Most STs were bought to play games on, in the UK at least, before
the ST games market dried up.

>> Another substantiated claim. Could you please be as kind as to mention
>>what peripherials are available for the Falcon, so we could do a comparison?

>All SCSI peripherals dear. Plus remember the other ports that outnumber the
>A1200 ports 2 to 1.

You can get SCSI for the A1200 too. You pay extra, but an A1200
with SCSI would still be cheaper than a falcon. Oh, and there are
device drivers available for all the SCSI add ons?

>The F030 is twice the price of the A1200, the A1200 is a low level entry
>machine, the F030 a mid level complex machine with a lot of stuff built in.
>Stuff that games players seldom use.

>Amiga users? Please! It is a games machine. I *wanted* to buy one, but
>when I did a point by point comparison it lost out in every field except
>graphics.

As you say, the F030 is 2x price of A1200. That means you can buy
an awful lot of extra add-ons for the A1200 to make it functionally
superior to the F030 for the SAME PRICE. Read my point by point

comparison in the original posting to see what I mean.

Gavan

# 1538. A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 10:35:48 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309061033.AA00870@bot10>
Source record: 21770

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes...

>GM> I dont see many Falcons being used for DTP, Databases, Word
>GM>Processing etc *in business* (nor Amigas for that matter)

>Try opening your eyes.

I know, youre trying to wind me up.

>Stupid as I eh? Well, I'm sure we'll all come and visit you when you finish
>playschool.

yes, you definitely are.

another post ....

>That was a base configuration. The base A1200 has 2 meg of RAM no HD. The base
>Falcon has 4 Meg RAM and an 85 Mb HD.

just what is the Base? Here it is 1 meg, no HD. Can Falcon
owners from Europe and America give a definitive statement.

If the base is 4 meg/80 HD then I can get even more of an A1200
for my money as I can add a 50Mhz 030 card AS WELL as the things I
listed in my original post.

SB> Have any of them bought one?

>One of them said he would order this week. The other ones are saving. (Usually
>students at univeristy don't have $1000 in their pocket)

exactly. They can get an A1200 cheap and expand it way beyond a
base Falcon for the same overall price, but do it as they can afford
it.

another post....

>SB> That must be why it's sold over 250,000 units in six months.

>I don't believe that figure since THE Commodore magazine of choice in Sweden
>stated that they've sold only 5000 A1200s here.

Certainly well in excess if 100 000 in the UK. I believe it has
sold very well in Germany too. I`d say that 250000 this reasonable,
buy does anyone have any hard facts they could post?

>SB> pro-Falcon arguments, choose to only see the good points of your machine,

>Like the rest of the people writing here?

Most intelligent Falcon owners stick to arguing about the strngths
of their machine.

Gavan

# 1539. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 10:37:22 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309061034.AA00876@bot10>
Source record: 21771

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes....

>GM> No they dont. It *is* crap for drawing in but AS I SAID IN THE

>"crap for drawing" .. thank you, that's all you had to say.

Yes, you only hear what you want to hear and then you go into
mad-rant mode.....

>GM> Oh yeah? What else is available RIGHT NOW? The technology exists,

>1 October = 3DO
>31 October = Jaguar

As falcon owners like to say, we`ll see........

>GM> Oh, and many SNES/Sega games are *excellent* despite being written
>GM> on a `crappy piece of hardware` !

>The SNES's hardware is FAR superiour to the CD32 ... where's the
>rotating/scaling/stretching capabilities?

oh no! Are you for real.

Where is the 2 meg RAM, 600 MEG storage, 32 bit CPU blah ..
blah.. of the SNES?
Theres no point in me even listing all the superiorities of the
CD32 to the SNES. The SNESs neat background rotating chip is well
known. Overall, it CANT mach the CD32 though... Jesus, I cant
believe I`m even arguing the point! You really thing Amigas are
inferior to EVERYTHING dont you? I bet you would buy a ZX81 before
an A4000!

Gavan

# 1540. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 13:31:09 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <26fe2t$rtb@info2.rus.uni-stuttgart.de>
Source record: 21773
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309041049.AA00533@lis17> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>Come on someone! Do the benchmarks and lets see which is faster! All
>this haggling over hypothetical speeds is a waste of time. I want to
>see the *facts*

Yes, try it! But please remember that there are still some difficulties:
- The Falcon definitly HAS a DSP - what evidence do you get from a benchmark which does not use this chip?
- Don't test only memory-movements! The perfomance of a system does not only depend on this (i would estimate that moves cost less than 20% of the time).
- I suggest to test the SAME assembler code on both platforms to get a comparison of the basic system (without custom chips). This code must be extensive - to be honest: i don't want to write it :)
- How likely is it, that the Instruction cache is not used? I expect that the benchmark will not try to bypass this cache :)

Sure, the A1200 will be faster when moving from and in memory - so i hope you will also test all other instructions of the 680x0 (and not only one!).

Ciao, Heiko

(zcam1121@rpool9.rus.uni-stuttgart.de)

# 1541. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 14:19:58 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309061417.AA00721@ash21>
Source record: 21774
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

further to zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann)
post....

How about running the standard sieve, fibonacci etc. benchmarks as
compiled under GCC on both?
Then do memory move from CPU-chip
chip-CPU
chip-chip
CPU-CPU
(or the equivelant) on both systems

Then try moving memory around the chip space with the blitter.

Do all tests in various screenmodes to see what effect using
hi-res non-interlaced screens has on overall performance.

Also, A1200 would have to be done for both Chip only and
Chip+Fast ram configurations

gavan

# 1542. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 14:39:53 UTC
From: boberg@lysator.liu.se
Message-ID: <CCxsqI.9Iu@lysator.liu.se>
Source record: 21775

sys1@exnet.co.uk (Xavier Gallagher) writes:
>In article <CCu5uH.DtH@lysator.liu.se> boberg@lysator.liu.se (Stefan Boberg) writes:

>> We don't need memory protection. Sure, it would be nice sometimes, but
>>in general Amiga software is enough well-behaved to manage without. And
>>what does your beloved Falcon OS do when a program stomps outside its
>>memory space?? Dump the core? Gee, that's useful.

>Ah, well, yes you *do* need proper memory protection, otherwise you are
>just leaving things to chance.

>BTW, my falcon behaves perfectly and I havenot got a core dump yet.

Let's see what you just wrote here: 1) You *must* have proper memory
protection. 2) I haven't yet been in a situation where memory protection
did anything useful for me.

That was exactly my point. If you use properly written software, you
don't need memory protection. All pieces of software on my disks are
properly written, and thus won't need the protection. In fact, the Amiga
*benefits* from not having memory protection, making it faster than an
equivalent system WITH memory protection (less overhead).

--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1543. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 14:58:42 UTC
From: boberg@lysator.liu.se
Message-ID: <CCxtLv.9ww@lysator.liu.se>
Source record: 21776

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 05 Sep 93 21:16:38, Stefan Boberg wrote:

>SB> You are a stubborn SOB aren't you? Since the 68030 is inherently 32-bit,
>SB> it is crippled by the 16-bit bus. For every cache miss, the 68030 on a
>SB> 16-bit bus will take twice as much time to fetch data as a 68030 on a
>SB> 32-bit bus.

>The how come the 16Mhz030 Falcon is exactly 50% of the speed of the 32Mhz030
>TT (which has 32 bit and 32Mhz access to FastRam)?

I seem to remember that the TT runs on a 16MHz bus. In fact, when
the machine was launched, I got the impression that is was really designed
to have a 16MHz processor, but was quickly redesigned to use a 32MHz
processor instead - but the bus was never changed. My memory is a bit
hazy though, so if anyone has proof that the TT in fact is running on
a 32MHz bus, they're welcome to correct me.

Another factor to take into account is the speed of the RAM chips. If
your RAM cannot keep up with the bus, it doesn't matter how fast the bus
is.

>SB> I'm glad you told me than HAM8 motion is impossible - now I'll just
>SB> delete those HAM8 animations I have on my HD, and get another 100M of
>SB> free HD space! Thanks!

>Sure, flipping screen basepage ... cut out a part of a HAM8 pictures, say,
>128*128 pixels ... move it around ... what happens? (It's a 262Kcol piccy, not
>64 baspeage colours now!)

When you use a simple blit operation for moving around, there will be
fringes. If you do some trivial processing for the pixels at the right
edge of the moving square, there will be no fringes.

BTW: you always have 64 base colours at your disposal in HAM8.

>SB> 32-bit sound? Sorry, but it's 16-bit. 32-bit sound is way overkill for

>Last I heard from Sky One's TTV was 32 bit.

Do you believe everything you see/hear on TV?? Don't. I have hard facts
that the sound is 16-bit (from the AAA system specification).

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development

EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1544. 32 bit sound ???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 15:18:37 UTC
From: steven@abekrd.co.uk
Message-ID: <1993Sep6.151837.9707@abekrd.co.uk>
Source record: 21777

I don't post to this group, infact i hardly ever read it but i did once
and saw a post claiming some machine (CD32 ??) had 32 bit sound capabuility.
....BOLLOCKS

If i go out and spend as much money as i can on audio equipment i couldn't
get 32 bit anything. The most i'd manage was 24 bit internal proccesing.
I think 24 DAC's are available but they cost loads.

In short the differance between 32 and 24 bit anything is nothing to the
human ear(even an audiophiles).

Steve

--------------------------------------------------------------------------------
\\|||||// |Steven Glenister AKA steven@abekrd.co.uk
!_ _! |Abekas Video Systems.
(Q Q) |12 Portman Rd
__,,,, __U_/___,,,__ |Reading , Berks

# 1545. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 15:42:05 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <26flod$oe2@info2.rus.uni-stuttgart.de>
Source record: 21778
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309061417.AA00721@ash21> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>How about running the standard sieve, fibonacci etc. benchmarks as
>compiled under GCC on both?

Ok. Tell me were i can get them and i will compile it with GCC 2.44.
(With ot without -O ? :)

> Then do memory move from CPU-chip
> chip-CPU
> chip-chip
> CPU-CPU
> (or the equivelant) on both systems

Why? I think you want to do this "extra-memory-benchies" just to show that
the A1200 is faster in this specific task.
Hm... Well... post the code you want to test... we will see.

> Then try moving memory around the chip space with the blitter.

Ouh, this is hard, because the blitter is mostly used with a VDI-call.
(Bitblt). I doubt that this is good for comparison.

> Do all tests in various screenmodes to see what effect using
>hi-res non-interlaced screens has on overall performance.

Ok. No problem. I suggest the following:
640x480 with 2 colors and 60 Hz
640x480 with 16 colors and 60 Hz
640x480 with 256 colors and 60 Hz
800x600 with 16 colors and 72 Hz
800x600 with 256 colors and 55 Hz
320x200 with 65536 colors and 60 Hz

> Also, A1200 would have to be done for both Chip only and
>Chip+Fast ram configurations

Errh... is FastRam build in the standard A1200 models? Hm...

By the way, i have connected a SCSI-drive to my Falcon. So here are some
figures:

Quantum LPS240 (16ms), not the fastest SCSI-drive at all:
READ: up to 1600 KBytes/s
WRITE: up to 1350 KBytes/s

Built-in IDE-drive Seagate xxxx (don't remember):
READ: up to 450 KBytes/s
WRITE: up to 350 KBytes/s

Ciao, Heiko.

(zcam1121@rpool9.rus.uni-stuttgart.de)

# 1546. Re: Jaguar: It's time to face the facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 16:13:18 UTC
From: hasse@dront.solace.hsh.se
Message-ID: <hasse.747331212@fizban>
Source record: 21779

broehl@sunee.uwaterloo.ca (Bernie Roehl) writes:

>Boy, I'm hesitant to leap into this particular discussion. I don't (yet) own
>any machines by Commodore, Nintendo, Sega or any of the various Atari
>companies.

>However...

>In article <261qsfINN5j5@flipper.pvv.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen)
writes:
>>Ah, and the jury is still out on the 64 bits. Apparently, the DSP only has
>>a 32-bit path to memory, and the CPU only has a 16-bit path to memory.

>In fact, the diagram that was posted a while back shows a 32-bit path to the
>cartridge/CDROM port as well. It appears (again, from the diagram) that the
>only chip that has a 64-bit connection to the system bus is Tom. I suspect
>that the 64-bit system bus is *internal* to the Tom chip, and that Tom has
>a 32 bit path to Jerry, a (possibly different) 32 bit path to the cartridge
>port, and a 16-bit path to the 68000.

I doubt that very much. Why have 3 separate busses?? That would mean that
the total pins used on the chip to datapaths would be 80, plus another
64 bits for the datapath to the RAM. AND, one of the designers (Miller?) said
that the MC68000 only uses 16 bits of the *64* bits databus (I could be wrong
since I don't have the article in front of me).

>That *does not* mean that it can't still be called a "64 bit" system; it
>just means that there isn't a distinct 64-bit external bus of any kind.

>It would also imply that "Tom" is probably where most of the real work happens;
>it appears he's the only one with direct access to that 2 meg of RAM, for
>example. That leaves me wondering just what the 68k *is* being used for...

Rudimentary work that you just don't do with a RISC-chip, like polling
joystick-ports, reading data from CD or carts etc etc.

>Incidentally, I've noticed that this discussion is much more heated that what
>I'm used to in other groups. In particular, the amount of name-calling is
>surprising. Is it always like this here?

Nope, but since there are 3 new game-machines released to the public almost
ontop of each other, the advocates of the different camps wants to tell
everyone how good "their" machine is compared to the others.... ;-)

> Bernie Roehl

/Hasse
--

/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

# 1547. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 16:42:09 UTC
From: hasse@dront.solace.hsh.se
Message-ID: <hasse.747333004@fizban>
Source record: 21784

boberg@lysator.liu.se (Stefan Boberg) writes:

[stuff deleted]
> I seem to remember that the TT runs on a 16MHz bus. In fact, when
>the machine was launched, I got the impression that is was really designed
>to have a 16MHz processor, but was quickly redesigned to use a 32MHz
>processor instead - but the bus was never changed. My memory is a bit
>hazy though, so if anyone has proof that the TT in fact is running on
>a 32MHz bus, they're welcome to correct me.

You are correct, the TT's bus is on 16MHz, but it's width is 64 bits.
The CPU in the TT is clocked on an asynchronous clock @32MHz also (eg. only
when accessing ST-RAM).

[stuff deleted]

/Hasse

>Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
> EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
>========== Disclaimer: I only speak for myself - not Team 17. ==========

--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

# 1548. Re: Assembly in a RISC envrionment? (was: Jaguar? Seems...(WAS: Re: CD32))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 17:36:18 UTC
From: jont@harlqn.co.uk
Message-ID: <JONT.93Sep6173618@ml.harlqn.co.uk>
Source record: 21780
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <jpdavidCCsKu3.Apo@netcom.com> jpdavid@netcom.com (David ;o) writes:

>That's an understatement, if I've ever heard one. Reduced instruction
>set means that each function will consist of *more* instructions than on
>a CISC design. The instructions will execute a lot faster, but there
>will be many, many more of them. I've yet to see a RISC architecture
>that didn't have executables from 2 to 3 *times* as big as equivalent
>CISC executables.
>
>And, since the instructions are, mostly, far less functional than CISC
>instructions (typically, they do only *one* thing, not the three or four
>or five that a CISC instruction can do), coding RISC in assembler is an
>exercise in developing one's typing skills - not to mention the fact that
>organization of complex code is just that much harder.

What are the general implications for computers as they move toward RISC. Even the amiga is supposed to go to RISC some day. Does this make assemblers a dying breed? If executables a three times the size, does that mean a 100 meg hard drive is the functional equiv. of a 30 meg? 3 megs of ram would be as useful as 1?

I think this is overstating the effects of RISC on coding, executable size, disc requirements, difficulty of coding etc. I have spent some considerable amount of time working with both CISC (IBM 360) and RISC (ARM and more recently Sparc), and find no appreciable difference in difficulty of coding. There is a difference in what is required, for a RISC one doesn't have to work hard to make full use of the instruction set as one does on a CISC (which is why compiler writers perfer RISC and indeed one of the reasons it was invented), but on the other hand one does have to expand out those load indirect with several offsets type instructions into explicit sequences. Overall, I think the code bloat factor is nearer two than three. But, this has no effect on the size of the data, so to assume a RISC machine needs twice as big a disc as a CISC is a fallacy. In many modern programs, the code is a relatively small part of the total item, the rest being taken up with data files, sprites, windows, menus etc. RISC vs CISC has no effect on the size of these. As for assemblers being a dying breed, that also seems unlikely, any more than C is becoming a dying breed. Many authors like writing assembler, many are constrained by the "fit it in the ROM" constraint or the squeeze the last ounce of performance constraint, or even when they aren't they feel they are.

Just my 24 pee for a quicky!

--

Jon Thackray jont@harlqn.co.uk 44 223 872522 (voice)
Harlequin Ltd. 44 223 872519 (fax)
Barrington Hall
Barrington
Cambridge CB2 5RG
England

# 1549. Re: Silly Question, Why San Francisco?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-06 21:26:18 UTC
From: dragnet@crl.com
Message-ID: <26g9tq$268@crl.crl.com>
Source record: 21772

Mike Farren (farren@netcom.com) wrote:
: int877w@lindblat.cc.monash.edu.au (William Fang) writes:

: >Once again, I apologize if this offends anyone, but it is a light
: >hearted question. Images of the Village People dancing around with
: >game consoles come to mind ;-)

: Since the Village in Village People refers to Greenwich Village in
: New York, and not San Francisco, I'm more likely to be impressed by
: your willingness to buy into dumb stereotypes than I am to be offended
: by gratuitous slams of a very nice city.

[Took the amiga newsgroup out of the follow-ups...]

Well, they ARE rolling out the Jag in New York, too!

I think New York is a consumer eletronics haven, and San Francisco
(actually San Jose) is a technology hot spot, where a lot of us
electronics junkies hang out.

I bet if Atari was a big Japanese company with lots o' money, they would
roll it out in the Akihabara district of Tokyo, too.

--dean

# 1550. Re: The Complete Jaguar Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 00:45:08 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep7.004508.15024@monu6.cc.monash.edu.au>
Source record: 21782
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'Flip' (cmedley@wam.umd.edu) wrote:
: In article <farrenCCw75p.KIM@netcom.com>,
: Mike Farren <farren@netcom.com> wrote:
: >cmedley@wam.umd.edu ('Flip') writes:
: >
: >>In article <farrenCCtuA1.7GK@netcom.com>,
: >>Mike Farren <farren@netcom.com> wrote:
: >>>
: >>>It's not a matter of proving that they are lying. It's a matter of
: >>>proving that the information they've provided is not consistent,
: >
: >>Mike... what is the difference between being inconsistent and lying?
: >
: >There might not be one - you can't tell. It's possible that what Atari
: >is doing is simple shuffling of otherwise reasonable data to make it
: >look better than, in fact, it really is. That's not quite lying, in
: >my book, but has much the same effect.
:
: What you said was that they were saying things about the Jag specs that
: are inconsistent. If everything they say is factual (i.e., TRUE) then
: there would be no inconsistencies.

Do you really believe the 850+ million pixels/sec rendering animation speed?
The 3d0 only gets 64 million? Popular conjecture is that the Jaguar specs
refer to 1bit plane operation, while the 3d0 figures is for max depth
operations. It's like saying my car does 0-60 mph in 10 seconds and the
Jag goes 0-60 in 3 secs (but we're talking about 0-60 feet per hour in
the latter case). Or saying that we have a rotary powered engine in
the Jag, just like the LeMans winning Mazdas, except it powers the
air-conditioner and we have a 4 cylinder engine to power the car...

Or I can say that my Amiga 500 outrenders a SGI system, or a CRAY YMP
system on the following tests:

Amiga 500 Cray SGI RS6000

Mips 1 ??? ??? ????
Rendering 60 infinite infinite infinite
sprites 4 ??? ??? ????

* provided I don't turn on the Cray, SGI, or RS6000, the benchmarks are
100% valid. If I did turn on the other computers, my A500 would like
rather sickly.

Or Perhaps you've read a bit of Sam Tramiel press copy in the MicroTimes,
where he says that the Ataris520ST is five times faster than an A500?
Where did he get that figure from?

A lot of people take advertising copy with a big grain of salt. More so
the EE types, because they have a bigger stake in their industry than
non-engineering types. Professional standards often win out over company
loyalty, and the truth comes out more often than not. Marketing types
have no real concept of engineering, so are quite free to bandy around
all sorts of numbers and figures.

: And I'll be you almost anything that Commodore uses MEGabits for measuring
: the CD^32's memory when/if they advertise it against the dedicated consoles
: in N. America.

I've haven't seen anything about 4.8 Gigabits of data on a CD-ROM...

[...]

: >>>The goal here isn't necessarily to prove the Atari fanatics wrong, just
: >>>to get them to stop, think about it, and realize that they don't know
: >>>any more than anyone else, and that Atari ain't gonna tell 'em. Then,
: >>>we all get to wait to find out the *real* truth.
: >
: >>That's about as silly an explanation for a flame war as any i've ever heard.
: >>Basically what you want to do is flame a machine that has not been released
: >>based on various interpretations of the spec sheet(s) and some block diagrams.
: >
: >So who's flaming? Or does any discussion where there are disagreements
: >count as flaming in your book?
:
: When someone runs around picking "fights" because they feel a need to prove
: the superiority of their computer purchase to reduce their own cognitive
: dissonance. :)

If you're going to post the specs in all sorts of game newgroups, like
comp.sys.amiga.games, comp.sys.ibm.pc.games, rec.games.video and have
everyone take it as "law", then you're sadly mistaken. Better beat up
on those Atari advocates for posting the specs willy nilly in all the
games newgroups then.

If you're posting specs in any sort of .advocacy newsgroups, then be
prepared for some scrutiny.

: >>I think the real truth will come out when it ships. And if people are wrong,
: >>it's senseless to run about bashing any other machine that might step on the
: >>toes of the one true God you worship (Commodore :) ) all on the preliminary
: >>information...
: >
: >Give me a large break. As I have pointed out many times, I was in this
: >business long before there *was* a Commodore, I programmed for Ataris
: >and Apples long before I ever came near a Commodore product. Did you
: >notice, *anywhere* in the postings I've made about the Jaguar, *any*
: >reference to Commodore, IBM, Apple, or any other company besides Atari?

: >You did not, and you will not. Get off this "one true God" thing - it
: >ain't so.
:
: So if you are so fair, why are you trying so hard to find something wrong
: with the Jaguar right this minute as opposed to waiting and seeing what happens
: when it ships?

Perhaps he's an engineer and not keen on marketing hype being spread around.
As an economist, I cringe everytime I see a politician waving around some
new policy that's going to fix everything. It's never that simple.
As a civil engineer, I cringe everytime somebody says that our national
highways are able to cope with speeds >100kmh. Many of them are over-
engineered.

There have been lots of Amiga specific products, like Video boards that
have their specs scrutinised and found to be very rubbery.

: Well, actually, it does make a difference. As an ex-Commie, you would be
: biased, I would imagine. If you parted with C= on bad terms, I would take
: anything you said against their products with a grain of salt. If you
: seem to be overly happy with them, your prior affiliation w/ Commodore makes
: it questionable as to your possible bias. That's why I personally would
: question your objectivity and motives in regards to the Jaguar.

Any your objectivity isn't into question Flip?
I don't see an "Atari fanactic at large" disclaimer on your postings.

: Of course, as you said, it is my (and any other reader's) problem to read
: between the lines to figure out why you feel a need to try to rain on the
: Jaguar parade.

Maybe it's healthy skepticism?

Or is the truth getting a bit close? People have worked through the
it's the 64bit risc chip that's the cpu, not the 68000 scam. Lots of
other holes to be poked.

- Jim

# 1551. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 03:16:34 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <26gueiINNq46@uwm.edu>
Source record: 21786
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309061417.AA00721@ash21>, Gavan Martin Moran
(p9166475@athmail1.causeway.qub.ac.uk) wrote:
: Then do memory move from CPU-chip
: chip-CPU
: chip-chip
: CPU-CPU
: (or the equivelant) on both systems

Because no such thing exists for the Falcon. Due to their architecture,
and the layout of their memory map, all motherboard ram is "chip" ram;
the only way to add ram is by adding a processor on the other side of
their expansion slot, which allows you to pass over the restrictions
they've made on their motherboard design.

In a sense, the only way to get fast ram is to do what was done with old
2000 systems--add ram local to the processor on a processor card.

: Do all tests in various screenmodes to see what effect using
: hi-res non-interlaced screens has on overall performance.

This part is extremely important. Both systems are limited by the
bandwidth taken for the screen representation.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "I don't like Fundies. I'd never hire Fundies. I shouldn't :)
(: be forced to." -- David Beals, in defense of homosexuality :)
(: (: (: (: (: (: (: (: (: (: Double Whammy :) :) :) :) :) :) :) :) :)
(: Did you hear about the group of atheist dyslexic philosophers :)
(: pondering the question, "Is there a DOG?" :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1552. Re: The Complete Jaguar Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 04:35:24 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15285@uqcspe.cs.uq.oz.au>
Source record: 21687
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>Do you really believe the 850+ million pixels/sec rendering animation speed?
>The 3d0 only gets 64 million? Popular conjecture is that the Jaguar specs
>refer to 1bit plane operation, while the 3d0 figures is for max depth
>operations.

3DO quotes 64pix/sec and since the 3DO has 24-bit graphics, to claim
that this is "for max depth operations" would imply 192 Megabytes/sec,
which is obviously WAY beyond the capacity of the 3DO's 32 bit bus. So
then, what do we assume the "64pix/sec" figure for the 3DO to be?
Obviously, it is the speed for some lower resolution than 24bit... let
me guess: the lowest resolution the 3DO supports. The Jaguar has more
gears than the 3DO.

Simple analysis shows:

```
Jaguar 3DO
--------------+------------------------------
Bus Width | 64 bits 32 bits
|
Rendering/ |
Animation | 850+ Million 64 Million
Speed | pixels/second pixels/second
|
Bus | 106.4 60
Bandwidth | Megabytes/sec Megabytes/sec
```

850Mp/s / 8p/b ~= 106.4Mb/s (b=byte,p=pixel,s=second)
64Mp/s / 1p/b ~= 60Mb/s

ie. the 3DO figure is for 8-bit (256 colour) display. My guess is that
this is the minimum resolution of the 3DO.

So, Jaguar:

```
Render Speed | 106+ Million
in 8bitplanes | pixels/second
```

Happy?

--
Warwick

# 1553. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 05:50:04 UTC
From: sys1@exnet.co.uk
Message-ID: <CCyyvJ.93@exnet.co.uk>
Source record: 21688

In article <CCxsqI.9Iu@lysator.liu.se> boberg@lysator.liu.se (Stefan Boberg) writes:
>sys1@exnet.co.uk (Xavier Gallagher) writes:
>>In article <CCu5uH.DtH@lysator.liu.se> boberg@lysator.liu.se (Stefan Boberg) writes:
>
>>> We don't need memory protection. Sure, it would be nice sometimes, but

>>Ah, well, yes you *do* need proper memory protection, otherwise you are
>>just leaving things to chance.
>
>>BTW, my falcon behaves perfectly and I havenot got a core dump yet.
>
> Let's see what you just wrote here: 1) You *must* have proper memory
>protection. 2) I haven't yet been in a situation where memory protection
>did anything useful for me.
>
> That was exactly my point. If you use properly written software, you
>don't need memory protection. All pieces of software on my disks are
>properly written, and thus won't need the protection. In fact, the Amiga
>*benefits* from not having memory protection, making it faster than an
>equivalent system WITH memory protection (less overhead).
>

He he he he he he he he he. Talk about making a virtue out of a necessity.

You are still leaving it to chance. just cause you have not needed it
yet does not mean you *wont* need it.

Proper memory protection is a *must* for proper, robust multitasking.
simple.

Xavier Gallagher.

# 1554. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 06:06:02 UTC
From: sys1@exnet.co.uk
Message-ID: <CCyzM6.Ay@exnet.co.uk>
Source record: 21689

In article <9309061030.AA00858@bot10> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>
>sys1@exnet.co.uk (Xavier Gallagher) writes ...
>
>>Who cares anyway, the Falcon is a better machine.
>
> Thats an authoritive statement. Hey everyone, buy a Faclon coz ;
>`the Falcon is a better machine.` sez Xavier.
>

Thank you so very much...I so seldom get the recognition that I deserve that I have decided to take this oppertunity to say a few words...

>>Thankyou. As long as i get the software *I* *need* to do the job all
>>else is tinsel.
>
> Thats a big truth most people seem to forget. Sadly for the
>Falcon, the majority of people find that it *doesnt* have the
>software they want. Thats why it has flopped.

I do not think it has yet flopped, having said that I do not think it is a good seller. I did a phone around and I was told that the biggest seller was selling at 20 or so a week and the slowest said they hadn't sold any for months. I ran a credit check on this last company and they had bad debts, so it could have been that the distributor refused to supply them. Anyway, the message was ``they are shifting...but slowly.''

A sad truth. Not to worry, I have the software I need for the moment. And you never know, I might become a developer myself if my budget stretches that far.

>
>>How many 1200 are actually used for serious work? Very few. People
>>wanting to do serious things get something like the 4000 040/030
>>and buy the extra bit `n' bobs at yet more cost.
>
>>The average 1200 owner is a games player and very little else.
>
> How many Falcons and STs are used for serious work? Id say at
>least as many Amigas are used in serious video production, as
>Falcons and Sts are used in music studios. It`d be hard to produce
>definitive figures though.

STs? I had one for games. Loved it. A Falcon for games???!! No not me.

It is true that Amigas are often used for video production, but I
doubt that it is the basic 1200 that is used.

> Most STs were bought to play games on, in the UK at least, before
>the ST games market dried up.

Probably correct.

>
>>> Another substantiated claim. Could you please be as kind as to mention
>>>what peripherials are available for the Falcon, so we could do a comparison?
>
>>All SCSI peripherals dear. Plus remember the other ports that outnumber the
>>A1200 ports 2 to 1.
>
> You can get SCSI for the A1200 too. You pay extra, but an A1200
>with SCSI would still be cheaper than a falcon. Oh, and there are
>device drivers available for all the SCSI add ons?
>

OK, great, that is the big difference. I *wanted* all the extra ports built in
one box to avoid having to keep going to the merchants.

>>The F030 is twice the price of the A1200, the A1200 is a low level entry
>>machine, the F030 a mid level complex machine with a lot of stuff built in.
>>Stuff that games players seldom use.
>
>>Amiga users? Please! It is a games machine. I *wanted* to buy one, but
>>when I did a point by point comparison it lost out in every field except
>>graphics.
>
> As you say, the F030 is 2x price of A1200. That means you can buy
>an awful lot of extra add-ons for the A1200 to make it functionally
>superior to the F030 for the SAME PRICE. Read my point by point
>comparison in the original posting to see what I mean.
>

Wrong. The extra hardware costs a lot more than the difference in the
prices. I did a very complete comparison and even though I wanted
to buy the Amiga, and even though money was burning a hole in my
pocket I couldn't justify it to myself.
>Gavan

Xavier

# 1555. Re: Silly Question, Why San Francisco?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 07:33:32 UTC
From: vsolanoy@tuba.calpoly.edu
Message-ID: <1993Sep07.073332.181065@zeus.calpoly.edu>
Source record: 21690
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep5.130837.1524@monu6.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>
>I've noticed that Atari seemed to have product launches in SF for
>a lot of their products.
>
>Why SF in particular? Do gay men enjoy Atari's products more than
>others? I'm sorry if this offends anyone, but my impression was
>that SF was the gay capital of America, sort of the Oxford Street
>(Australians will know what I'm talking about) of the US.
>
>Once again, I apologize if this offends anyone, but it is a light
>hearted question. Images of the Village People dancing around with
>game consoles come to mind ;-)
>
>- Jim
>

It's probably because Atari's headquarters is less than 30 miles south of
San Francisco in Sunnyvale, California or basically California's Silicon
Valley.
--
"You can't GREP dead trees." -Mondo 2000: User's Guide
vsolanoy@tuba.calpoly.edu
California Polytechnic State University, San Luis Obispo
Current Location: San Jose, California

# 1556. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 09:22:09 UTC
From: apski@bhars42a.bnr.co.uk
Message-ID: <26hjs1INNdin@bhars12c.bnr.co.uk>
Source record: 21691

In article AA00721@ash21, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>How about running the standard sieve, fibonacci etc. benchmarks as
>compiled under GCC on both?
> Then do memory move from CPU-chip
> chip-CPU
> chip-chip
> CPU-CPU
> (or the equivelant) on both systems
> Then try moving memory around the chip space with the blitter.
> Do all tests in various screenmodes to see what effect using
>hi-res non-interlaced screens has on overall performance.
> Also, A1200 would have to be done for both Chip only and
>Chip+Fast ram configurations

It is all very well doing a set of standardised benchmarks like sieve, fib etc, but these suffer from the usual problems of not taking into account any of the architectural advantages of a system. Any benchmark you compile under GCC is not going to take into account factors such as the DSP. Do an integer or fixed point number crunching benchmark on the DSP, and you might find that it will attain a _slightly_ better performance than the 68020 in the 1200 or the 68030 in the Falcon... :-)

Benchmarks will always ignore a lot of powerful aspects of varying architectures.

I don't think you get a fair comparison of the Falcon's _potential_ power unless you do _some_ benchmarks that use the DSP - it's almost certainly the Falcon's main advantage. Of course this means that some poor soul would have to write said benchmarks... :-)

That's why a blanket statement like "The A1200 is 15 percent faster than the Falcon" is almost certain to be incorrect. Faster at some things perhaps, but you can't just conveniently ignore areas where the Falcon's performance is significantly better. The DSP can absolutely _flatten_ the 68020 or 68030 for number crunching, giving the base Falcon the _potential_ to be several hundred percent faster than an A1200 for some number crunching applications...

Other than this, I am interested to see the results, but if they are carried out in the matter described by you above, then I think it should be realised by all that they are by no means a definitive representation of the power of the two systems...

Cheers

- Andy. < The Man From U.M.I.S.T. >

# 1557. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 10:13:49 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309071011.AA00676@bot25>
Source record: 21692
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes ...

>In article <9309061417.AA00721@ash21> p9166475@athmail1.causeway.qub.ac.uk (Gava
>n Martin Moran) writes:
>>How about running the standard sieve, fibonacci etc. benchmarks as
>>compiled under GCC on both?

>Ok. Tell me were i can get them and i will compile it with GCC 2.44.
>(With ot without -O ? :)

I`ve no idea where the source for these is. Since they seem to be
standard, they must be on an archive somewhere.

>> Then do memory move from CPU-chip
>> chip-CPU
>> chip-chip
>> CPU-CPU
>> (or the equivelant) on both systems

>Why? I think you want to do this "extra-memory-benchies" just to show that
>the A1200 is faster in this specific task.
>Hm... Well... post the code you want to test... we will see.

No I want to do these as they are important to the Amiga system.
As the Falcon is effectively all `chip-ram` it is immaterial on that
machine. Chip-ram will be slower than Fast so its important to see
how quickly both can be moved. Its also important so see how quickly
we can blast data into chipmem. (maybe not so interesting for F030
owners though)

>> Then try moving memory around the chip space with the blitter.

>Ouh, this is hard, because the blitter is mostly used with a VDI-call.
>(Bitblt). I doubt that this is good for comparison.

It should give an idea of the capabilities of the system
blitter. Should settle a few more arguments I think...

>> Do all tests in various screenmodes to see what effect using
>>hi-res non-interlaced screens has on overall performance.

>Ok. No problem. I suggest the following:
> 640x480 with 2 colors and 60 Hz
> 640x480 with 16 colors and 60 Hz
> 640x480 with 256 colors and 60 Hz
> 800x600 with 16 colors and 72 Hz
> 800x600 with 256 colors and 55 Hz

> 320x200 with 65536 colors and 60 Hz

Yes, I detect a bit of bias creeping in. I suppose on the amiga
we could use a 320x200 with 260000 colours at 60 Hz or even try a
few 50Hz screens as they are important to PAL owners (the F030 can
do proper 50Hz PAL screens?)

I suggest
320x200 in 16 colours at 60 Hz (and x256 at 50Hz)
320x200 256 60 "
640x400 16 60 interlaced "
640x400 256 60 non-interlace "

As these are the most likely to be used modes.
The same resolutions/framerates could be used with 65536 and
260000 colour modes as well.
If you want, we could try 1280x512 50Hz in 256000 colours or the
equivelent F030 mode...

There would be a lot of tests but think of all the bandwidth on
the advocacy gropus saved!

>> Also, A1200 would have to be done for both Chip only and
>Chip+Fast ram configurations

>Errh... is FastRam build in the standard A1200 models? Hm...

No its not, but for the cost of a 1 meg F030 I could have an
A1200 with an extra 4 megs fastram (and HD) - see the post that
started this thread ;-)

Gavan

# 1558. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 10:16:22 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309071013.AA00682@bot25>
Source record: 21693

hasse@dront.solace.hsh.se (Hans Holmberg) writes ..

hasse@dront.solace.hsh.se (Hans Holmberg)

>boberg@lysator.liu.se (Stefan Boberg) writes:

>[stuff deleted]
>> I seem to remember that the TT runs on a 16MHz bus. In fact, when
>>the machine was launched, I got the impression that is was really designed
>>to have a 16MHz processor, but was quickly redesigned to use a 32MHz
>>processor instead - but the bus was never changed. My memory is a bit
>>hazy though, so if anyone has proof that the TT in fact is running on
>>a 32MHz bus, they're welcome to correct me.

>You are correct, the TT's bus is on 16MHz, but it's width is 64 bits.
>The CPU in the TT is clocked on an asynchronous clock @32MHz also (eg. only
>when accessing ST-RAM).

Why is the bus 64 bits? Surely the CPU can only grab 32 bits in
once access??

Gavan

# 1559. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 10:23:34 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309071021.AA00696@bot25>
Source record: 21694

sys1@exnet.co.uk (Xavier Gallagher) writes ...

>You are still leaving it to chance. just cause you have not needed it
>yet does not mean you *wont* need it.

>Proper memory protection is a *must* for proper, robust multitasking.
>simple.

Weve been using a proper, robust operating system on the Amiga
ever since it came out. In all that time all ST owners have ever
said was "we dont need multitasking as we havent got it". In the
past couple of months the ST (in the form of the F030) gets a
multitasking OS and you think you can use it to bash a system which
has 8 yrs+ developement work in it?

Get real! Once your multitos can mactch the Amiga OS for faetures
THEN complain.

Gavan.

# 1560. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 10:37:43 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309071035.AA00714@bot25>
Source record: 21695

sys1@exnet.co.uk (Xavier Gallagher) writes ...

>> You can get SCSI for the A1200 too. You pay extra, but an A1200
>>with SCSI would still be cheaper than a falcon. Oh, and there are
>>device drivers available for all the SCSI add ons?
>>

>OK, great, that is the big difference. I *wanted* all the extra ports built in
>one box to avoid having to keep going to the merchants.

*You* did. Most people *dont*. Thats one of the reasons for the
relative lack of success of the Falcon. It has too many things that
most people dont need, or dont need right now, bumping up the price.

>> As you say, the F030 is 2x price of A1200. That means you can buy
>>an awful lot of extra add-ons for the A1200 to make it functionally
>>superior to the F030 for the SAME PRICE. Read my point by point
>>comparison in the original posting to see what I mean.
>>

>Wrong. The extra hardware costs a lot more than the difference in the
>prices. I did a very complete comparison and even though I wanted
>to buy the Amiga, and even though money was burning a hole in my
>pocket I couldn't justify it to myself.
>>Gavan

Take a look at the original posting for a blow-by-blow pricing of
the F030 vs A1200. I assumed that an A1200 costs 300 UKP and an F030
with 1 meg/no HD 600UKP. (Thats what I saw it advertised at in a
music mag - maybe dedicated computer stores would knock a few pounds
off the price)

I hear than you can also get a 4 meg/80 HD F030 for around 1099
UKP. Compare THIS with an A4000/030 with the extra spent on fastram.

F030 A4000/030
1099 899 + 160 (difference buys you 4 meg fastram)
4 Meg 6 Meg : 2 chip/4 fast
80 Meg IDE(?) 80 Meg IDE
16 Mhz 030 25 Mhz EC030
with MMU no MMU
Yukky ST box Proper case with expansion slots

16 bit sound 8 bit sound
with DSP no DSP
LAN no LAN
SCSI no SCSI

The F030 has an MMU (not very useful to most Amiga owners)
It also has the 16 bit sound/DSP and LAN and SCSI ports. The
SCSI is nice but not most people could survive without it for a
while. The LAN is practically useless for most people.

The A4000/030 offers (I would guess) at least 300% the CPU
performance of the F030 given the limitations of the F030 memory
access. It also has 50% more RAM and proper expansion capability via
the Zorro III slots making quite a bit more expandible than the F030

Gavan

## 1561. :Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 10:41:04 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309071038.AA00719@bot25>
Source record: 21696

apski@bhars42a.bnr.co.uk (A.S.C.Pomianowski) writes..

> It is all very well doing a set of standardised benchmarks like sieve, fib
>etc, but these suffer from the usual problems of not taking into account
>any of the architectural advantages of a system. Any benchmark you

I`d just like to get an idea of the CPU speed of the Falcon to
end the `030 is/isnt crippled by 16 bit` debate. Other factors would
be nice too.

Gavan

# 1562. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 11:06:54 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8c1fe2@troed.ct.se>
Source record: 21697

In a message of 06 Sep 93 13:04:43, Gavan Martin Moran wrote:

GM> What makes 24 - bit so good? - Extra colours (~16Million).
GM> How many colours can the Falcon display - 65535
GM> How many colours can the Amiga display - 260000
GM>
GM> I think its pretty obvious which system offers the best display.

Oki, now cut out a piece of the picture on the screen and move it around...

The Falcon can do it, the Amiga1200/4000 *CAN'T*.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1563. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 11:17:04 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8c2020@troed.ct.se>
Source record: 21699

In a message of 06 Sep 93 13:04:47, Gavan Martin Moran wrote:

GM> HAM8 has 64 base registers which can be plotted anywhere on the
GM> screen. Any colour in the base registers acts as the base for
GM> modification. Therefore as long as one base is white and another
GM> black you can have white and black beside each other.

"HAM8" - with as many as 64 different colours to choose free between! Viva la Amiga!!!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1564. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 11:17:05 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8c20ce@troed.ct.se>
Source record: 21698

In a message of 06 Sep 93 13:04:51, Gavan Martin Moran wrote:

GM> As I answered in another post, you can go straight from white to
GM> black provided the base registers are set right.

And as I wrote - WOW .. you mean you can choose from 64 colours? Wow .. I can only choose from 65536 ...

GM> Then look at some ham8 animation. I douby current arcade games

Full-screen

GM> could benefit substantially from any more than 256 colours. The
GM> slowdown would cause real problems with fast blasters and there
GM> would be a lot of memory used (a lot more than the 1 meg Falcon
GM> standard)

:-))) .. Most demos on the Falcon are in TRUE COLOUR .... NO SLOWDOWN ..

GM> Where`d you hear that? I doubt even commodore would make a stupid
GM> statement like that.

Sky One TTV

GM> In the UK the base configuration is 1 meg. It may be different

Nope, according to Atari the Falcon baseline is 4Meg RAM and 65Meg HD, though all Falcons come with 85MB HD nowadays.

There ARE Falcons with less memory/no HD, but they are for EXPANSION. No programmer on the Falcon sees 1 Meg as the limit, we all use 4.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1565. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 11:17:06 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8c2134@troed.ct.se>
Source record: 21701

In a message of 06 Sep 93 13:04:49, Gavan Martin Moran wrote:

GM> Yes, there are really lots of games that use the 65535 colour
GM> mode on the Falcon, arent there?

Possibly, since most demos use that mode. (It's SOOO wonderful setting ONE pixel with a MOVE.W instruction!!!)

GM> The point is, these modes are useful for displaying static pics.
GM> 256 colours is more than enough for games (look at project X in 32
GM> colours on the Amiga)

:-) .. 256 colour games is old technology.

GM> Oh, and you can sideways (and vertically) scroll HAM8 quite easily

And? I can make shadebobs in 65536 colours .. :-))) .. Try that in your beloved HAM8 .. haha ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1566. A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 11:17:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8c21f2@troed.ct.se>
Source record: 21700

In a message of 06 Sep 93 13:04:58, Gavan Martin Moran wrote:

GM> just what is the Base? Here it is 1 meg, no HD. Can Falcon
GM> owners from Europe and America give a definitive statement.
GM>
GM> If the base is 4 meg/80 HD then I can get even more of an A1200
GM> for my money as I can add a 50Mhz 030 card AS WELL as the things I
GM> listed in my original post.

Why should you? The base is 4/65. All Falcons nowadays are 4/85, though you CAN get Falcons without HD or with 1 meg memory. According to atari they're for EXPANSION only though.

GM> exactly. They can get an A1200 cheap and expand it way beyond a
GM> base Falcon for the same overall price, but do it as they can afford
GM> it.

Haha .. [big laughter] .. they've seen an A1200, they've seen my Falcon .. they'll NEVER buy an A1200 ... (BTW; show me how you can expand an A1200 to the same amount of hardware and flexibility as the Falcon for the same price .. that DON'T add up!)

GM> Certainly well in excess if 100 000 in the UK. I believe it has
GM> sold very well in Germany too. I`d say that 250000 this reasonable,
GM> buy does anyone have any hard facts they could post?

Hard facts: DMZ (a Commodore paper in sweden) stated that *5000* A1200s had been sold here. (And that Commodore is dead BTW)

GM> Most intelligent Falcon owners stick to arguing about the strngths
GM> of their machine.

So do I .. :-) ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1567. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 11:17:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8c224e@troed.ct.se>
Source record: 21703

In a message of 06 Sep 93 13:05:02, Gavan Martin Moran wrote:

GM> You can get SCSI for the A1200 too. You pay extra, but an A1200
GM> with SCSI would still be cheaper than a falcon. Oh, and there are
GM> device drivers available for all the SCSI add ons?

Jupps.

Using Kodak-Photo CD for example ... have the A1200 got that? [laughter]

GM> superior to the F030 for the SAME PRICE. Read my point by point
GM> comparison in the original posting to see what I mean.

You missed approx. 99% of everything in that one ..

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 1568. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 11:17:09 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8c22bc@troed.ct.se>
Source record: 21702

In a message of 06 Sep 93 13:05:03, Gavan Martin Moran wrote:

GM> Where is the 2 meg RAM, 600 MEG storage, 32 bit CPU blah ..
GM> blah.. of the SNES?

Doesn't need it since it's graphics engine is FAR superiour. I have a SNES and there's NO WAY I would trade it for an *EXPENSIVE* Cd32.

GM> believe I`m even arguing the point! You really thing Amigas are
GM> inferior to EVERYTHING dont you? I bet you would buy a ZX81 before
GM> an A4000!

I would think about it. The only thing I want in an A4000 (040 model) is the processor .. that's it ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1569. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 11:17:10 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8c2332@troed.ct.se>
Source record: 21704

In a message of 06 Sep 93 18:44:21, Stefan Boberg wrote:

SB> When you use a simple blit operation for moving around, there will be
SB> fringes. If you do some trivial processing for the pixels at the right
SB> edge of the moving square, there will be no fringes.

TRIVIAL?

That will cost TIME, something you DON'T have to do when in Falcon's true colour mode ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1570. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 12:26:51 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Sep7.122651.12482@nrtpa038.bnr.ca>
Source record: 21712
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2684fcINN4m1@ctron-news.ctron.com>, nyberg@ctron.com (Jason W. Nyberg) writes:
|> bjgrier@bnr.ca (Brian Grier Perpk) write:
|> /|> Oh nothing, nothing... Except that the CD32 IS an A500 with a decent
|> /|> graphics processor (or two)... AND a 32-bit CPU. You work it out.
|> /
|> /Let me see an A500 has a 68000 for its processor, and it is a 32-bit CPU.
|> /But the 68000 in the Jaguar is not a 32-Bit CPU. NEAT TRICK!!!!
|>
|> Back the truck up! Read the statement again, _slowly_ this time. Read it
|> like this: Except that the CD32 IS an A500 [but] with [a decent graphics
|> processor (or two)... AND a 32-bit CPU.]
|>
|> Feel a little foolish?
|>
|> Just fanning the flames...
|>

Na! I just love this little discussion about what constitutes a thirty-two bit processor. There are really two camps 1) must have 32 bit access to memory, and 2) must be able to perform 32 bit integer math in one operation.

Since I already new that CD32 is A1200 based (68ec020), not A500 (68000), I couldn't resist fanning the flames a little more. Besides now that every one has it out of their system things seem to be a little more sane here, though Gavan is trying to re-kindle the A1200/Falcon debate again.

Brian

btw: Does Dave Bucceiro (Spelling?) still work there? He was working in the Rochester office. He and I used to work at Lockheed Sanders, I lost touch with him a couple years ago.

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

# 1571. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 14:12:14 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309071409.AA01014@ash22>
Source record: 21705

(aplogoies for the long post, major Flame War in progress)

rickard.troedsson@troed.ct.se (Rickard Troedsson) (the Swedish Lunatic)
writes ...

>GM> What makes 24 - bit so good? - Extra colours (~16Million).
>GM> How many colours can the Falcon display - 65535
>GM> How many colours can the Amiga display - 260000
>GM>
>GM> I think its pretty obvious which system offers the best display.

>Oki, now cut out a piece of the picture on the screen and move it around...
>The Falcon can do it, the Amiga1200/4000 *CAN'T*.

Check out Stefan Bobergs reply. Some processing is needed. As a display
buffer I dont see why you would be wanting to move chunks around.

another post;

>GM> HAM8 has 64 base registers which can be plotted anywhere on the
>GM> screen. Any colour in the base registers acts as the base for
>GM> modification. Therefore as long as one base is white and another
>GM> black you can have white and black beside each other.

>"HAM8" - with as many as 64 different colours to choose free between! Viva la
>Amiga!!!

No, 260000 colours with 64 base colours. Get your facts straight.

**********

Subject: Re: The Jaguar..

>GM> As I answered in another post, you can go straight from white to
>GM> black provided the base registers are set right.

>And as I wrote - WOW .. you mean you can choose from 64 colours? Wow .. I can
>only choose from 65536 ...

as above, actually I can CHOOSE from *16 MILLION*

>:-))) .. Most demos on the Falcon are in TRUE COLOUR .... NO SLOWDOWN ..
^^^^^ ^^^^^^^^^^^^
demos : cool to look at but not terribly useful. I doubt many Falcon demos
could match the best of current Amiga ones..

TRUE COLOUR is **24 bits** not 16 bits. Neither the F030 or A1200 have
true colour as standard. The A1200 comes closer with MORE colours on
screen at higher resolutions with a full 24-bit pallette

no slowdown - from what?

>There ARE Falcons with less memory/no HD, but they are for EXPANSION. No
>programmer on the Falcon sees 1 Meg as the limit, we all use 4.

oh. and the A1200 is not for EXPANSION? No A1200 owner seens 2 meg as the
limit. You can expand to 10 meg or better still buy one of the many 030
accelerator cards and give yourself a 50 Mhz 030 with proper 32 bit RAM
exclusive access. This would ***BURN*** any Falcon.

another post;

>GM> Yes, there are really lots of games that use the 65535 colour
>GM> mode on the Falcon, arent there?

>Possibly, since most demos use that mode. (It's SOOO wonderful setting ONE pixel
^^^^^^^^
Ah, reality starts to set in. At least you are starting to recognise
that most of what you rant on about is speculation and possibility.
Its a start....

>GM> The point is, these modes are useful for displaying static pics.
>GM> 256 colours is more than enough for games (look at project X in 32
>GM> colours on the Amiga)

>:-) .. 256 colour games is old technology.

Not on the ST or Amiga. Maybe PC owners could claim that, but I dont see
many >256 colour PC games despite there being a reasonably large number of
PCs with the hardware to display >65536 colours. (Relative to the ST/Amiga
that is)_

See an Amiga running Project X or Alien Breed sometime to see what you can
do in 32 colours. Then tell me that 256 aint enough.

>And? I can make shadebobs in 65536 colours .. :-))) .. Try that in your beloved
>HAM8 .. haha ..

I prefer having a social life.. Seriously, its fun making these things but
they dont do anything. If you are a good demo coder maybe you will go on
to make money programming games, but not, I think, on the F030.
**********

A1200 15 pc Faster than Falcon?.. and lots of others too;

>GM> just what is the Base? Here it is 1 meg, no HD. Can Falcon
>GM> owners from Europe and America give a definitive statement.
>GM>
>GM> If the base is 4 meg/80 HD then I can get even more of an A1200
>GM> for my money as I can add a 50Mhz 030 card AS WELL as the things I
>GM> listed in my original post.

>Why should you? The base is 4/65. All Falcons nowadays are 4/85, though you CAN
>get Falcons without HD or with 1 meg memory. According to atari they're for
>EXPANSION only though.

my original post was based on a F030 with 1 meg/ no HD costing 600 UK Pounds. I saw it advertised in a music mag at that price. Can a UK owner please post how much a typical 4 meg F030 with a HD would cost. I can then compare it with comparable amiga setup.

eg. A1200 300 UKP. (2 meg chip, no HD)
+GVP A1230 400 UKP. (030 at 40Mhz, 68882 at 40 Mhz, 4meg RAM)
+IDE 80meg 160 UKP. (80 meg 2.5' IDE drive, from PC)
---
total 860 UKP. for 6 meg, 40Mhz 030 +FPU, 80 meg HD

There are other options: 50 Mhz 030 cards with added SCSI-II (fast) interfaces cost about 600 UKP. There are LOTS to choose from.

Or you can stick with the 020 and save money by going for just a 4 meg Fastram expansion at ~165 UKP. This may or may not be 15 % faster than the F030 anyway - somebody do the benchmarks!

OR go for an A4000/030 or 040. You _can_ get a Falcon with 040 cant you? :-)

>Hard facts: DMZ (a Commodore paper in sweden) stated that *5000* A1200s had been
>sold here. (And that Commodore is dead BTW)

I havent seen much in the way of hard facts from you before so I have to doubt this info until I see a more reliable souce .. Marc Barrett maybe ;-) NOT!

>GM> Most intelligent Falcon owners stick to arguing about the strngths
>GM> of their machine.

>So do I .. :-) ...

I`ll leave that one up to intelligent people to decide..

Gavan

# 1572. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 14:19:44 UTC
From: nyberg@ctron.com
Message-ID: <26i5a0INN13j@ctron-news.ctron.com>
Source record: 21708
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

farren@netcom.com (Mike Farren) writes:
/nyberg@ctron.com (Jason W. Nyberg) writes:
/>Back the truck up! Read the statement again, _slowly_ this time. Read it
/>like this: Except that the CD32 IS an A500 [but] with [a decent graphics
/>processor (or two)... AND a 32-bit CPU.]
/
/>Feel a little foolish?
/
/Not as foolish as you should - the CD32 is based on the A1200, not the A500.

Whoa, back it up a little further :). I didn't mean to step on anyones toes
here, I know CD^32 is based on the A1200. I just quoted the sentence, and added
some brackets to enlighten someone who interpreted the statement incorrectly,
as if CD^32 only had AGA over a (CDTV/A500), and not the 32 bit arch. and CPU.
I read several other replies which stated basically the same thing as mine...

--
These are the thoughts and words of Jason Nyberg (nyberg@ctron.com)
\ /
_______/O___/____ In aerodynamics we trust!
__//_/

# 1573. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 14:23:37 UTC
From: nyberg@ctron.com
Message-ID: <26i5h9INN13j@ctron-news.ctron.com>
Source record: 21709
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip' Medley) writes:
/Price on the Jag is *set* at $200. Read the press releases.
/[...]
/Anything else you wanna know? :)

What was the price of the Falcon "set" at in _it's_ press release, and
what is it now that it has actually been released?

(They may even match, although that is not the impression I have :)

--
These are the thoughts and words of Jason Nyberg (nyberg@ctron.com)
\ /
_______/O___/____ In aerodynamics we trust!
__//_/

# 1574. Re: A1200 15 pc Faster than Falcon? (RE: Photo CD)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 14:24:14 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309071421.AA01028@ash22>
Source record: 21706

whoops, missed this one in my last mega-long post....

rickard.troedsson@troed.ct.se (Rickard Troedsson) (the Swedish Lunatic)
writes ...

>GM> You can get SCSI for the A1200 too. You pay extra, but an A1200
>GM> with SCSI would still be cheaper than a falcon. Oh, and there are
>GM> device drivers available for all the SCSI add ons?

>Jupps.

>Using Kodak-Photo CD for example ... have the A1200 got that? [laughter]

sorry, has Atari licensed the technology? I gather you have to pay
Kodak to use the `Photo CD compatability` banner with your system. I
know utilities exist to read and convert photo CDs on the Amiga and
other platforms. But I dont think anyone apart from apple has yet
licensed the photo CD mark.

You ideally want a multi-seesion drive and fortunately the CD32
has this (The double speed would be handy too for spedier loading)

Come to think of it, does Atari have any CD product available?
The jag is supposed to have a CD *add-on* but not as standard??

>GM> superior to the F030 for the SAME PRICE. Read my point by point
>GM> comparison in the original posting to see what I mean.

>You missed approx. 99% of everything in that one ..

I dont think so. You certainly didnt present a convincing counter
argument. Maybe a more thoughtful F030 advocate could present a
coherent response to the original post?

Gavan.

# 1575. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 14:35:49 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309071433.AA01040@ash22>
Source record: 21707

>GM> Where is the 2 meg RAM, 600 MEG storage, 32 bit CPU blah ..
>GM> blah.. of the SNES?

>Doesn't need it since it's graphics engine is FAR superiour. I have a SNES and
>there's NO WAY I would trade it for an *EXPENSIVE* Cd32.

Dont have it, dont need it, eh?
I would suggest that it doesnt have the main memory and display
abilities to take full advantage of a CD ROM drive. Perhaps thats why
nintendo plan to bring out a 32 bit CD console (like the CD32 but
potentially a lot better) in 1995 (!!!!!!!)

> *EXPENSIVE* Cd32.?

At 299 UKP (less from discounters) a 32 bit console with 2 meg memory
and a double speed CD drive represents amazing value for money. Much
better than the shitty Mega CD. A SNES costs around 90 UKP without game
here, but when the games cost 50 UKP + you begin to realise what a ripoff
it is. All that money for a 2 megabyte game! (Console pushers quote
megaBITs to fool the kids).

Of course you probably have the pirate disk adaptor. I see plenty of
SNES/MD sites on the pirate FSP sites and bulletin boards. You probably
dont get ripped off like most of the population does. Then again, you
might just be stupid enough .....

>GM> believe I`m even arguing the point! You really thing Amigas are
>GM> inferior to EVERYTHING dont you? I bet you would buy a ZX81 before
>GM> an A4000!

>I would think about it. The only thing I want in an A4000 (040 model) is the
>processor .. that's it ..

Exactly, the Falcon cant be bought in anything but the basic 16 bit
crippled 16Mhz 030 version. Somewhat limits your horizons doesnt it? Atari
would need to get out a full 32 bit 040 falcon if they want it to have any
credibility as any sort of serious computing platform.

Gavan

# 1576. Cars! Re: The Complete Jaguar Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 15:02:07 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Sep7.150207.3230@seas.gwu.edu>
Source record: 21711
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>'Flip' (cmedley@wam.umd.edu) wrote:
>: What you said was that they were saying things about the Jag specs that
>: are inconsistent. If everything they say is factual (i.e., TRUE) then
>: there would be no inconsistencies.
>
>Do you really believe the 850+ million pixels/sec rendering animation speed?
>The 3d0 only gets 64 million? Popular conjecture is that the Jaguar specs
>refer to 1bit plane operation, while the 3d0 figures is for max depth
>operations. It's like saying my car does 0-60 mph in 10 seconds and the
>Jag goes 0-60 in 3 secs (but we're talking about 0-60 feet per hour in
>the latter case). Or saying that we have a rotary powered engine in
>the Jag, just like the LeMans winning Mazdas, except it powers the
>air-conditioner and we have a 4 cylinder engine to power the car...

Ah, finally a topic of interest. You know, I think the RX7 is nice and
all, but it is just too small for my taste. It gets excellent performance
with only 255 hp, but that's to be expected in such a small size. Similarly,
a Porsche 911 Turbo will beat just about any other street car, but it is so
much smaller than, say, a Viper. I'm not saying I wouldn't want the Porsche,
but I'd take something like the 320 hp, 94 Stealth R/T Turbo over the Rx7.

>Or I can say that my Amiga 500 outrenders a SGI system, or a CRAY YMP
>system on the following tests:
>
> Amiga 500 Cray SGI RS6000
>
>Mips 1 ??? ??? ????
>Rendering 60 infinite infinite infinite
>sprites 4 ??? ??? ????
>
>* provided I don't turn on the Cray, SGI, or RS6000, the benchmarks are
>100% valid. If I did turn on the other computers, my A500 would look
>rather sickly.

Not so fast. Many SGI only come with 8-bit displays, while the A500 can
display 4096 colors. Yay.

>Or Perhaps you've read a bit of Sam Tramiel press copy in the MicroTimes,
>where he says that the Ataris520ST is five times faster than an A500?
>Where did he get that figure from?

That little spot where his doo-doo comes from.

>If you're going to post the specs in all sorts of game newgroups, like
>comp.sys.amiga.games, comp.sys.ibm.pc.games, rec.games.video and have
>everyone take it as "law", then you're sadly mistaken. Better beat up
>on those Atari advocates for posting the specs willy nilly in all the
>games newgroups then.
>
>If you're posting specs in any sort of .advocacy newsgroups, then be
>prepared for some scrutiny.

Until I see the "fun" spec, I'm still not convinced that any of these new game machines is better than an old SNES. Lots of hardware specs don't mean much. Maybe one machine has this cool game allowing you to calculate a spreadsheet in one microsecond. Oooo--fun.

-- Gerald

# 1577. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 16:16:33 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep7.161633.9794@btree.uucp>
Source record: 21710

In article <260hhn$h5l@msuinfo.cl.msu.edu> johnson@cps.msu.edu (Graham K. Johnson) writes:
>In article <1993Aug31.162408.11952@btree.uucp> crissman@btree.uucp (George Crissman) writes:
>>First you admit that the Atari beat the '486 on a benchmark, then
>>you say you'd like to see evidence of a benchmark showing a '486 being
>>outperformed by an Atari. Isn't that being rather inconsistant?
>
>No. You didn't read very carefully.

Sure I did. I was pointing out that the Atari had beaten the '486 on a benchmark. When this happens, most MS-DOS users tend to ignore the result, then ask the same question again. It's nice to know you weren't doing that. :-)

> And if
>you are so sure the Atari is faster, why didn't you cite another
>benchmark besides your Mandelbrot test?

The Mandelbrot test was the only one reported from CeBIT in ST Informer. In another posting here in *.advocacy, I've noted that a comparison test of various platforms by Byte Magazine would be worthwhile. Would you like to suggest it to them?

>Well, maybe that's how things work on this newsgroup, but everywhere
>else people know what PC means. Why do such publications as "PC
>Magazine", "PC Week", "PC Sources", "PC/Computing", etc. etc. all deal
>with only Intel-based machines?

Advertising dollars greatly affect the coverage of a magazine. Any editor who notices that 80% of paid advertisements relate to MS-DOS machines is *certainly* going to ensure that 80% of editorial coverage relates to that specific machine. Other advertisers will feel lost in the crowd and leave, so that only information that is specific to one platform remains.

Next question?

> Even if
>you don't agree with that, to call them MS-DOS machines is ridiculous,
>given the fact that the number of operating systems for the 80x86 line
>numbers in the double digits.

You have a good point. I've always had difficulty referring to them as "Clones" or "P/Clones" (just doesn't sound right), and it never seems fair to call them "Intel Boxes" when Cyrix and Advanced Micro Devices are also major players. The only truly dominate feature of these machines is the fact that a massive majority of them run MS-DOS,

even if it's just as the underpinnings to Microsoft Windows.

>>>What software?
>>
>>For starters, I listed the software running on my machine.
>
>What do you mean "for starters"? Doesn't that imply there is more to
>list? If so, why didn't you do so?

A) I'm trying to cut down on the bandwidth,
B) I was only listing the applications I use on a regular basis.
Other Atari users can probably add to this list.

>Only if you assume that because your current software runs on your ST
>then software 3 years from now will run on your Falcon. Then again,
>that's probably how long it will take for Atari to use a 68060 in
>their systems...

That is the whole point of the GEM operating system -- it is a standard way for a program to operate with the computer. A program written to run gracefully with GEM will continue to run as newer versions of the hardware and operating system are released. Microsoft has only belatedly offered the same thing in Windows.

New Falcon software will run on existing ST's (minus the Falcon-specific features), and existing ST software will run on Falcons (but will be unaware of Falcon-specific features). There will always be _some_ incompatibility (nothing is ever 100% in computing), but I've heard in one comp.sys.atari.* newsgroup that 80% of GEM applications are running on Falcons (subject to update!)

>> It's an indication that Atari users are not as subject to the
>>"planned obsolescence" that's so prevalent in the MS-DOS world.
>
>Well, in three years when the Motorola 680x0 line is totally obsolete,
>where will you be? Still running all your software on an ST? How
>impressive will that be?

I spoke with a Motorola technical representative today, and learned that there are no plans to phase out the 680x0 series in the next three to four years, and that they will be expanding the uses of the existing architecture.

If that's not impressive, then look again at the title of this thread: Atari vs. the EXPENSIVE world of DOS. Atari has made an effort to maintain compatibility throughout it's line and has minimized obsolescence of their machines. You don't see that in the MS-DOS world (i.e., you wouldn't try to run a Windows-based application on a '286), and that's why the Atari is the better machine.

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* *********************************************************************
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
*************************************************************************
--
```

# 1578. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 18:04:02 UTC
From: boberg@lysator.liu.se
Message-ID: <CCzwuy.s0@lysator.liu.se>
Source record: 21716

sys1@exnet.co.uk (Xavier Gallagher) writes:

>He he he he he he he he. Talk about making a virtue out of a necessity.

>You are still leaving it to chance. just cause you have not needed it
>yet does not mean you *wont* need it.

>Proper memory protection is a *must* for proper, robust multitasking.
>simple.

Ok, I can accept that you think that, and I don't think that I can make
you change your mind.

Here's what *I* think: proper memory protection is only needed in proper,
robust MULTIUSER multitasking operating systems. UNIX is a perfect example.
In single-user systems, it's a "neat" feature for program development,
but in no way essential for the casual user. AmigaOS is a perfect example
of this; I haven't experienced a single crash during the last three days
(I know because all reboots are logged). I have been doing a great deal
during these days, polling FIDO systems for mail, running UUCP, calling
the university several times per day, working on the SEGA port of
`Superfrog', working on LhA V2.0, networking with my A3000, and much more.
I don't need any memory protection.

>Xavier Gallagher.

--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1579. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 20:26:00 UTC
From: gerrymon@eng.umd.edu
Message-ID: <26iqooINNkb5@mojo.eng.umd.edu>
Source record: 21713

In article <1993Sep5.150535.3426@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
>
> You are a stubborn SOB aren't you? Since the 68030 is inherently 32-bit, it
>is crippled by the 16-bit bus. For every cache miss, the 68030 on a 16-bit bus
>will take twice as much time to fetch data as a 68030 on a 32-bit bus.
>

Stephan, you are forgetting one very important point. In a lot of real world applications, you are going to have a cache hit. Caches are designed to have the highest hit rate possible in real world applications.

Therefore, in the real world, the 16-bit bus does not "cripple" the Falcon030 as much as you guys are claiming it is.

This is the main point I was trying to make all those months ago in comp.sys.amiga.advocacy.

By your logic, my 16Mhz 68000 AdSpeed accelerator in my Mega ST4 is "crippled" because for every cache miss it has to slow down to talk to slow memory designed for an 8Mhz 68000.

And yet this "crippled" machine can unarc files approximately twice as fast, can redraw DTP documents twice as fast, can spell check text files twice as fast...etc.

Sure, using a real 32-bit bus would have been better. But the Falcon030 design is not as bad as you guys are trying to make it. It really is a nice little machine.

--Gerry

# 1580. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 20:52:58 UTC
From: boberg@lysator.liu.se
Message-ID: <CD04oD.22C@lysator.liu.se>
Source record: 21717

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 06 Sep 93 13:05:02, Gavan Martin Moran wrote:

>GM> You can get SCSI for the A1200 too. You pay extra, but an A1200
>GM> with SCSI would still be cheaper than a falcon. Oh, and there are
>GM> device drivers available for all the SCSI add ons?

>Jupps.

>Using Kodak-Photo CD for example ... have the A1200 got that? [laughter]

Yes it does. Further questions?

>GM> superior to the F030 for the SAME PRICE. Read my point by point
>GM> comparison in the original posting to see what I mean.

>You missed approx. 99% of everything in that one ..

I didn't see any corrections from you. How come?

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1581. Re: Can't we all just get along? :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 21:03:26 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Sep7.210326.21395@nrtpa038.bnr.ca>
Source record: 21723
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCu69z.uD@exnet.co.uk>, s0xjg@exnet.co.uk (Xavier Gallagher) writes:
|> In article <261185$942@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
|> >In article <260rvgINN4k2@uwm.edu>,
|> >Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
|> >>In article <260gtm$apj@crchh327.bnr.ca>, Randy Hoekstra (renfro@bnr.ca) wrote:
|> >>
|> >>"Quiet"? I have NOT been quiet about the crippling of the Falcon. Not
|> >>in the LEAST.
|> >>
|>
|> Atari claim that the pipelining of the mamory access for the 68030 makes the
|> memory access more like 24 bits than 32 birs.
|>
|> Anyone care to comment.
|>
|> Xavier
|>

The 15% faster that the A1200, accessing optional 32 bit memory, versus the
Falcon accessing 16 bit memory. Both systems have 32 bit ram capability,
both as options. The A1200 option is one heck of a lot more convient.
As Gavan has pointed out in the UK, at least, it is financially correct
to compare a base Falcon with an upgraded A1200. (I'll take his word for it!)

The pipeline CAN make up for this difference, provided the compiler and
programmer understand it. And do not forget the Falcon has a 11% faster CPU
that will make up some ground lost by the slower memory accesses, maybe even
giving the Falcon the lead if the caches are enabled :)

If Atari had created a 32bit syncronous memory path from display ram to the
68030 then the Falcon would be 38% faster at memory accesses than the A1200.
But that would not mean the Falcon would be 38% faster there are a lot of
factors inside the 68EC020 and 68030 that would govern the difference in
performance.

And even if Atari had the 32bit syncronous memory path there would still be
pissing and mouning about the Falcon by those that have performed selective
reading, it may be a different group it may not, but it would most certainly
include Marc Barret, and BobR. (though Marc has been quiet here for a while,
and Bob would just say any MAC is better because it's a MAC :). Admittedly
most A1200 owners will purchase extra memory, to get more memory not the 32 bit
accesses.

I think we beat this subject to death a couple months ago so let's have
everyone that is even slightly interested in the subject read the old posts.
These are very comparable machines that will run neck and neck with eachother.

I hate quoting William Shatner but...
Get A Life People...

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.


_____________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|______________________________________|

# 1582. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 21:06:15 UTC
From: boberg@lysator.liu.se
Message-ID: <CD05AI.25x@lysator.liu.se>
Source record: 21718

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 06 Sep 93 13:05:03, Gavan Martin Moran wrote:

>GM> Where is the 2 meg RAM, 600 MEG storage, 32 bit CPU blah ..
>GM> blah.. of the SNES?

>Doesn't need it since it's graphics engine is FAR superiour. I have a SNES and
>there's NO WAY I would trade it for an *EXPENSIVE* Cd32.

You never cease to amaze me, Rickard. How can a "superior" graphics engine compensate for lousy data storage capability and an absolutely PATHETIC excuse for a microprocessor (the 65816) ? The limiting factor when you produce a game for the SNES and SEGA is the small amount of data you can squeeze into a cartridge. With some kind of secondary storage you would see *much* better games (at least sonic- and graphics-wise). With a better processor, you would see more complex games (there is only so much you can do with 128K RAM and three core registers).

>I would think about it. The only thing I want in an A4000 (040 model) is the
>processor .. that's it ..

That isn't hard for me to imagine. Especially since there's no way to get one of them into that wonderful bird of yours.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1583. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 21:14:12 UTC
From: boberg@lysator.liu.se
Message-ID: <CD05nr.27q@lysator.liu.se>
Source record: 21719

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 06 Sep 93 18:44:21, Stefan Boberg wrote:

>SB> When you use a simple blit operation for moving around, there will be
>SB> fringes. If you do some trivial processing for the pixels at the right
>SB> edge of the moving square, there will be no fringes.

>TRIVIAL?

Yes. A table look-up, basically.

>That will cost TIME, something you DON'T have to do when in Falcon's true
>colour mode ...

And you suppose moving around twice as much data (16-bit pixels as opposed
to 8-bit pixels), doesn't take TIME? Think again.

And by the way: The Falcon doesn't have a True Color mode. It's got a
HiColor mode.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
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========== Disclaimer: I only speak for myself - not Team 17. ===========

# 1584. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 23:11:06 UTC
From: sys1@exnet.co.uk
Message-ID: <CD0B2M.H1@exnet.co.uk>
Source record: 21724
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

In article <H.eg.H33gwoFbcmc@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>
>Who uses DOS?

loads of people.

>
>Good luck doing a ray-trace on a Falcon is < 1 minute for 320x200x24-bit
>colour. And don't try saying, "Yah, but re-write it to use the DSP and
>it'll rip!" Sure it would, but I'm not going to re-work several
>thousand lines of someone elses code just to get more performance; it's
>easier to just spend the same amount on money on a faster CPU (not that
>I would; I'd rather have 12M of RAM and a decent display, like
>800x600x16-bit).
>

This is the typical output from PC users. Brute force is prefered over
elegance at every turn. If the problem requires a bit of thought
hurl more hardware and a faster CPU at it.

This sort of attitude is almost unique to the pc/msdos/windows platform.
Nowhere else are such sloppy standards elevated. Indeed rewriting code
to optimise the resources of a machine has been a `noble' task since the
ZX81.

Talking of improving code, have you noticed how the features offered by
the pentium will not be used because lazy software houses are using the extra
speed to get performance rather than optimised code?

Of course you haven't.

>Software will never be available for the Falcon.

Never is a long time.

>> Because Atari programs are more compact then their MS-DOS equivalent,
>> an 80 Megabyte hard drive gives space equivalent to 240 Megabytes on
>
>You really are dreaming. A good word processor, with lots of functions,
>takes up lots of space on any platform.
>

Well, that is wrong as well. Good word processors have been around for
*years*, with lots of functions that can run very well thankyou from
a 286 or 68000. I hate to think what people used to do in those far off

days of 8 bit computers.

Try thinking ``The built in obselesence of the msdos machines and the sloppy coding practices does not mean that all platforms are the same''

It os a bit long, but I'm not trying to undo the brainwashing you suffer from.

>Obviously, you can say, "My computer does all I want it to!" and I'll
>say, "Yah, eventually." I guess you don't care that Calamus isn't
>running terribly fast, or that your spreadsheets take a long time to
>calculate. Me, I don't like to wait for my computer.

Then you are a fool. Whatever gets the job done is enough for the job. If you don't have the maturity to wait for a result then you deserve PC kludgeland.

XG

# 1585. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-07 23:34:27 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep7.233427.8350@btree.uucp>
Source record: 21722

In article <25ta58$la1@msuinfo.cl.msu.edu> johnson@cps.msu.edu (Graham K. Johnson) writes:
>In article <1993Aug30.122317.23088@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>>In article <25li4n$pfm@msuinfo.cl.msu.edu>, johnson@cps.msu.edu (Graham K. Johnson) writes:
>>|> In article <1993Aug27.170513.25590@btree.uucp> crissman@btree.uucp (George Crissman) writes:
>>|> >Well, sure, you can get a '486 for less than a Falcon. You can get a
>>|> >Timex Sinclair 1000 for less than a Falcon, too, at a garage sale.
>>|>
>>|> Great analogy! So very relevant.
>>
>>Well since you can get 486 machines at garage sales, I saw one two weekends
>>ago, it is relevant.
>
>Whether something is true does not indicate whether or not it is
>relevant (please refer to the definition of "relevant" in your
>nearest dictionary).

"relevant (v) -- relating to the matter under discussion. Pertinent."
Webster's New World Compact School And Office Dictionary.

The point was that almost any computer can be had for less than the
cost of a Falcon *if* the conditions were right.

>
>>|> What the hell is an "MS-DOS machine"? They're called PC's. They are
>>|> Intel 80x86-based personal computers. They run MS-DOS and Windows,
>>|> and WindowsNT, and NeXTStep, and OS/2, and Solaris and countless other
>>|> versions of UNIX...
>>
>>PC = Personal Computer, or Professional Computer. And Atari computers fits
>
>Not in the real world. PC implies a computer based on the
>architecture of the IBM PC.
>

"PC (n) (see PERSONAL COMPUTER)"

"personal computer (see MICROCOMPUTER)"

"microcomputer (n) a small, inexpensive computer having a microprocessor
and used in the home, etc."
Webster's New World Compact School And Office Dictionary.

MS-DOS machines are not generally considered to be "small, inexpensive computers ... used in the home." :-)

-- George Crissman


**********
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* **********
* Brooktree manufactures integrated circuits for video applications and *
* Automated Testing Equipment (ATE). Available from distributors/direct.*
**********

--

# 1586. Re: A1200 15 pc Faster than Falcon? (RE: Photo CD)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 01:02:23 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <26jauv$kbh@charm.magnus.acs.ohio-state.edu>
Source record: 21714

> sorry, has Atari licensed the technology? I gather you have to pay

Special Edition Friday Night Real Time Conference
March 5, 1993

Dateline Atari! with Bob Brodie
Special Guest - Eric Smith

Host - Lou Rocha

<ST.LOU> OK... John Kuehn.. you're on

<[John] JKUEHN> Bob, What is the current status of Atari
Kodak and the Photo CD?

<BOB-BRODIE> John, our contract is a done deal. We're
awaiting the final versions of the developer tool kit which
is being ported to our platform by one of the developers from
Germany. We had expected to see something in about January
time frame, but there have been delays on his end in getting
the product finished. Naturally, we're very anxious to see
this completed. ga

->->->((JP))<-<-<-

Everything goes wrong all at once.
--- Quantized Revision of Murphy's Law

# 1587. Re: Can't we all just get along? :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 02:41:57 UTC
From: don@chopin.udel.edu
Message-ID: <CD0Kty.M4t@news.udel.edu>
Source record: 21727
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

bjgrier@bnr.ca (Brian Grier Perpk) writes:
>
>The 15% faster that the A1200, accessing optional 32 bit memory, versus the
>Falcon accessing 16 bit memory. Both systems have 32 bit ram capability,
>both as options. The A1200 option is one heck of a lot more convient.

Sure is convenient... it's already on the motherboard! Contrary to
mistaken common belief, the RAM on the 1200 _IS_ 32-bit RAM. The
slowdown comes from contention with the custom chips, but it is
all accessed in 32-bit chunks.

>As Gavan has pointed out in the UK, at least, it is financially correct
>to compare a base Falcon with an upgraded A1200. (I'll take his word for it!)

Here in the US it's tough to even find a place to buy either machine
other than mail order :-(

--
Don Lloyd don@chopin.udel.edu GENIE: D.LLOYD7
Owner of the MegaSlab 3000

Amiga Users do it blitter!

# 1588. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 03:07:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15301@uqcspe.cs.uq.oz.au>
Source record: 21731
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

andrew@cworld.demon.co.uk (Andrew Harrison) writes:

>the jaguar just doesn't add up, not for $200 anyway.

Nintendo would sell SNES for $1 if they thought that would increase their
overall profit. Money is made in the console market by selling the games,
not the consoles. Why do you think it is that the console maker ALWAYS
makes software for it as well (unlike the computer market where the hardware
manufacturer almost never makes software [Atari Works is a exception!])

--
Warwick

# 1589. Re: The Complete Jaguar Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 04:42:47 UTC
From: farren@netcom.com
Message-ID: <farrenCD0qFC.I9u@netcom.com>
Source record: 21640
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip') writes:

>What you said was that they were saying things about the Jag specs that
>are inconsistent. If everything they say is factual (i.e., TRUE) then
>there would be no inconsistencies.

Not true. There are many ways to bend truth to suit your aims. Any
even superficial study of advertising techniques can teach you this,
as it's standard advertising usage. There is every chance that the
Jag's specs are *basically* as Atari has represented them. There is
also every chance (and, in my view, almost a certainty) that those
specs do not reflect any reality that the applications or the developers
will be able to use.

>I wouldn't know. But I will say this... when the C-64 was "large and in
>charge" you could walk into ANY computer store and see software and accessories
>for it.

Boy, *that's* one of the exaggerations of the century. Around here
(and I think you'll agree that if there's anywhere in the country that's
likely to have computers on every streetcorner, it's the SF Bay Area)
you had to hunt very hard to find a C64 in *any* computer store other
than the two or three who specialized in Commodore. You could find them
in K-Mart and Target, but computer stores? No way!

>You sure can't do that with the A500, which incidentally, is no longer
>available.

Then why'd you bring it up? :-)

>>So who's flaming? Or does any discussion where there are disagreements
>>count as flaming in your book?

>When someone runs around picking "fights" because they feel a need to prove
>the superiority of their computer purchase to reduce their own cognitive
>dissonance. :)

Hey, slow down and engage you brain, please. *Nobody* is trying to prove
the superiority of their purchase, here - you can't buy a Jaguar, now
can you? And if trying to interject fact into a discussion consisting
entirely of parroted Atari hype is "picking fights", then it's hopeless,
eh? Not to mention paranoid.

>So if you are so fair, why are you trying so hard to find something wrong
>with the Jaguar right this minute as opposed to waiting and seeing what happens
>when it ships?

*You* are the one who has defined what I'm doing as "trying to find something wrong". Hey, buddy - that's *not* what I'm doing. What I'm doing is trying to find the things that are *right* about the Jaguar, and what I'm saying is that it's impossible to do that as it stands. Then I'm trying to say what I *think* those impossible specs *actually* mean - that's a far different thing than either of the things you accuse me of doing. In point of fact, it seems to me that you're much more guilty of picking fights than I am - I've attacked bogus specs, you've attacked *me*.

>>And, if you're going to be so quick to come down on *my* head for
>>speculating about the Jaguar, why don't you come down equally hard on
>>those folks whose postings I'm rebutting - the ones who are all over
>>rec.games.video raving about the wonderful Jaguar, based on exactly the
>>same information (or lack of it) as I have?

>I don't read rec.games.video. :)

So just read comp.sys.atari.advocacy - many of the articles are well and thoroughly crossposted (as is this one :-)

>Well, actually, it does make a difference. As an ex-Commie, you would be
>biased, I would imagine. If you parted with C= on bad terms, I would take
>anything you said against their products with a grain of salt. If you
>seem to be overly happy with them, your prior affiliation w/ Commodore makes
>it questionable as to your possible bias. That's why I personally would
>question your objectivity and motives in regards to the Jaguar.

Well, you, personally, haven't the slightest idea what my biases or past experiences are, with Commodore *or* with Atari. So why don't you try a basic tactic: presume that I'm speaking as objectively as I can, and go from there? Why do you presume that there must be some Commodore bias because I'm dissing Atari? Why don't you presume (as you should, because it's true) that I diss Atari because they deserve it? And why don't you check to see if I diss Commodore as well (which I do when *they* deserve it)?

>Of course, as you said, it is my (and any other reader's) problem to read
>between the lines to figure out why you feel a need to try to rain on the
>Jaguar parade.

Yeah, because you're too damned paranoid to read the lines as written. I think I've been pretty upfront about why I feel the need to bring some fact into the argument. It isn't raining on someone's parade, it's pointing out that the "parade" is fake. I'm not obliged to fall into line behind the Atari faithful, just as I'm not obliged to fall into line with anyone else's propaganda. And if you don't like it, that's *your* problem, not mine.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

## 1590. Re: Can't we all just get along? :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 04:49:09 UTC
From: das9674@ucs.usl.edu
Message-ID: <1993Sep8.044909.22862@usl.edu>
Source record: 21638
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Can the Falcon 030 run Falcon 3.0?!

Aha! They have similar names and numbers! but no! it cannot! Therefore,
what good is it?!
--
Dan Stephenson das9674@usl.edu | "To conquer death, you only have to die" -JC

# 1591. Re: Akiko screwup

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 04:49:43 UTC
From: farren@netcom.com
Message-ID: <farrenCD0qqw.lu6@netcom.com>
Source record: 21641
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

jmccoull@bruny.cc.utas.edu.au (James McCoull) writes:

>farren@netcom.com (Mike Farren) writes:

>>Do you, then, know exactly how Akiko works?

>Yep. And akiko needs the cpu to supply data.

You sound like you've actually used akiko. If so, and if it does, in
fact, simply operate on data supplied by the CPU, then I withdraw my
objections - in that case, the CPU *can* do almost as good a job, no
matter what the units used. And I'm sorry to hear it :-)

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 1592. Re: Can't we all just get along? :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 05:12:40 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <26jpk8$c8b@Tut.MsState.Edu>
Source record: 21643
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep8.044909.22862@usl.edu> das9674@ucs.usl.edu (Stephenson Daniel A) writes:
>Can the Falcon 030 run Falcon 3.0?!
>
>Aha! They have similar names and numbers! but no! it cannot! Therefore,
>what good is it?!

ME LIKE FACLON! YOU NO HAVE FALCON ON PC, IT FROM ATARI!!! WHY YOU SAY FALCON ON OS\2? WHAT YOU BE SO DUMB BOY!

>Dan Stephenson das9674@usl.edu | "To conquer death, you only have to die" -JC

DUMB BOY MUST BE FROM MISISSIPPPI FLUD PLANE! WATER IN BRANE!

SLU ASPIKS

# 1593. Re: The Complete Jaguar Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 06:49:12 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <26jv98INN9fl@sheoak.ucnv.edu.au>
Source record: 21715
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Someone wake me when the Jaguar's released, when 3DO's out and when I can buy a Falcon in Australia for less than $1899. Should be a good time to start reading this newsgroup again.

Jared

PS Just curious. Does Gavan Moran do anything but defend his news posts all day?

--
**********
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
**********

# 1594. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 09:39:00 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309080936.AA00670@bot8>
Source record: 21725

>gerrymon@eng.umd.edu (Gerry Mon) writes ....

>Stephan, you are forgetting one very important point. In a lot of
>real world applications, you are going to have a cache hit. Caches
>are designed to have the highest hit rate possible in real world
>applications.

Caches are designed to have the highest hit rate possible given
design and costing constraints. I`m not sure what size of cache the
68030 has but i think its 256bytes Inst, 256bytes Data. Thats not an
awful lot of cache memory and, although it will speed up operation
of the chip, I would imagine it has quite a high miss rate. Dont
forget that when you start to use multitasking, the priciple of
programs tending to call memory close to them goes out the window as
you may be dealing with several processes scattered over main memory.

I wouldnt put too much faith in the ability of the 68030 cache to
provide a high hit rate. Intel only claim 90% with a 486 and thats
with 8K of cache (and running a single tasking OS I imagine).

>By your logic, my 16Mhz 68000 AdSpeed accelerator in my Mega ST4 is
>"crippled" because for every cache miss it has to slow down to talk to
>slow memory designed for an 8Mhz 68000.

It depends on your memory access but I`d say that it is probably
running at less than its possible maximum. An A1200 running a 68020
at 14Mhz far outperforms an A500 running a 14Mhz 68000 because of
the 32 bit bus access (and cache!)

>Sure, using a real 32-bit bus would have been better. But the
>Falcon030 design is not as bad as you guys are trying to make it. It
>really is a nice little machine.

It is, but unless Atari wake up and address some issues like
pricing and making an 040 available, it must surely be doomed in the
long term.

Gavan

# 1595. Re: A1200 15 pc Faster than Falcon? (RE: Photo CD)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 09:48:20 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309080945.AA00685@bot8>
Source record: 21726

jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes..

ME >sorry, has Atari licensed the technology? I gather you have to pay

><ST.LOU> OK... John Kuehn.. you're on

><[John] JKUEHN> Bob, What is the current status of Atari
>Kodak and the Photo CD?

><BOB-BRODIE> John, our contract is a done deal. We're
>awaiting the final versions of the developer tool kit which

Fair enough. So wheres the photo-CD add-on drive for the Falcon.
I dont see Falcon photo-CD players, do you?

Maybe Atari licensed it for the Jaguar CDROM ? It would make
sense to have photo CD for a platform that actually came with a CD
player!

So far, the world isnt crying out for photo-CD, so its not
really a disaster that neither the F030 or the Amiga currently offer
it. I suspect that C= didnt pay for photo-CD for the CD32 simply to
keep the costs of the player down. Its got all the hardware needed
to display photo CD images and also has the multi-session drive
needed to get the most compatibility. All it would need is for C= to
produce a photo-CD software disk at a later date. Alternatively,
Amiga computer users could use the photo-cd to ppm converter on
Aminet to access photo-CDs. I think C= are playing wait-and-see
before they pay to put a photo-cd sticker on their players.

Gavan

# 1596. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 09:53:40 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309080951.AA00690@bot8>
Source record: 21728

boberg@lysator.liu.se (Stefan Boberg) writes..

>In single-user systems, it's a "neat" feature for program development,
>but in no way essential for the casual user. AmigaOS is a perfect example

Thats about right. You only need memory protection if your
software is going around munging other programs. ie Your software is
faulty. Or, you are developing programs in which case bugs in your
code can cause problems. I`m not into heavy amiga developement but I
gather that programs like enforcer and mungwall can test for such
illegal memory access anyway, so whats the problem? Properly written
software wont cause crashes.

Of course, its nice to have security but memory protection still
wont stop a faulty task from crashing and losing data.

Gavan

# 1597. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 09:58:18 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309080955.AA00701@bot8>
Source record: 21730

boberg@lysator.liu.se (Stefan Boberg) writes...

>compensate for lousy data storage capability and an absolutely PATHETIC excuse
>for a microprocessor (the 65816) ? The limiting factor when you produce a game

its not that Pathetic! Its a nice pseudo 16-bit developement of
the 6502 and I was considering getting one for my 800XL before it
got `lost` in the post.

It`s certainly misleading though, of nintendo to call it 16-bit!
Also, for a games console it is very limiting -
Rickard Troedsson: Look at a SNES when lots of things are moving
around at the same time and the CPU has to track them all!!!!!

No-one could claim that it is somehow superior to a full 32-bit
68020!
except perhaps Mad Rickard....

Gavan

# 1598. Re: Can't we all just get along? :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 10:01:59 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309080959.AA00706@bot8>
Source record: 21732

don@chopin.udel.edu (Donald R Lloyd) writes ...

(re A1200 and F030 in US)

> Here in the US it's tough to even find a place to buy either machine
>other than mail order :-(

yes, _both_ the A1200 and F030 have pretty much **FLOP**ed in the
US of A.

Thankfully, the more enlightened European market has taken up on
the A1200 at least......

Gavan

# 1599. Re: The Complete Jaguar Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 10:10:28 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309081008.AA00724@bot8>
Source record: 21734
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

i921652@redgum.ucnv.edu.au ( ***THE WIZZARD***) writes...

>PS Just curious. Does Gavan Moran do anything but defend his news posts
>all day?

It takes hours! Especially if you are using NYX to read them and
the utexas gateway to reply. Luckily, I have just finished a bit of
C-programming and have a lot of spare time on my hands. I graduated
this summer and will be going home this weekend so no more regular
posts from me!!!! I can hear mad Rickard going into overdrive!
Anywa, I`ll be back on a semi regular basis if my account lasts for
long enough at the uni. I`ll find a way to FLAME_GRILL the WHOPPERS
told by certain F030 users.

(dont you just love windowing systems where you can pretend to be
working but have a telnet and email window hidden behind the
C-shell?????)

gavan

# 1600. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 10:27:37 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309081025.AA00739@bot8>
Source record: 21735

rickard.troedsson@troed.ct.se ( >> CRAZY << Rickard Troedsson)
^^^^^^^^^^^ my addition

writes...

>GM> No, 260000 colours with 64 base colours. Get your facts straight.

>Well, since I would like to KNOW what colour a pixel gets when I try to paint,
>I'll stay at 64 colours.

I`m glad you have an artistic ability. Most people stick with
hi-colour graphics as an image display buffer. If you are so
artistically inclined maybe you should get a true 24-bit paint
system from somewhere, as SB points out that nearly ALL professional
work is done in 24 bit and downconverted.

>aybe not design, but have you seen Termfin? A DSP rotated/stretched/zoomed true
>colour area, where the 68030 displays different colours/graphics all the time?
>(And Playing a 50Khz 16bit sound)

sounds good, if only I could find someone with a Falcon to show
me.....

>GM> TRUE COLOUR is **24 bits** not 16 bits. Neither the F030 or A1200 have

>Sorry, True Colour is by DEFENITION a graphics mode WITHOUT a palette, as in the
>Falcons 16bit mode. (We have 18 bit if we stay in 256/16/4 col mode)

No, true colour is ***24 BITS**** Otherwise I could claim true
colour from a 256 colour quantised 8-bit mode.

>GM> oh. and the A1200 is not for EXPANSION? No A1200 owner seens 2 meg as the
>GM> limit. You can expand to 10 meg or better still buy one of the many 030

>Are you stupid or just trying to be? You were trying to imply that the base
>Falcon is 1 Meg, that would mean that programmers wouldn't make applications
>that needed more than 1 meg. I then explained to you that 1 meg isn't the limit,
>but 4.

Any program written to be OS legal can use as much memory as is
available on the system. This is true for almost any modern
computer. I`d say that games writers will see 2 meg as a limit for
most arcade type games. Thats hardly a major problem. I`m not saying
that F030 applications wont use more than 1 meg, just that if you
lash out for a 1 meg F030 you are likely to be limited by that one
meg until you upgrade. Anyway, that wasnt what the original point
was about.

>GM> accelerator cards and give yourself a 50 Mhz 030 with proper 32 bit RAM
>GM> exclusive access. This would ***BURN*** any Falcon.

>That isn't as fast as the DSP. I think you're burning yourself here.

A DSP can do certain things very fast. Its not the CPU though and is
unlikely to be able to run a C compiler or a spreadsheet or any of
the sort of things that benefit from increased CPU power.

>GM> See an Amiga running Project X or Alien Breed sometime to see what you can
>GM> do in 32 colours. Then tell me that 256 aint enough.

>Don't play games on computers, I have a console much better at that.

yes, you have the typical console owner mentality. I prefer to have
a system I can play games on, and code, and use applications. In the
future, I may even want to watch FMV disks all on the same system.

>Yeah well, I haven't been doing demos for 3 years, during that time I got hired
>as a systemprogrammer for a local company here .. I'm NOT making demos.. :-))

they let YOU loose on a business system???

>The A4000/040 is twice the price of a Falcon/4/85 here in Sweden .. Who wants
>one? The only difference from the A1200 is the faster processor, the rest is the
>same ... lousy sound/graphics ..

And a one meg F030 is twice the price of an A1200 in the UK. At
least with an A1200 you can use the extra dosh to make a superior
system. Apart from add extra ram and HD, you cant give the Falcon
an 040 to match the A4000 for processing power.

>Well, I gave you my source. The most recent DMZ has two pages about how bad
>Commodore is doing and that they're VERY close to bankrupcy.

>Just read it. (Ask a swedish friend of yours (you do have friends, don't you?)
>do it .. )

I`ll just pop over to Sweden shall I? (I live in Ireland)

>GM> I`ll leave that one up to intelligent people to decide..

>You're not intelligent? Too bad, it's quite fun.

I set myself up for that one alright.

Gavan

# 1601. Re: A1200 15 pc Faster than Falcon? (RE: P

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 10:58:10 UTC
From: reschke@math.uni-muenster.de
Message-ID: <26kds2$1dgp@obelix.uni-muenster.de>
Source record: 21729

In article AA00685@bot8, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>
> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes..
>
> ME >sorry, has Atari licensed the technology? I gather you have to pay
>
> ><ST.LOU> OK... John Kuehn.. you're on
>
> ><[John] JKUEHN> Bob, What is the current status of Atari
> >Kodak and the Photo CD?
>
> ><BOB-BRODIE> John, our contract is a done deal. We're
> >awaiting the final versions of the developer tool kit which
>
> Fair enough. So wheres the photo-CD add-on drive for the Falcon.
> I dont see Falcon photo-CD players, do you?
>
> Maybe Atari licensed it for the Jaguar CDROM ? It would make
> sense to have photo CD for a platform that actually came with a CD
> player!
>
> So far, the world isnt crying out for photo-CD, so its not
> really a disaster that neither the F030 or the Amiga currently offer
> it. I suspect that C= didnt pay for photo-CD for the CD32 simply to
> keep the costs of the player down. Its got all the hardware needed
> to display photo CD images and also has the multi-session drive
> needed to get the most compatibility. All it would need is for C= to
> produce a photo-CD software disk at a later date. Alternatively,
> Amiga computer users could use the photo-cd to ppm converter on
> Aminet to access photo-CDs. I think C= are playing wait-and-see
> before they pay to put a photo-cd sticker on their players.
>
> Gavan

You can connect any SCSI CD-ROM drive. Then run one of the programs that can read
PCD files (ColorDisc, Gem-View...).

---

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

# 1602. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8d7380@troed.ct.se>
Source record: 21720

In a message of 07 Sep 93 18:38:45, Gavan Martin Moran wrote:

GM> Check out Stefan Bobergs reply. Some processing is needed. As a display
GM> buffer I dont see why you would be wanting to move chunks around.

"some processing" ... it's easier to say "Impossible without severe hacking"

GM> No, 260000 colours with 64 base colours. Get your facts straight.

Well, since I would like to KNOW what colour a pixel gets when I try to paint,
I'll stay at 64 colours.

GM> demos : cool to look at but not terribly useful. I doubt many Falcon demos
GM> could match the best of current Amiga ones..

Maybe not design, but have you seen Termfin? A DSP rotated/stretched/zoomed true
colour area, where the 68030 displays different colours/graphics all the time?
(And Playing a 50Khz 16bit sound)

No Amiga has the POWER to come CLOSE to that!

GM> TRUE COLOUR is **24 bits** not 16 bits. Neither the F030 or A1200 have

Sorry, True Colour is by DEFENITION a graphics mode WITHOUT a palette, as in the
Falcons 16bit mode. (We have 18 bit if we stay in 256/16/4 col mode)

GM> oh. and the A1200 is not for EXPANSION? No A1200 owner seens 2 meg as the
GM> limit. You can expand to 10 meg or better still buy one of the many 030

Are you stupid or just trying to be? You were trying to imply that the base
Falcon is 1 Meg, that would mean that programmers wouldn't make applications
that needed more than 1 meg. I then explained to you that 1 meg isn't the limit,
but 4.

You then tell me the Amiga programmers don't see 2 meg as the limit for what a
standard program should use - but 10 meg??? GET A LIFE!

(The Falcon can be expanded to 14 Meg "chip"mem, and unlimited (more than 512)
meg Fastmem.

GM> accelerator cards and give yourself a 50 Mhz 030 with proper 32 bit RAM
GM> exclusive access. This would ***BURN*** any Falcon.

That isn't as fast as the DSP. I think you're burning yourself here.

GM> See an Amiga running Project X or Alien Breed sometime to see what you can
GM> do in 32 colours. Then tell me that 256 aint enough.

Don't play games on computers, I have a console much better at that.

GM> I prefer having a social life.. Seriously, its fun making these things but
GM> they dont do anything. If you are a good demo coder maybe you will go on
GM> to make money programming games, but not, I think, on the F030.

Yeah well, I haven't been doing demos for 3 years, during that time I got hired
as a systemprogrammer for a local company here .. I'm NOT making demos.. :-))

It's quite fun though. (And it's dead easy to make something an A1200 isn't
close to be able to do .. )

GM> OR go for an A4000/030 or 040. You _can_ get a Falcon with 040 cant you?
GM> :-)

The A4000/040 is twice the price of a Falcon/4/85 here in Sweden .. Who wants
one? The only difference from the A1200 is the faster processor, the rest is the
same ... lousy sound/graphics ..

GM> I havent seen much in the way of hard facts from you before so I have to
GM> doubt this info until I see a more reliable souce .. Marc Barrett maybe
GM> ;-)

Well, I gave you my source. The most recent DMZ has two pages about how bad
Commodore is doing and that they're VERY close to bankrupcy.

Just read it. (Ask a swedish friend of yours (you do have friends, don't you?)
do it .. )

GM> I`ll leave that one up to intelligent people to decide..

You're not intelligent? Too bad, it's quite fun.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1603. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8d740e@troed.ct.se>
Source record: 21721

In a message of 07 Sep 93 18:39:00, Gavan Martin Moran wrote:

GM> Of course you probably have the pirate disk adaptor. I see plenty of

Can it be used without?

:-) .. I bought it to program on, that's why I have the "pirate disk adaptor" ..
(I call it my developement kit ofcoz .. )

GM> Exactly, the Falcon cant be bought in anything but the basic 16 bit
GM> crippled 16Mhz 030 version. Somewhat limits your horizons doesnt it? Atari
GM> would need to get out a full 32 bit 040 falcon if they want it to have any
GM> credibility as any sort of serious computing platform.

crippled? Not according to the benchmarks I've run on it.

Yes I want a faster processor .... but I don't NEED it ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1604. Re: A1200 15 pc Faster than Falcon? (RE: Photo-CD)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 12:02:47 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309081200.AA00999@bot8>
Source record: 21733

reschke@math.uni-muenster.de (Julian Reschke) writes...

>You can connect any SCSI CD-ROM drive. Then run one of the programs that can rea
>d
>PCD files (ColorDisc, Gem-View...).

Yes, but make sure you get a multi-session drive as it offers the
best compatibility.

Anyway, if Atari pay the dosh for photo CD why dont they sell a
system that can run them as standard? ie. A Falcon + PCD package?
If they just buy the rights and then do nothing with them they are
throwing money down the drain. There are precious few Falcons, never
mind Falcons with CDROMS.

Does anyone know if it is illegal to write software to decode the
pictures on pcds without a licence? I mean, if someone was to write
a pcd decodeer and then release the s/w into the public domain as
source, what would happen? I can see s/w becoming available very
quickly that will decode photo-cds on any CDROM equipped system...

gavan

# 1605. Re: Jag vs everything...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 12:56:25 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep8.125625.7674@apgea.army.mil>
Source record: 21642

In article <9309011549.AA01461@ash30> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>
>
> I`ve said it before and I`ll say it again....
>
> Why do you Atari types keep arguing specs with the rest of us
>when AFAIK no really solid official details of the Jaguar have been
>released?? Sure, there are a few posted block diagrams here and
>there, but has the machine even been built in prototype form yet?
>Have people seen it running? Have software developers started
>coding for it???

Offical press releases have been put out with some specs.
Prototypes, and development kits have been made and sold.
Stockholders hav seen it running.
I can only assume people have started coding for it..

>
> Until we see the Jaguar for sale, it`s pointless to try to bash
>CD32 - CD32 is here NOW, the Jaguar *may be* here in a year or so`s
>time.

CD32 is here now? I can't find one newspaper articale about it (I have 6
about the Jag). I've never seen any TV about it (I saw a report on CNN about
the jag, but alas no pictures). Not one game store has even heard of the CD32
(while all of them have heard of it and only one, KB toy & hobbie said they
don't know if will carry it, while most are ready too).
However I haven't seen any ads for either.
The only propf that I have that CD32 exist is post in Atari Advocacy. If you
happen to know which store in Maryland I can drive too and seen this system
which you say is available *now*, I might be willing to believe it)

>
> If tech specs counted for anything, the Lynx (which I own) would
>be the #1 handheld - but it isnt and never will be. And it actually
>has been around for a couple of years now. I think you are barking
>up the wrong tree if you expect some as yet unexistant console to
>save Atari.

I actually though NEC's Turbo handheld unit was the best..
>Gavan

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,

(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

# 1606. Re: Atari vs the EXPENSIVE world of DOS +

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 13:20:03 UTC
From: apski@bhars42a.bnr.co.uk.bnr.co.uk
Message-ID: <26km63INN3bo@bhars12c.bnr.co.uk>
Source record: 21637

In article AA00739@bot8, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>rickard.troedsson@troed.ct.se ( >> CRAZY << Rickard Troedsson)
> ^^^^^^^^^^^ my addition
>writes...
>>GM> No, 260000 colours with 64 base colours. Get your facts straight.
>>Well, since I would like to KNOW what colour a pixel gets when I try to paint,
>>I'll stay at 64 colours.
>>Maybe not design, but have you seen Termfin? A DSP rotated/stretched/zoomed true
>>colour area, where the 68030 displays different colours/graphics all the time?
>>(And Playing a 50Khz 16bit sound)
> sounds good, if only I could find someone with a Falcon to show
>me.....

It _is_ good, as are some of the other Falcon demos I've got. Termfin is
not quite as impressive as one thinks at first, because (and I'm sure Rickard
will correct me if I'm wrong) it is using a line doubled screen mode on an
RGB monitor, so the screen area being manipulated is about (and this is my
best estimate) 160x100 true colour. There is a new version of Termfin, called
Plasma30 that manipulates an entire overscanned screen at 30 fps ( but again
uses line doubling, so the screen area is roughly 384x120).

Well, Rickard, did I get it right?

It is still _very_ impressive to look at (and listen to!), even taking this
into account.

>>GM> TRUE COLOUR is **24 bits** not 16 bits. Neither the F030 or A1200 have
>>Sorry, True Colour is by DEFENITION a graphics mode WITHOUT a palette, as in the
>No, true colour is ***24 BITS**** Otherwise I could claim true
>colour from a 256 colour quantised 8-bit mode.

Oh, no! Not the "What is the definition of True Colour" debate again!
At least if you talk about the Falcon's True Colour mode, everyone knows
which particular mode you are referring to, otherwise we'll have a whole load
of people asking "What is the Falcon 'high colour' mode? I can't get it from
the desktop." :-)

16 bit 'true' colour mode (please note the quotes). Is very nice from my
point of view as a graphic artist. I don't have to worry about setting up
64 base colours each time I want to start a picture, I don't have to worry
whether a pixel will actually be the colour I want it or something close,
and 65535 colour pictures look very, _very_ good. I know HAM 8 pictures can
also look superb, but 16 bit mode (he says avoiding the true colour statement
deftly) is _so_ convenient and easy to use...

>[...]
> Any program written to be OS legal can use as much memory as is
>available on the system. This is true for almost any modern
>computer. I`d say that games writers will see 2 meg as a limit for
>most arcade type games. Thats hardly a major problem. I`m not saying
>that F030 applications wont use more than 1 meg, just that if you
>lash out for a 1 meg F030 you are likely to be limited by that one
>meg until you upgrade. Anyway, that wasnt what the original point
>was about.

A 1 meg Falcon is as much use as a chocolate fireguard, as is a 2 meg
A1200. The screen modes chew memory, and if you want to store any
graphics then that chews more memory. 4 Megs is the minimum _useful_
Falcon, I can't see anyone getting any real use out of a 1 meg Falcon
system. I can't speak for the A1200, but I would expect the situation
to be similar, particularly for games.

Oh, by the way, if you use that chocolate fireguard line out of
context I'll sue your butt off for misrepresentation! :-)

>>GM> exclusive access. This would ***BURN*** any Falcon.
>>That isn't as fast as the DSP. I think you're burning yourself here.
>A DSP can do certain things very fast. Its not the CPU though and is
>unlikely to be able to run a C compiler or a spreadsheet or any of
>the sort of things that benefit from increased CPU power.

Probably correct, but for a C compiler or a spreadsheet you will
certainly _need_ that 50 MHz 030 you mentioned to outperform the 030
in the Falcon. The 1200's 020 probably won't do it, even with 32 bit
access to memory. (I must remember to look up instruction timings for
the 030 and 020 to check where differences lie...)

>>Yeah well, I haven't been doing demos for 3 years, during that time I got hired
>>as a systemprogrammer for a local company here .. I'm NOT making demos.. :-))
> they let YOU loose on a business system???

I note that Rickard uses the handle 'SYNC' in his .sig. If he is the
well known Sync on the ST, then he is a very competent coder indeed (at
least in assembly.) Who better to have doing your system programming
than a highly competent coder? I know that it's a completely different
type of application to a demo, but, believe me, if you can wrap your head
around the sort of problems you need to solve to write a good ST demo, then
programming structured C as part of a large system is a piece of pi**.
(Don't annoy all demo coders out there by saying that when it comes to
writing 'real' code they're all useless, will you... :-))

> And a one meg F030 is twice the price of an A1200 in the UK. At
>least with an A1200 you can use the extra dosh to make a superior
>system. Apart from add extra ram and HD, you cant give the Falcon
>an 040 to match the A4000 for processing power.

Current UK prices (from the September 1993 copy of ST Review)

Falcon 1M no HD 589.99 UKP (only 1 stockist for this configuration - all others had a 4 M Falcon as the base machine.)
Falcon 4M 65M HD 899.99 UKP
Amiga A1200 359.99 UKP (base configuration)

Falcon is about two thirds as much again as an A1200. What upgrades can you get for 230 UKP for the A1200? I am asking out of curiosity - I don't mean anything by these figures, I'd just like to know what configuration of A1200 you can get for the same price as a Falcon in this country.

Cheers
- Andy. < The Man From U.M.I.S.T. >

# 1607. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 13:51:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.HXKDdRAq3mo@semprini.tdkcs.waterloo.on.ca>
Source record: 21666
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

In <CD0B2M.H1@exnet.co.uk>, Xavier Gallagher writes:
> In article <H.eg.H33gwoFbcmc@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
> >
> >Who uses DOS?
>
> loads of people.

And I pity each and every one of them. They obviously don't know any
better.

> This is the typical output from PC users. Brute force is prefered over
> elegance at every turn. If the problem requires a bit of thought
> hurl more hardware and a faster CPU at it.
>
> This sort of attitude is almost unique to the pc/msdos/windows platform.
> Nowhere else are such sloppy standards elevated. Indeed rewriting code
> to optimise the resources of a machine has been a `noble' task since the
> ZX81.

Does this mean you'll re-write a meg of C code in DSP assembler? I'd
buy a Falcon tomorrow if you'll port POV-Ray 2.0 to the Falcon's DSP.
Oh, and it's gotta run in the background, since I'll have MiNT going all
the time (need those nice minix partitions).

I guess you're saying that portable code is a bad thing, since it
doesn't use the specific features of the machine (in this case, the
Falcon's DSP to improve its otherwise poor raytracing performance). Or
maybe you're saying that CPUs are a bad idea, and we should have
co-processors doing everything; I'd rather have a bit more brute force
that a useless co-processor, no matter how elegant.

> Talking of improving code, have you noticed how the features offered by
> the pentium will not be used because lazy software houses are using the extra
> speed to get performance rather than optimised code?
>
> Of course you haven't.

Doesn't really matter; Intel will be building very few Pentiums this
year, since it's selling too many '486s. They don't want to lose any of
that scary momentum.

> >Software will never be available for the Falcon.
>
>

> Never is a long time.

Isn't it though.

> Well, that is wrong as well. Good word processors have been around for
> *years*, with lots of functions that can run very well thankyou from
> a 286 or 68000. I hate to think what people used to do in those far off
> days of 8 bit computers.

So many of those have the easy-of-use of WYSIWYG; those are fine if your
output is going to a 9-pin dot-matrix printer. The trusty DJ-500 beside
my ST would be quite annoyed if I treated it like a tty all the time...

> Try thinking ``The built in obselesence of the msdos machines and the sloppy
> coding practices does not mean that all platforms are the same''
>
> It os a bit long, but I'm not trying to undo the brainwashing you suffer
> from.

Actually, Atari did that when the much-touted Falcon had a 16-bit bus,
despite Atari telling us that it was all 32-bits. You've been
brainwashed to think that anything PC (and I imagine that includes Macs
as well) is junk. Pity you've never used anything better than an Atari;
any PC with OS/2 on it is nicer to use.

> >Obviously, you can say, "My computer does all I want it to!" and I'll
> >say, "Yah, eventually." I guess you don't care that Calamus isn't
> >running terribly fast, or that your spreadsheets take a long time to
> >calculate. Me, I don't like to wait for my computer.
>
> Then you are a fool. Whatever gets the job done is enough for the
> job. If you don't have the maturity to wait for a result then you
> deserve PC kludgeland.

Time is money (in my case, up to $35 Cdn/hour). Luckily, the ST has a
single-tasking OS, and not enough RAM. When my 4M machine is compiling
code, I can't do a damn thing, since GNU C uses all of the memory.
Those 12-hour builds of NetHack can get a little tiresome the third time
around...

I guess that's just another aspect of PC wastage, right? C compilers
shouldn't be so huge? Well, it's a unix application; does that mean FSF
doesn't know a damn thing about optimisation? I doubt it, GNU C
produces the best code.
--
------------------==========================================------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

# 1608. Re: Can't we all just get along? :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 13:56:07 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Sep8.075608.5356@msus1.msus.edu>
Source record: 21736
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep8.044909.22862@usl.edu>, das9674@ucs.usl.edu (Stephenson Daniel A) writes:
>Can the Falcon 030 run Falcon 3.0?!
>
>Aha! They have similar names and numbers! but no! it cannot! Therefore,
>what good is it?!

*LAUGH* Now Dan...remember...when the men in the white coats come,
they're your FRIENDS :)

---
LaMonte Koop -- SCS Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"
---

# 1609. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 13:59:43 UTC
From: sys1@exnet.co.uk
Message-ID: <CD1G7L.E02@exnet.co.uk>
Source record: 21653

In article <9309071021.AA00696@bot25> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>
>sys1@exnet.co.uk (Xavier Gallagher) writes ...
>
>>You are still leaving it to chance. just cause you have not needed it
>>yet does not mean you *wont* need it.
>
>>Proper memory protection is a *must* for proper, robust multitasking.
>>simple.
>
> Weve been using a proper, robust operating system on the Amiga
>ever since it came out. In all that time all ST owners have ever
>said was "we dont need multitasking as we havent got it". In the
>
> Get real! Once your multitos can mactch the Amiga OS for faetures
>THEN complain.
>
> Gavan.

Once you multitasking OS can match my clutch of Sun Workstations then you can talk.

BTW, you assume a lot about my background in your posting. I was talking as UNIX usr/programmer not as an Atari fan. But then the idea that I might have experience and background to match my assertion seems beyond you.

Proper memory protection is a *must*. All else is chance and a prayer.

# 1610. Re: A1200 15 pc Faster than Falcon? (RE: Photo CD)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 14:07:14 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <26koui$lg9@charm.magnus.acs.ohio-state.edu>
Source record: 21639

> Fair enough. So wheres the photo-CD add-on drive for the Falcon.
> I dont see Falcon photo-CD players, do you?

The Falcon doesn't need a dedicated photo-CD player from Atari. Any SCSI CD-ROM drive that is also photo-CD compatible will work. All you need is the software. The software DOES exist (not sure from whom, but it has been shown, used and sold at Atari shows).

> Maybe Atari licensed it for the Jaguar CDROM ? It would make

I'm sure that was part of it. The Jaguar is advertised as being able to play data CDs, Karoake CDs, CD+Gs, everything including the kitchen sink CDs, and, of course, the Photo-CD.

> So far, the world isnt crying out for photo-CD, so its not

Yes. Last thing I read about the photo-CD was that Kodak was losing money big time on it. That's probably why Kodak is so anxious to license it to companies like Atari, and then write the development software FOR them.

->->->((JP))<-<-<-

I predict that exact reproduction through cloning will not become popular. Too many people already find it difficult to live with themselves.
--- Jeanne Dixon

# 1611. Re: Atari vs the EXPENSIVE world of DOS +

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 15:00:23 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309081457.AA00790@ash29>
Source record: 21646

apski@bhars42a.bnr.co.uk.bnr.co.uk (A.S.C.Pomianowski) writes ..

> 16 bit 'true' colour mode (please note the quotes). Is very nice from my
>point of view as a graphic artist. I don't have to worry about setting up
>64 base colours each time I want to start a picture, I don't have to worry
>whether a pixel will actually be the colour I want it or something close,
>and 65535 colour pictures look very, _very_ good. I know HAM 8 pictures can
>also look superb, but 16 bit mode (he says avoiding the true colour statement
>deftly) is _so_ convenient and easy to use...

I`m not saying 16 bit is crap, just that for the sorts of things
that most people use high colour displays for, the pseudo 18 bit of
HAM8 is better. HAM8 is also better for animation. Obviously, as a
graphics artist, you will want individual addressability of pixels
which is something HAM8 isnt terribly good at. Surely, you would be
looking at true 24-bit though if you are thinking of doing some
serious gfx work?

> A 1 meg Falcon is as much use as a chocolate fireguard, as is a 2 meg
>A1200. The screen modes chew memory, and if you want to store any
>graphics then that chews more memory. 4 Megs is the minimum _useful_
>Falcon, I can't see anyone getting any real use out of a 1 meg Falcon
>system. I can't speak for the A1200, but I would expect the situation
>to be similar, particularly for games.

I use a 2 meg A1200 at the moment and its pretty useful, although
obviously I`d like more memory. I`m hoping to get 4 megs fastram
soon but I`ll see what the situation is with the CD32 add-on first.
I agree that 4 megs is the minimum acceptable config for serious
work these days.
Getting standard games to work in 2 megs is no problem, as most
Amiga games use only around 1meg at the moment.

> Probably correct, but for a C compiler or a spreadsheet you will
>certainly _need_ that 50 MHz 030 you mentioned to outperform the 030
>in the Falcon. The 1200's 020 probably won't do it, even with 32 bit
>access to memory. (I must remember to look up instruction timings for
>the 030 and 020 to check where differences lie...)

I only need a true 32-bit 68030 at 16 Mhz to outperform the Falcon
68030. I know that the 030 was optimised over the 020 but how much
remains to be seen. I think the big leap in Motorola CPUs was
68000->68020 just like the Intel leap was 286->386

> (Don't annoy all demo coders out there by saying that when it comes to
>writing 'real' code they're all useless, will you... :-))

demo coding requires more skill than `real` coding for sure. The
problem with demo coders is sometimes they cant write proper system
friendly code - especially important with a multitasking OS.

> Current UK prices (from the September 1993 copy of ST Review)

> Falcon 1M no HD 589.99 UKP (only 1 stockist for this configuration - all
others had a 4 M Falcon as the base machine.)
> Falcon 4M 65M HD 899.99 UKP
> Amiga A1200 359.99 UKP (base configuration)

wrong, Unless C= have bumped up the price of the A1200 the official
MRP is 300 UKP. I`ve seen it mail-order for 270 UKP.

For the 300+ pounds difference you can buy a 4 meg fastram
expansion and an 80 meg IDE HD. That gives it a big edge over the
F030 at base.
For the 600+ pounds difference to the 4/65 you could get a 50MHZ
030 with 4 meg ram and an 85 meg HD. This is much faster than the
F030. Even the fastram 020 is arguably 15% faster (?)

>mean anything by these figures, I'd just like to know what configuration of
>A1200 you can get for the same price as a Falcon in this country.

Look at the orignal post for the config of an A1200 against the
F030 base, itemised.

Gavan

# 1612. Re: Akiko screwup

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 15:12:34 UTC
From: pjotr@ludd.luth.se
Message-ID: <1993Sep8.151234.10621@ludd.luth.se>
Source record: 21648
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <farrenCCtts6.6xw@netcom.com> farren@netcom.com (Mike Farren) writes:

>pjotr@ludd.luth.se (Peter Sj|str|m) writes:

>> Akiko's speed can be achieved on an 040 easily and on a 020/030
>>with only fast RAM available. So, you can emulate akiko on an 040 easily
>>and on machines with 020+ and fast RAM.

>Do you, then, know exactly how Akiko works? Doing chunky/planar
>conversion in the CPU is wasteful, no matter what. One would hope
>that Akiko eliminates some of that waste by being specially designed
>for the task.

Nope, I don't know, but I know a person on IRC who has code
doing the Akiko work faster than Akiko in software. Here:

<_ho_> Pjotr: on A1200+fast... same speed as CD32 [no fast]... [ie about a
factor of 2x out]

...using 4000/040 there's no need for the chip.

>> 570 was designed about the same time as the CDTV. It was released
>>much earlier in Europe than the US, something like over a year.

>This is bullshit. I was working for Commodore at the time, and the
>A570 was *not* released much earlier in Europe. Perhaps a *little*
>earlier, but not very much. And it wasn't designed "at the same time
>as the CDTV". CDTV was available nearly a year and one-half before
>the A570 was completed.

Well, I saw it here a year before I saw it in the US mags. Not
same thing, but still... there was a delay.

/*
I didn't write this:

>>> Apparently, 2 completely different teams designed the 4000 and
>>>1200 and the 1200 was done by the team who actually knew the Amiga
>>>with the 4000 being done by a generic team of designers.

>There *are* no generic designers at Commodore. And Commodore hasn't
>developed a system outside of West Chester since the original German
>A2000.
*/

/Peter

# 1613. Re: Atari vs the EXPENSIVE world of DOS +

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 15:45:43 UTC
From: apski@bhars42a.bnr.co.uk
Message-ID: <26kun7INN3bo@bhars12c.bnr.co.uk>
Source record: 21644

In article AA00790@ash29, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran)
writes:
>apski@bhars42a.bnr.co.uk (A.S.C.Pomianowski) writes ..
>
> [...]
>>and 65535 colour pictures look very, _very_ good. I know HAM 8 pictures can
>>also look superb, but 16 bit mode (he says avoiding the true colour statement
>>deftly) is _so_ convenient and easy to use...
>
> I`m not saying 16 bit is crap, just that for the sorts of things
>that most people use high colour displays for, the pseudo 18 bit of
>HAM8 is better. HAM8 is also better for animation. Obviously, as a
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Rather dependent on the type of animation you are talking about, one
suspects. 'Animation' covers a lot of ground - if you want some animated
figure moving over a static background then I suspect the Falcon's 16
bit mode is better. If you are talking MPEG type animation, then you
might be right but I would like to see what difficulties are involved
in displaying an MPEG compressed animation on a screen using a HAM8 type
display to be sure that no artifacts are introduced by HAM 8's particular
peculiarities.
I hope you realise that saying HAM 8 is better for animation is probably
addressing the problem in rather too broad terms.

>graphics artist, you will want individual addressability of pixels
>which is something HAM8 isnt terribly good at. Surely, you would be
>looking at true 24-bit though if you are thinking of doing some
>serious gfx work?

I would, of course, like a true 24 bit display. At the moment though
I am quite content with using the 16 bit display on the Falcon. I don't
intend to restrict myself to 16 bit forever of course. When I decide what
I require I will upgrade. (At the moment I am lusting after an Epson GT6500
A4 colour scanner - a snip at 900 UKP !! :-)) _And_ it comes with Falcon
software...
The Falcon also has the DSP of course, which I am eager to program on
- I would certainly say that its presence swayed my decision considerably.
(DSP programming can be a useful skill)

>> I can't speak for the A1200, but I would expect the situation
>>to be similar, particularly for games.
> [...]
> Getting standard games to work in 2 megs is no problem, as most
>Amiga games use only around 1meg at the moment.

Yes, but will this last if games regularly start to use 256 colour
modes? Graphics storage requirements can become quite big quite rapidly.
Time will tell...

> I only need a true 32-bit 68030 at 16 Mhz to outperform the Falcon
> 68030. I know that the 030 was optimised over the 020 but how much
> remains to be seen. I think the big leap in Motorola CPUs was
> 68000->68020 just like the Intel leap was 286->386

I'm not so sure. The 68020 is by no means a quantum leap over the
68000 in terms of speed. The 32 bit access helps, but most of the
instruction timings (excluding the memory access parts) are broadly
comparable. The integer maths is improved as I recall, but most other
improvements are fairly marginal. Any instructions operating on
Longs naturally benefit in the 68020.
I don't know how much of a gap exists between the 68020 internals and
the 68030 internals (after taking into account the extra data cache). It
is possible that they might offset the A1200's better memory access, but
I make no definitive statement on this subject until we have some hard
facts.

Anyone?

> demo coding requires more skill than `real` coding for sure. The
>problem with demo coders is sometimes they cant write proper system
>friendly code - especially important with a multitasking OS.

The demo coders that I know have all adapted quite well to writing
system code. Although the instinct is to hack, they seem to overcome
it admirably...
:-)

>> Falcon 1M no HD 589.99 UKP (only 1 stockist for this configuration - all
> others had a 4 M Falcon as the base machine.
>> Falcon 4M 65M HD 899.99 UKP
>> Amiga A1200 359.99 UKP (base configuration)

>wrong, Unless C= have bumped up the price of the A1200 the official
>MRP is 300 UKP. I`ve seen it mail-order for 270 UKP.

The prices I gave are all non mail-order, off the shelf distributor prices.
If I looked around I could probably find the Falcon cheaper via mail order,
but I picked up these prices on a look through the magazine, so they _are_
correct at time of printing.

It is, of course, possible that C= may have had to up the A1200 price...

> For the 300+ pounds difference you can buy a 4 meg fastram
>expansion and an 80 meg IDE HD. That gives it a big edge over the
>F030 at base.

Assuming that your current figures are correct then this could well be
the case. As I said, I doubt if the difference would be that big if I
bothered to hunt for the cheapest Falcon price around...

> For the 600+ pounds difference to the 4/65 you could get a 50MHZ
>030 with 4 meg ram and an 85 meg HD. This is much faster than the
>F030. Even the fastram 020 is arguably 15% faster (?)

Arguably... Definately arguably pending hard results. :-)

...and even then, probably arguably (knowing these groups) <grin>

>Gavan

Cheers

- Andy. < The Man From U.M.I.S.T. >

# 1614. Re: Atari vs the EXPENSIVE world of DOS +

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 16:41:40 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309081639.AA00676@lis8>
Source record: 21645

apski@bhars42a.bnr.co.uk(A.S.C.Pomianowski) writes ....

>> I`m not saying 16 bit is crap, just that for the sorts of things
>>that most people use high colour displays for, the pseudo 18 bit of
>>HAM8 is better. HAM8 is also better for animation. Obviously, as a
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

> Rather dependent on the type of animation you are talking about, one
>suspects. 'Animation' covers a lot of ground - if you want some animated
>figure moving over a static background then I suspect the Falcon's 16
>bit mode is better. If you are talking MPEG type animation, then you
>might be right but I would like to see what difficulties are involved
>in displaying an MPEG compressed animation on a screen using a HAM8 type
>display to be sure that no artifacts are introduced by HAM 8's particular
>peculiarities.
> I hope you realise that saying HAM 8 is better for animation is probably
>addressing the problem in rather too broad terms.

By animation I usually mean animation of the `new screen frame
every xth of second` kind. This is the most useful kind of
animation. Certainly the sort that MPEG would use. Of course, if you
are plotting objects in a cel-type manner than the 16 bit mode would
be at an advantage. This cel type animation has been used in the
past on computers as it was easier to do than full-screen. With the
advent of more memory, HDs and fast processors I would say that
almost all real-time animation these days would be page frame. Of
course, true professional quality is single frame to a laserdisk or
film. I think HAM8 would have the edge here too as it offers a wider
range of colours than 16-bit. Also, the way HAM8 works actually acts
as a form of anti-aliasing(!) Its true, I`m suprised C= didnt try to
bullshit `Built in anti aliasing` as a `feature`.

> I would, of course, like a true 24 bit display. At the moment though
>I am quite content with using the 16 bit display on the Falcon. I don't
>intend to restrict myself to 16 bit forever of course. When I decide what
>I require I will upgrade. (At the moment I am lusting after an Epson GT6500
>A4 colour scanner - a snip at 900 UKP !! :-)) _And_ it comes with Falcon
>software...

ahh, but the Amiga actually can offer many 24-bit solutions *right
now*. (provided you have a Zorro Slot machine). I dont think theres
many 24-bit boards for the F030.
The GT6500 is excellent. I`ve a friend who knows someone with one
and the scans are superb.

> The Falcon also has the DSP of course, which I am eager to program on
>- I would certainly say that its presence swayed my decision considerably.
>(DSP programming can be a useful skill)

I`m not so sure that there is such a big market for people who
can program the 56001 (?) DSP. Its nice to be able to say you can
though. Hey! Just tell them you can at job interviews, they`ll never
know!

Gavan

# 1615. Re: Atari vs the EXPENSIVE world of DOS +

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 16:53:14 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309081650.AA00689@lis8>
Source record: 21647

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes ..

>> Why do you Atari types keep arguing specs with the rest of us
>>when AFAIK no really solid official details of the Jaguar have been
>>released?? Sure, there are a few posted block diagrams here and
>>there, but has the machine even been built in prototype form yet?
>>Have people seen it running? Have software developers started
>>coding for it???

>Offical press releases have been put out with some specs.
>Prototypes, and development kits have been made and sold.
>Stockholders hav seen it running.
>I can only assume people have started coding for it..

hmm. Not much evidence of the Jaguar outside of the shareholders
yet. Have any mags seen it? Or how about other members of the media
(I mean working prototypes, at least).
Plenty of CD32 coverage in the UK and Ireland though. Its been
shown to the media at a press conference (including the MPEG module
which went down VERY well with the non-computer media) and all the
Amiga magazines have pre-release versions which they reviewd this
month. As I said, theres been a lot of coverage in the non-computer
specific media too, mainly home electronics columns and `technology`
columns in the newspapers. C= did a better than usual (not
difficult!) job of promoting it.

>CD32 is here now? I can't find one newspaper articale about it (I have 6
^^^^^^^^^^^^^^^^^

In Europe, YES! I think its actually on sale at the moment but I
havent been around the electronics shops recently.

> Not one game store has even heard of the CD32
>(while all of them have heard of it and only one, KB toy & hobbie said they
>don't know if will carry it, while most are ready too).

??????

>> If tech specs counted for anything, the Lynx (which I own) would
>>be the #1 handheld - but it isnt and never will be. And it actually
>>has been around for a couple of years now. I think you are barking
>>up the wrong tree if you expect some as yet unexistant console to
>>save Atari.

>I actually though NEC's Turbo handheld unit was the best..

I thought the sprite hardware of the Lynx gave it the edge. And
of course, we couldnt get the TurboGrafx here except thru import.

Gavan

# 1616. Future of Non-IBM compatibles.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 17:30:35 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309081728.AA00706@lis8>
Source record: 21649
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Hey! MAC owners listen up too.....

As far as I can see, the future business market IS ibm PC compatible. Lets face it, they have around 90% + of the market right now and I`d say we`re heading for 99% in the next five years. Of course, as a *home* computer user I dont really give a F*ck about how the business market is going but I do care that we have a thriving market for home computers, not one that gets choked by ibm weeds.

It seems to me that the Amiga, Atari and Mac lines are the perfect machines for the home market. They all have 68k type processors which give better performance than the equivelent intels, and all have GUIs now as standard. The Amiga and Atari at any rate also have lots of cheap software suitable for home use.

In order for the `home computer` market to succeed, it needs to have a viable range of machines. If C=, Atari and Apple concentrate on smashing each other, they are killing their own market in the long run. Theres no reason why Amiga, ST/Falcon and Mac lines cant all coexist catering for slightly different tastes. The Amiga and Atari offer facilities that no PC compatible can and the home market will be a lot worse without them. Apple are on slightly dodgier ground as they dont have a lot in the way of cool features, except for the GUI which they are now licensing. Assuming any PC owner would want the Apple GUI, they are in big shit as the PC hardware manufacturers undercut them in a big way. Apple dont really sell a computer, just an operating system and a (incredibly false) trendy image of `freedom`.

In order for the market to really flourish, there would need to be some degree of compatibility between the computers. Of course, being 68k machines with quite similar gfx capabilities it is easy to xvert software, but I would suggest that what we need is an OS that we can run on all 3 machines IN ADDITION to the native OS on each machine. LINUX is a possibility as it provides a UNIX-like environment with good cross platform compatibility but it suffers from (on the Amiga version at least) only running on 68030 (MMU) and 68020+68851 machines which are hardly common. Would it be possible to Xvert LINUX to run on any machine?
Another option which looks promising is MiNT. From what I have heard of this system it promises many of the features of UNIX whilst not needing an MMU (using one if installed tho`) and running concurrently (the ST version at least) with the native OS. I hear

its been ported for the MAC too. If we had a system, maybe MiNT, on all 3 68k platforms running concurrently with the OS we would have an excellent environment in which to develop business and personal productivity software for non-pc compatibles. It would create a large viable market for non-pc business/financial software. Something like MiNT or LINUX would allow easy porting of said software to UNIX systems too......

Does anyone care to comment. Please no `ha! you`ve thrown in the towel posts` from mac bullshitters - face facts boys, you know you`re not going to beat the PC in the corporate market.....

Gavan

# 1617. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 17:41:41 UTC
From: boberg@lysator.liu.se
Message-ID: <CD1qHM.C1p@lysator.liu.se>
Source record: 21654

p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>boberg@lysator.liu.se (Stefan Boberg) writes...

>>compensate for lousy data storage capability and an absolutely PATHETIC
>>excuse for a microprocessor (the 65816) ? The limiting factor when you

> its not that Pathetic! Its a nice pseudo 16-bit developement of
>the 6502 and I was considering getting one for my 800XL before it
>got `lost` in the post.

In the late 1970's, it would have been nice. But this is the nineties,
and programmers today expect to have a little more than three registers,
of which only one is a general-purpose register. The 65816 is a nightmare
to program, especially if you're used to a well-designed processor like
the 68000. I did some work for the C64, but unless I got a LOT of money
for it, I would never, ever touch a 6502 derivative again.

> It`s certainly misleading though, of nintendo to call it 16-bit!

I'm kinda surprised that they don't push it as a RISC processor,
considering the abysmal instruction set ;-)

>Also, for a games console it is very limiting -
> Rickard Troedsson: Look at a SNES when lots of things are moving
>around at the same time and the CPU has to track them all!!!!!

Yep. When you have to do collision-detection between 20-30 objects
and the background, things start to get hairy on the SNES :(

--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1618. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 17:55:42 UTC
From: boberg@lysator.liu.se
Message-ID: <CD1r50.C68@lysator.liu.se>
Source record: 21655

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 07 Sep 93 18:38:45, Gavan Martin Moran wrote:

>GM> TRUE COLOUR is **24 bits** not 16 bits. Neither the F030 or A1200 have

>Sorry, True Colour is by DEFENITION a graphics mode WITHOUT a palette, as
>in the Falcons 16bit mode. (We have 18 bit if we stay in 256/16/4 col mode)

Wrong-O, Rickard. True-colour is by definition 24-bit (or more) graphics.
The 16-bit mode of the Falcon (and SVGA) is referred to as "HiColor" modes.

>GM> See an Amiga running Project X or Alien Breed sometime to see what you can
>GM> do in 32 colours. Then tell me that 256 aint enough.

>Don't play games on computers, I have a console much better at that.

What do you do with your computer, then? Work?

>It's quite fun though. (And it's dead easy to make something an A1200 isn't
>close to be able to do .. )

What if you want to both have fun, and make money? Choose the A1200 and
make games instead of silly demos.

>GM> I havent seen much in the way of hard facts from you before so I have to
>GM> doubt this info until I see a more reliable souce .. Marc Barrett maybe
>GM> ;-)

>Well, I gave you my source. The most recent DMZ has two pages about how bad
>Commodore is doing and that they're VERY close to bankrupcy.

How about the articles in the latest issue, concerning the A1200 demand
(people want more A1200's than C= can produce), or the fact that Commodore
Sweden made more money than ever during the last few months (mainly due
to the AA Amigas) ??

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1619. Re: Atari vs the EXPENSIVE world of DOS +

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 17:55:49 UTC
From: hasse@krynn.solace.hsh.se
Message-ID: <hasse.747510132@fizban>
Source record: 21650

p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

[stuff deleted]

>> I would, of course, like a true 24 bit display. At the moment though
>>I am quite content with using the 16 bit display on the Falcon. I don't
>>intend to restrict myself to 16 bit forever of course. When I decide what
>>I require I will upgrade. (At the moment I am lusting after an Epson GT6500
>>A4 colour scanner - a snip at 900 UKP !! :-)) _And_ it comes with Falcon
>>software...

> ahh, but the Amiga actually can offer many 24-bit solutions *right
>now*. (provided you have a Zorro Slot machine). I dont think theres
>many 24-bit boards for the F030.
> The GT6500 is excellent. I`ve a friend who knows someone with one
>and the scans are superb.

Since when did the A1200 got a Zorro Slot? I got the distinct impression
that the discussion was A1200 vs F030 (or somthing like that) ;-)

/hasse :)

--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

## 1620. Spanish dictionary

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-08 20:16:44 UTC
From: deras@andromeda.rutgers.edu
Message-ID: <Sep.8.16.16.44.1993.19104@andromeda.rutgers.edu>
Source record: 21651

Does anyone know whether there exists a Spanish dictionary coded in ASCII,
which I may get through FTP? I am in urgent need of such a dictionary.

Please let me know at deras@andromeda.rutgers.edu in case you have any
information, even related one.

Thanks in advance,

angel deras

P.S. I am cross-posting this message to reach as many people as possible.
I extend my apologies.

--
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
deras@andromeda.rutgers.edu
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

# 1621. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-09 00:20:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8e0208@troed.ct.se>
Source record: 21652

In a message of 08 Sep 93 07:08:51, Stefan Boberg wrote:

SB> You never cease to amaze me, Rickard. How can a "superior" graphics
SB> engine
SB> compensate for lousy data storage capability and an absolutely PATHETIC
SB> excuse
SB> for a microprocessor (the 65816) ? The limiting factor when you produce a

Try to do FZero on the SEGA.

That's why I have a SNES.

The 65816 hasn't got much to do, it's enough.

SB> That isn't hard for me to imagine. Especially since there's no way to
SB> get
SB> one of them into that wonderful bird of yours.

Yeah, wake up.

I can put a 040 in my old STE if I want.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1622. Re: Atari vs the EXPENSIVE world of DOS +

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-09 07:48:34 UTC
From: apski@bhars42a.bnr.co.uk
Message-ID: <26mn4ilNNldt@bhars12c.bnr.co.uk>
Source record: 21657

In article AA00676@lis8, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>apski@bhars42a.bnr.co.uk(A.S.C.Pomianowski) writes ....>
> By animation I usually mean animation of the `new screen frame
>every xth of second` kind. This is the most useful kind of
>animation. Certainly the sort that MPEG would use. Of course, if you
>are plotting objects in a cel-type manner than the 16 bit mode would
>be at an advantage. This cel type animation has been used in the
>past on computers as it was easier to do than full-screen. With the
>advent of more memory, HDs and fast processors I would say that
>almost all real-time animation these days would be page frame. Of
>course, true professional quality is single frame to a laserdisk or
>film. I think HAM8 would have the edge here too as it offers a wider
>range of colours than 16-bit.

Some MPEGs can do a 'cut' from one scene to another quite rapidly (ie
in the space of a frame.) If you were working in the A1200s HAM8 mode
would you not then have to process the _entire_ image to arrive at a
new optimal 64 base colours? And wouldn't each pixel take more time to
calculate than in the Falcon's 16 bit mode? You would have to work
out which base colour you could modify to obtain the nearest possible
value, and you would have to do this every frame, for every pixel or
it would look a bit ropey. Given a 16 bit mode, each pixel is a
relatively simple quantisation of a 24 bit colour value to a 16 bit
colour value. I'm not convinced of HAM8's advantages for MPEG type
compressed video - I think you might require considerable additional
processing on top of the normal MPEG decompaction in order to obtain
a reasonable result, I would very much like to see how well a normal
A1200 deals with it. Or am I completely wrong about this - does the
A1200 have some form of special processor that could automatically
reoptimise the 64 base registers for a changed image?

>Also, the way HAM8 works actually acts
>as a form of anti-aliasing(!) Its true, I`m suprised C= didnt try to
>bullshit `Built in anti aliasing` as a `feature`.

I think that the Anti-aliasing effect you describe will be a similar effect
to the effect gained by application of a smoothing filter to the image.
This will result in a slightly blurred version of the original image, which
may or may not be desirable.
From what I know about HAM8 (correct me if I'm wrong), the effect will
be a bit unpredictable from image to image, depending on image content and
what your base registers values are set to. I would doubt if this effect
will be very useful in the majority of cases, It will certainly affect
image fidelity.
Of course, quantising an image into HAM8 or the Falcon's 16 bit mode will

affect image fidelity anyway :-).

> ahh, but the Amiga actually can offer many 24-bit solutions *right
>now*. (provided you have a Zorro Slot machine). I dont think theres
>many 24-bit boards for the F030.
> The GT6500 is excellent. I`ve a friend who knows someone with one
>and the scans are superb.

I believe there is an upgrade of one of the ST 'Crazy Dots' 24 bit
colour boards available for the Falcon, but I would have to check. I
understand that the A1200 is not without compatibility problems :-),
do all the Amiga 24 bit solutions work for it with no hassle?
I shall, of course, rush out and buy the GT6500 tomorrow (and the devil
will be skating to work :-))
Ahh, well. The problem here is definitely a lack of infinite funds,
if I had such funds I probably would not be working with Amigas or Falcons.:-)

> I`m not so sure that there is such a big market for people who
>can program the 56001 (?) DSP. Its nice to be able to say you can
>though. Hey! Just tell them you can at job interviews, they`ll never
>know!

Don't count on 56001 DSP not being a useful skill. It is more the
DSP _theory_ rather than anything else that it is useful to have a
grounding in. Such theory is best obtained through some study, and
then attempting to put it into practice, and the Falcon provides a
good base for this sort of thing.

Cheers

- Andy. <The Man From U.M.I.S.T.>

# 1623. Re: A1200 15 pc Faster than Falcon? (RE: P

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-09 10:03:19 UTC
From: reschke@math.uni-muenster.de
Message-ID: <26mv17$11j2@obelix.uni-muenster.de>
Source record: 21662

In article AA00999@bot8, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>
> reschke@math.uni-muenster.de (Julian Reschke) writes...
>
> >You can connect any SCSI CD-ROM drive. Then run one of the programs that can rea
> >d
> >PCD files (ColorDisc, Gem-View...).
>
>
> Yes, but make sure you get a multi-session drive as it offers the
> best compatibility.
>
> Anyway, if Atari pay the dosh for photo CD why dont they sell a
> system that can run them as standard? ie. A Falcon + PCD package?
> If they just buy the rights and then do nothing with them they are
> throwing money down the drain. There are precious few Falcons, never
> mind Falcons with CDROMS.
>

You can get a Photo CD developer kit from Atari. And there are applications
which use it.

> Does anyone know if it is illegal to write software to decode the
> pictures on pcds without a licence? I mean, if someone was to write
> a pcd decodeer and then release the s/w into the public domain as
> source, what would happen? I can see s/w becoming available very
> quickly that will decode photo-cds on any CDROM equipped system...
>
> gavan

GEM-View (shareware) can read PCD files (up to 'base').

---
--------------------------------------------------
Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
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# 1624. Re: A1200 15 pc Faster than Falcon? (RE: Photo CD)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-09 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8ec2ca@troed.ct.se>
Source record: 21658

In a message of 08 Sep 93 13:03:15, Gavan Martin Moran wrote:

GM> Fair enough. So wheres the photo-CD add-on drive for the Falcon.
GM> I dont see Falcon photo-CD players, do you?

Buy a SCSI CD-ROM 8available everywhere, and the Falcon has a built in SCSI- II controller .. it must be a doublespeed ofcourse) then you insert your Kodak PHOTO-CD, boot up "Photo-Show", and start playing ..

Heck, even severeal months ago Calamus could import pictures from the Kodak-PHOTO-CD into its documents ..

GM> So far, the world isnt crying out for photo-CD, so its not
GM> really a disaster that neither the F030 or the Amiga currently offer

The F030 offers it.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1625. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-09 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8ec334@troed.ct.se>
Source record: 21659

In a message of 08 Sep 93 13:03:17, Gavan Martin Moran wrote:

GM> No-one could claim that it is somehow superior to a full 32-bit
GM> 68020!
GM> except perhaps Mad Rickard....

I haven't either.

I do claim that the games on the SNES will be (in most cases) better than those on the CD32 snice the CD32 HAS NO SPECIAL BUILT IN GRAPHICS HARDWARE.

I'ver never said anything about one processor being better than another .. do you usually lie like this? If so, please delete yourself from this world.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
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+-------------- Official RATSoft/ST and Climax SoftWare Support Site +

# 1626. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-09 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8ec4b0@troed.ct.se>
Source record: 21660

In a message of 08 Sep 93 22:25:04, Gavan Martin Moran wrote:

GM> sounds good, if only I could find someone with a Falcon to show
GM> me.....

Pah ..

GM> No, true colour is ***24 BITS**** Otherwise I could claim true
GM> colour from a 256 colour quantised 8-bit mode.

Again: True Colour is by DEFINITION a screenmode where you DON'T have a palette
...

Yes, that way the C64 had true colour .. :-) ... That's the fun about it ..

GM> Any program written to be OS legal can use as much memory as is
GM> available on the system. This is true for almost any modern
GM> computer. I`d say that games writers will see 2 meg as a limit for
GM> most arcade type games. Thats hardly a major problem. I`m not saying
GM> that F030 applications wont use more than 1 meg, just that if you
GM> lash out for a 1 meg F030 you are likely to be limited by that one
GM> meg until you upgrade. Anyway, that wasnt what the original point
GM> was about.

The point was that a Falcon programmer has TWICE the memory to play with.

GM> A DSP can do certain things very fast. Its not the CPU though and is
GM> unlikely to be able to run a C compiler or a spreadsheet or any of
GM> the sort of things that benefit from increased CPU power.

C-compilers are already offering libraries which use the DSP instead of the
processor for intensive tasks ... you're wrong here ...

GM> yes, you have the typical console owner mentality. I prefer to have
GM> a system I can play games on, and code, and use applications. In the
GM> future, I may even want to watch FMV disks all on the same system.

And Virtual Reality? You must live alone ... my sister would DIE if I needed the
"games machine" to program on ..

GM> they let YOU loose on a business system???

Ofcourse .. I happen to be a very good programmer . :-)

GM> And a one meg F030 is twice the price of an A1200 in the UK. At
GM> least with an A1200 you can use the extra dosh to make a superior

Superiour? .. Nah ..

GM> system. Apart from add extra ram and HD, you cant give the Falcon
GM> an 040 to match the A4000 for processing power.

Again: DSP.

Show me an A4000 rotating a true colour screen.

(not 8 bits/pixel, 16!)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
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# 1627. Re: Atari vs the EXPENSIVE world of DOS +

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-09 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8ec622@troed.ct.se>
Source record: 21661

In a message of 08 Sep 93 22:25:35, A.S.C.Pomianowski wrote:

A> uses line doubling, so the screen area is roughly 384x120).
A>
A> Well, Rickard, did I get it right?

:-) ... Yes, the pixels are quite large .. ;) .. You forgot about Plasma50 though, which rotates ALMOST the whole screen at 50fps ...

Anyway, Termfin has to be seen to be believed ... and there are better ones on the way .. :-)

A> I note that Rickard uses the handle 'SYNC' in his .sig. If he is the
A> well known Sync on the ST, then he is a very competent coder indeed (at
A> least in assembly.) Who better to have doing your system programming
A> than a highly competent coder? I know that it's a completely different

Hehe .. <blush> .. yes ... I'm a member of Sync .. the greatest group of programmers/graphicians on the ol' ST .... too bad we never actually released our big stuff .. ;) ... "Redhead" (Bengt) has done a few (10-11) inhouse programs like a disassembler and such that beats everything on the market, that too hasn't been released .. :-)

I think the only thing he (and Tore) got out was "Audio Sculpture" on the ST/STE ... but we're back now on the Falcon ..
(Commercial Applications by Sync are released using the name "Synchron Assembly" BTW .. )

Nice to hear from someone who still remembers us .. it was a looooong time ago ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1628. Re: Atari vs the EXPENSIVE world of DOS +

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-09 11:08:19 UTC
From: apski@bhars42a.bnr.co.uk.bnr.co.uk
Message-ID: <26n2r3INNldt@bhars12c.bnr.co.uk>
Source record: 21656

In article 2c8ec622@troed.ct.se, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 08 Sep 93 22:25:35, A.S.C.Pomianowski wrote:
>A> Well, Rickard, did I get it right?
>:-) ... Yes, the pixels are quite large .. ;) .. You forgot about Plasma50
>though, which rotates ALMOST the whole screen at 50fps ...

Hmmm... But by looking at Plasma50 I got the impression that they are
simply doing the processing for about one third of the total screen area,
and then dynamically changing the screen address twice down the screen.
Result is that it looks like the whole screen is being manipulated, but
actually only about one third of the screen is involved...

Or am I wrong?

I think this is also a technique used in ST demos such as Dark Side of the
Spoon to do full screen parallax scrolling in Overscan, because I did some
calculation, and they are exceeding the processor bandwidth of the 68000
if they aren't cheating somehow!

>Anyway, Termfin has to be seen to be believed ... and there are better ones on
>the way .. :-)

From you? Or just someone you know?

Have you noticed any real Falcon demo incompatibility problems?
I can't get CEBIT 93 to work because it seems to think I'm using a VGA
monitor for some reason. My Monitor cable is an old one I reworked from
my ST days, and does not carry the M0 or M1 signals, so this could be
screwing it up, but if it is detecting an RGB monitor like this, then it
also would screw up on a TV... That's a bit sloppy...

>Hehe .. <blush> .. yes ... I'm a member of Sync .. the greatest group of
>programmers/graphicians on the ol' ST .... too bad we never actually released
^^^^^^^^^^^
Not quite - you didn't have me on your team... <grin> :-)

Besides some other groups might have something to say about that... :-)

>our big stuff .. ;) ... "Redhead" (Bengt) has done a few (10-11) inhouse
>programs like a disassembler and such that beats everything on the market, that
>too hasn't been released .. :-)

Tell me the old story - Myself and a friend are about to get around to
releasing our first ST/Falcon game (shareware). It has taken us a year to
produce, but we have been working on stuff for over 3 years - just never
got around to releasing any of it! This game is _definitely_ going to
be released 'Real soon now', and has some Falcon enhanced features so

watch this space. I'll fill you in in email if you're interested in knowing more about the game...

>I think the only thing he (and Tore) got out was "Audio Sculpture" on the ST/STE
>.... but we're back now on the Falcon ..
>Nice to hear from someone who still remembers us .. it was a looooong time ago
>....

I remember you from way _way_ back. Let's see - must have been from the days of the 'New Year Demo', or maybe SoWatt...

Cheers

- Andy <The Man From U.M.I.S.T.>

# 1629. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-09 12:30:25 UTC
From: boberg@lysator.liu.se
Message-ID: <CD36qx.M7G@lysator.liu.se>
Source record: 21663

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 08 Sep 93 07:08:51, Stefan Boberg wrote:

>SB> You never cease to amaze me, Rickard. How can a "superior" graphics
>SB> engine compensate for lousy data storage capability and an absolutely
>SB> PATHETIC excuse for a microprocessor (the 65816) ?

>Try to do FZero on the SEGA.

I've played FZero. It was fun to watch at first, but once novelty value
wears off, it is painfully apparent that there is no real game in there.
I played it for fifteen minutes before I got bored to death with it and
asked for a different game. Realtime rotated sprites alone doesn't make
up for lousy gameplay.

>That's why I have a SNES.

For novelty value? Almost all SNES games I've seen have been of pretty
low quality. There are a few exceptions, though - like SFII, and some of
the Disney games.

>The 65816 hasn't got much to do, it's enough.

Once you try to get more than a couple of objects moving with collision
detection, motion "intelligence" and so on, it becomes obvious that the
CPU is underpowered.

Wouldn't you rather see a 68020 at 14MHz in there? If there had been
one, there would be a lot more variation in the games available for the
SNES. It would save the game programmers a lot of grief, too.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1630. Re: Cars! Re: The Complete Jaguar Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-09 16:28:35 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep9.162835.21489@monu6.cc.monash.edu.au>
Source record: 21664
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Gerald G. Washington (gerald@seas.gwu.edu) wrote:
: int877w@lindblat.cc.monash.edu.au (William Fang) writes:

: >the latter case). Or saying that we have a rotary powered engine in
: >the Jag, just like the LeMans winning Mazdas, except it powers the
: >air-conditioner and we have a 4 cylinder engine to power the car...
:
: Ah, finally a topic of interest. You know, I think the RX7 is nice and
: all, but it is just too small for my taste. It gets excellent performance
: with only 255 hp, but that's to be expected in such a small size. Similarly,
: a Porsche 911 Turbo will beat just about any other street car, but it is so
: much smaller than, say, a Viper. I'm not saying I wouldn't want the Porsche,
: but I'd take something like the 320 hp, 94 Stealth R/T Turbo over the Rx7.

I'm suprised that Mazda don't make the quad-rotor engines more widely
available. They're not much bigger than the Turbo rotaries that they
use now and can be retro-fitted to the older 13b Rx7's (though, not
exactly 100% street legal over here in Australia, having <> 400 hp
engine in a street car).

The car that I would love to have is the Nissan GTR. I don't know if
it was ever sold anywhere outside of Japan in numbers (only 100 were
offered in Australia). They had a 3litre twin turbo engine, producing
220kW of power, used in production car racing. 4wd gave them great
grip and they just blasted everything else off the track, turbo
restrictions on max rpm, extra weight penalties, etc didn't stop them.
Once in a while a BMW M3 would beat it on a tight and twisty track, but,
those Nissans were sure fast!

A$110,000 was a reasoanable price to pay for something that was essentially
the same thing as the race cars. The other production cars were heavily
modified, bearing very little resemblance to the cars you see in the
showroom. Over here, you'll be lucky to get any new model Porsche, like
the 968 or above for <A$130,000.

Oh, and the Nissan GTR was rated a better car than the 911 Carrera 4 and
the Turbo by a lot of production car racers, Alan Jones (ex F1 champ)
and motoring press when given a chance to have a shoot out between
the "super-cars". Super-cars over here isn't quite the same as supercars
over in the US, as hardly any Australians can afford a McLaren, XJ11
or any other exotic, one-off F1 spin-offs. The cars were tested on
a race track and the people's feelings were noted and compared.

In fact, the car that you bought from the showroom could go faster than
the cars that were raced, as they didn't have any handicaps placed on

them. Though, I think having an exhaust pipe for road use is going to
slow your car down.

BTW, what is a Stealth for those outside of the US? Is it 4 door or
2 door coupe? What does it look like? 4wd? Non-ferrous body panels?
Carbon running gear?

- Jim

- Jim

:
: >Or I can say that my Amiga 500 outrenders a SGI system, or a CRAY YMP
: >system on the following tests:
: >
: > Amiga 500 Cray SGI RS6000
: >
: >Mips 1 ??? ??? ????
: >Rendering 60 infinite infinite infinite
: >sprites 4 ??? ??? ????
: >
: >* provided I don't turn on the Cray, SGI, or RS6000, the benchmarks are
: >100% valid. If I did turn on the other computers, my A500 would look
: >rather sickly.
:
: Not so fast. Many SGI only come with 8-bit displays, while the A500 can
: display 4096 colors. Yay.
:
: >Or Perhaps you've read a bit of Sam Tramiel press copy in the MicroTimes,
: >where he says that the Ataris520ST is five times faster than an A500?
: >Where did he get that figure from?
:
: That little spot where his doo-doo comes from.
:
: >If you're going to post the specs in all sorts of game newgroups, like
: >comp.sys.amiga.games, comp.sys.ibm.pc.games, rec.games.video and have
: >everyone take it as "law", then you're sadly mistaken. Better beat up
: >on those Atari advocates for posting the specs willy nilly in all the
: >games newgroups then.
: >
: >If you're posting specs in any sort of .advocacy newsgroups, then be
: >prepared for some scrutiny.
:
: Until I see the "fun" spec, I'm still not convinced that any of these new
: game machines is better than an old SNES. Lots of hardware specs don't
: mean much. Maybe one machine has this cool game allowing you to calculate
: a spreadsheet in one microsecond. Oooo--fun.
:
: -- Gerald

## 1631. Yet another Tramiel wrong guess...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-09 19:01:23 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Sep9.190123.29058@nrtpa038.bnr.ca>
Source record: 21665

Just in on the company news feed:

>2. IBM UNVEILS NOTEBOOK COMPUTERS WITH MULTIMEDIA, PEN CAPABILITY
>
>International Business Machines Corp. has introduced four new
>notebook computers, the first such products in the growing notebook
>segment to offer multimedia, wireless communications and pen-
>based computing capabilities, Reuters News Agency reports. The
>ThinkPad 750 Series notebooks - lightweight, portable computers -
>offer wireless communication ability, speech recognition and on-
>screen television, in addition to powerful computing functions. The
>line includes a 16-bit stereo audio subsystem and a high fidelity
>speaker. It also supports microphones, headphones or portable stereo
>speakers.
>Toronto Star Thu 9 Sep 1993 Infomart
>MIN 93164

So far in the last thirty days Apple, and now IBM have entered the PEN computing arena. And just where is Atari's version? (Atari was the second company to DEMONSTRATE a Pen computer) Dead because "there would never be enough of a market." I wonder if Apple and IBM wait for Tramiel to pronounce something as unprofitable, or not enough market, to make sure it really is a good idea?

<sigh>
Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.


| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |

## 1632. Future of Non-IBM compatibles.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-09 22:54:34 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8f5888@troed.ct.se>
Source record: 21667

In a message of 08 Sep 93 22:27:40, Gavan Martin Moran wrote:

GM> From: p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran)

GM> Hey! MAC owners listen up too.........

<Big long lovely letter deleted>

GM> Does anyone care to comment. Please no `ha! you`ve thrown in the
GM> towel posts` from mac bullshitters - face facts boys, you know
GM> you`re not going to beat the PC in the corporate market.....
GM>
GM> Gavan

Gavan, for the first time ever, I fully agree with you!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1633. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-09 22:54:34 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8f59d6@troed.ct.se>
Source record: 21668

In a message of 09 Sep 93 03:34:59, Stefan Boberg wrote:

SB> Wrong-O, Rickard. True-colour is by definition 24-bit (or more)
SB> graphics.
SB> The 16-bit mode of the Falcon (and SVGA) is referred to as "HiColor"
SB> modes.

What do you call 32bit col then?

I still am quite sure of the definition of True Colour, I guess I will have to find a reliable source though before I stab you in the back ..

SB> What do you do with your computer, then? Work?

Exactly. Typing/Programming/Exploring/Learning ... anything EXCEPT playing games which is what GAMES CONSOLES was designed for ..

I will ofcoz import an Atari Jaguar this christmas ..

SB> What if you want to both have fun, and make money? Choose the A1200 and
SB> make games instead of silly demos.

Tssssssss .... If I *WANT* to make a game I would do it on a computer I know .. that's a Falcon ... (maybe converting FZero from the SNES .. or make a lookalike ... something that's possible on the Falcon but NOT on the A1200 .. )

SB> How about the articles in the latest issue, concerning the A1200 demand
SB> (people want more A1200's than C= can produce), or the fact that Commodore
SB> Sweden made more money than ever during the last few months (mainly due
SB> to the AA Amigas) ??

The same issue then as they declared Commodore dead in? Sounds weird.

I know one A1200 owner, he's NOT pleased with his machine. That's all I need for promoting the Falcon .. :-)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1634. Re: A1200 15 pc Faster than Falcon? (RE: Photo CD)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 01:18:44 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep9191844@flammulated.owlnet.rice.edu>
Source record: 21669

In article <9309080945.AA00685@bot8> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

> Fair enough. So wheres the photo-CD add-on drive for the Falcon.
> I dont see Falcon photo-CD players, do you?

> Maybe Atari licensed it for the Jaguar CDROM ? It would make
> sense to have photo CD for a platform that actually came with a CD
> player!

> So far, the world isnt crying out for photo-CD, so its not
> really a disaster that neither the F030 or the Amiga currently offer
> it. I suspect that C= didnt pay for photo-CD for the CD32 simply to
> keep the costs of the player down. Its got all the hardware needed
> to display photo CD images and also has the multi-session drive
> needed to get the most compatibility. All it would need is for C= to
> produce a photo-CD software disk at a later date. Alternatively,
> Amiga computer users could use the photo-cd to ppm converter on
> Aminet to access photo-CDs. I think C= are playing wait-and-see
> before they pay to put a photo-cd sticker on their players.

> Gavan

A side note here... I have a Falcon Photo-CD display program already, although I don't know how well it works yet as I haven't bought a CD-ROM. The software seemed rather nice at the Atari show I bought it at though. It's called "Photo-show", cost me $40, and I can upgrade to the "pro" level (whatever that means!!) for $10. I believe the software loads in all of the different bases (sizes of picture) from the CD... I am unsure about any exporting capability.

As a side note, this is one of the reasons I really appreciate the SCSI-2 interface built in on the Falcon... although I'll probably only buy a normal SCSI CD-ROM (the cheapest I've seen a multisession double-speed one for is something like $250). Also, I need to add either a floptical or syquest removable drive, another use for my beloved SCSI-II interface...

# 1635. Re: Future of Non-IBM compatibles.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 02:17:05 UTC
From: michaelc@mfg_host.rapid-mfg-yp
Message-ID: <CD490I.JKK@kla.com>
Source record: 21604

I am interested in hearing more about this MiNT system.

# 1636. Re: Yet another Tramiel wrong guess...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 09:05:19 UTC
From: reschke@math.uni-muenster.de
Message-ID: <26pg0f$p0c@obelix.uni-muenster.de>
Source record: 21670

In article 29058@nrtpa038.bnr.ca, bjgrier@bnr.ca (Brian Grier Perpk) writes:
> So far in the last thirty days Apple, and now IBM have entered the
> PEN computing arena. And just where is Atari's version? (Atari was the
> second company to DEMONSTRATE a Pen computer) Dead because "there would
> never be enough of a market." I wonder if Apple and IBM wait for Tramiel
> to pronounce something as unprofitable, or not enough market, to make
> sure it really is a good idea?
>
> <sigh>
> Brian

They didn't say `never'. They said `now'. And if you look at the market for
these machines (< 10000 last year), they were absolutely right. One of their
better decisions.

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Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
----------------------------------------------------

# 1637. Re: APPLE IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 10:16:18 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309101013.AA00902@bot10>
Source record: 21671
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes...

>> CRAP. The PC is the standard. Its already hit Atari and Commodore
>> hard and Apple _will_ be the next victim.

>Mean while Mac sales have increased..

If they have, its due to apples total pricecutting policy. Apple
_profitability_ has plummeted. Anyone can sell more computers by
slashing the price.

>> Q. Why Do people buy macs?
>>
>Productivity, dependable company....

and of course it is impossible to achieve productivity on any
other platform....

>I suppose C= is not competeing with the big boys. C='s sales have declined in
>Europe buddy.

The Amiga doesnt directly compete with the PC. Apples main DTP
market IS competing with DTP on the PCs

I suppose the fact (?) thats C=s sales declined in Europe and Apples
sales rose is a really good reason to buy a Mac then? Get real
asshole, dont spend your life following the crowd.

>The Falcon lost their nich market. Atari posted sales of 6 million in the last
>quarter and lost six million too.

again the obsession with sales figures. You must be really
insecure. Its fair to say that the increased sales will translate
into better business software support but as my post concerned the
home market, this is irrelevent. For _home_ use, the Amiga is a
better bet than the Mac since the Macs increased business sales
count for nothing here. If all the Macs were bought for home use
then you would have a valid point. They werent, they were mainly
bought for the business market.

>> The Amiga and Falcon *dont* compete directly against the PC (not
>> anymore). The mac *does*. All of its market niches can be bettered
>> by the PC.
>>
>You want to make a bet?

What can the Mac do that the PC cant????

>And the increasing number of Macs. You obviously don't know what you are
>talking about. I suggest you start reading the Wall St Journal and maybe Value
>line. You are a cluless Amiga droid.

Is the number of macs increasing in line with the number of PCs? The
business computing market is exapanding, so its only natural that
the players in the market will ALL be selling more systems. (I mean
that more PCs will be sold, not that all the individual PC companies
will sell more). The players are: Apple with the Mac and Dozens of
companies selling the PC.

>> Oh, and the new CD32 offers an *excellent* multimedia platform.
>> All that power in a box costing 300UKP/ 400$. I doubt you`ll find
>> any mac (or PC for that matter) system which offers so much for so
>> little cash.

>CD32 is crap. At least PC and Mac users can attach a dual speed one to their
>machines.

Oh yeah? How are you going to display all the Multimedia stuff you
create with your overpriced Mac systems??? Are you gonna put an AV
mac in every shopping mall that you want to put your system in??
Create on the Amiga and you have an excellent MM player in the form
of the CD32 to replay your creations on. You seem to forget that to
be of use, you need to actually get machines into real life to run
your presentations on. At $400 a CD32 is a much better bet for
widescale distribution than a $5000 AV Mac.

>> So lets not have any more of your whining `buy the Mac` posts.
>> Ive had enough of hearing how we should all buy mac computers because
>> they are the `standard`. See what the `standard` is in a couple of
>> years time (PC) and then tell me spending thousands on a Mac is a
>> sensible, economically justifiable idea when I could spend less on
>> an Amiga or about the same on a PC.
>>
>Spending thousands on a Mac and PC? I don't think so. I suggest that you read
>the paper, espicialy the front page not the sports section. Macs and PC's are
>cheaper than Amigas in the U.S.

You are the mindless droid Mr Sinclair-Day, as I pointed out
that the PC was better value than the MAC. I Wasnt blindly
advocating the Amiga in the same blinkered way that you push the Mac.

The Mac is competing in the business market against the PC. One
company makes the Mac, hundreds make the PC. PC prices are more
competitive than the Mac and will be even more so in the future.
Apple simply cannot hope to compete on price or specification with
the PC.
*The mac will be EATEN ALIVE by the PC in the business market*

I buy my computers to use at home and I WONT join the mindless
set of people buying a PC because `everyone else has got one`.

Gavan

---
`I am not a number - I am a free man` - The Prisoner.
---

## 1638. F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 10:39:48 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <26plhk$uod@info2.rus.uni-stuttgart.de>
Source record: 21672

Ok guys, here are the first benchmarks which i have made with my Falcon 030
and an A1200:

Notes:
The A1200 has NO FastRAM (if there is an Amiga-User with FastRAM: please
type in the benchmarks und post the time the A1200 needs!). Sorry, but i
can't get one with FastRAM.
There is no use of the DSP build in the Falcon. With special DSP-code you
can get more then 10times faster programs.

```
--------------------------------BENCH1---------------------------------
bench1:
move.l #$40,d6
loop0:
move.l #$ffffff,d7
loop1:
move.l buffer,d0
add.l #10,d0
divu #10,d0
move.l d0,buffer
muls #20,d0
dbra d7,loop1
dbra d6,loop0
rts
buffer:
blk.l 10
```

This is a loop repeated 1073741760 times. There are moves, some arithmetics
and at least some branches.
F30 (640x200x4 60 Hz): 21.3 s
A1200 (640x200x4 60 Hz): 31.1 s
dito with forbid(): 30.5 s
(forbid() stops all other tasks -> no multitasking).
F30 (640x240x256 60 Hz): 24.5 s
A1200 (640x240x256 60 Hz): 40.1 s
dito with forbid(): 39.0 s
F30 with both caches off: 43.1 s

Now the same benchmark with words instead of longwords:
F30 (640x240x256 60 Hz): 21.5 s
A1200 (640x240x256 60 Hz): 32.7 s (with forbid())

Results:
Loss caused by higher resolution: F30 -13%
A1200 -22%
Loss caused by Longs instead Words: F30 -12%

```
A1200 -16%
Overall: The F30 is about 34% faster than the A1200 in this benchmark.

------------------------------BENCH2-------------------------------------
bench2:
move.l $40,d6
loop0:
move.l $ffffff,d7
loop1:
movem.l buffer,a1-a6/d0-d5
movem.l a1-a6/d0-d5,buffer
dbra d7,loop1
dbra d6,loop0
rts
buffer:
blk.l 20

This is a test of memory-movement.

F30 (640x240x256 60 Hz): 48.6 s
A1200 (640x240x256 60 Hz): 126.1 s
dito with forbid(): 124.2 s

Now with words instead of longwords:
F30 (640x240x256 60 Hz): 34.3 s
A1200 (640x240x256 60 Hz): 68.8 s

Results:
Loss caused by longwords instead of words: F30 -30%
A1200 -45%
Overall: The Falcon is 55% faster than the A1200 in this benchmark.

------------------------------BENCH3-------------------------------------
bench3:
move.l #$40,d6
loop0:
move.l #$ffffff,d7
loop1:
move.l buffer,d2
add.l #10,d2
divu #10,d2
move.w buffer,d3
or.w d2,d3
cmp.w d2,d3
move.w d2,buffer
move.l d3,d1
muls #20,d2
movem.l d1-d3,buffer
lsl.w #3,d2
sub.l d2,d3
cmp.w d2,d1
bchg #0,d2
```

```
move.l d2,buffer
dbra d7,loop1
dbra d6,loop0
rts
buffer:
blk.l 10
```

This is an enhanced version of bench1 (with logical arithmetics, shifts, bit-operations, comparisons etc.).

F30 (640x200x4 60 Hz): 38.8 s
A1200 (640x200x4 60 Hz): 48,4 s (with forbid())
F30 (640x240x256 60 Hz): 42.5 s
A1200 (640x240x256 60 Hz): 54.5 s

Results:
Loss caused by higher resolution: F30 -9%
A1200 -11%
Overall: The F30 is 22% faster than the A1200 (relativly to A1200).

Ok folks, that's all. No comments on this! I'm waiting for the figures of an Amiga 1200 with FastRAM...
All figures can be easily checked by yourself!

Ciao, Heiko
(zcam1121@rpool9.rus.uni-stuttgart.de)

# 1639. Re: Atari vs the EXPENSIVE world of DOS +

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 11:32:24 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c901438@troed.ct.se>
Source record: 21673

In a message of 09 Sep 93 18:58:51, A.S.C.Pomianowski wrote:

A> Hmmm... But by looking at Plasma50 I got the impression that they are
A> simply doing the processing for about one third of the total screen area,
A> and then dynamically changing the screen address twice down the screen.
A> Result is that it looks like the whole screen is being manipulated, but
A> actually only about one third of the screen is involved...
A>
A> Or am I wrong?

Well, yes .... First, the screen is in full overscan, second, the piece they are processing is in itself as large as the two "copies" .. I would say that they're rotating half the screen .... not 1 third ..

A> I think this is also a technique used in ST demos such as Dark Side of
A> the
A> Spoon to do full screen parallax scrolling in Overscan, because I did some
A> calculation, and they are exceeding the processor bandwidth of the 68000
A> if they aren't cheating somehow!

That's called the "ST-Hardware scrolling" .. (or Sync-scrolling!) .. Invented by us, allowed FULLSCREEN SCROLLING in 7-8 scanlines of processortime .... VERY complicated to explain though .. :-)

A> From you? Or just someone you know?

Ah! .. :-) ... Seen the Speeder demo? SNES Mode 7 emulator? ... That will be used quite soon .. ;)

A> Have you noticed any real Falcon demo incompatibility problems?

Nope, as long as you gave access to both a TV and a VGA .. :-)

A> I can't get CEBIT 93 to work because it seems to think I'm using a VGA
A> monitor for some reason. My Monitor cable is an old one I reworked from
A> my ST days, and does not carry the M0 or M1 signals, so this could be
A> screwing it up, but if it is detecting an RGB monitor like this, then it
A> also would screw up on a TV... That's a bit sloppy...

Hmm ... dunno .... I do know that a friend of mine made a program in which you just set "Monitor type you use", and then "Monitor type you want all programs to think you're using" .. :-) .. works very well ...

A> Not quite - you didn't have me on your team... <grin> :-)

Ah, but we had BlueSTar .. ;) ...

A> Besides some other groups might have something to say about that... :-)

Nah .. the big ones were Sync, Omega and TCB at that time ... and those "Union" guys .. :-)

A> Tell me the old story - Myself and a friend are about to get around to
A> releasing our first ST/Falcon game (shareware). It has taken us a year to
A> produce, but we have been working on stuff for over 3 years - just never
A> got around to releasing any of it! This game is _definitely_ going to
A> be released 'Real soon now', and has some Falcon enhanced features so
A> watch this space. I'll fill you in in email if you're interested in
A> knowing
A> more about the game...

Sure! .. Hope you included loads of "demoeffects" :-))) ..

A> I remember you from way _way_ back. Let's see - must have been from the
A> days of the 'New Year Demo', or maybe SoWatt...

Ah! .. Our screen in SoWatt was kinda blasting ... the old "tracking sprite" tricks ... and fullscreen .. .. New Year ..hmm .. New Year 1 wasn't exactly stunning .. New Year 2 was GREAT . :-)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
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+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1640. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 11:32:24 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c90150a@troed.ct.se>
Source record: 21674

In a message of 09 Sep 93 21:11:15, Stefan Boberg wrote:

SB> I've played FZero. It was fun to watch at first, but once novelty value
SB> wears off, it is painfully apparent that there is no real game in there.
SB> I played it for fifteen minutes before I got bored to death with it and
SB> asked for a different game. Realtime rotated sprites alone doesn't make
SB> up for lousy gameplay.

Pity for you .. :-) .. Most of my friends LOVE it .. and so do I ..

SB> For novelty value? Almost all SNES games I've seen have been of pretty
SB> low quality. There are a few exceptions, though - like SFII, and some of
SB> the Disney games.

Hehe ... I've played a SEGA .. but not for long .. lousy graphics and sound ...
:-) ... Most SNES games are better ..

SB> Once you try to get more than a couple of objects moving with collision
SB> detection, motion "intelligence" and so on, it becomes obvious that the
SB> CPU is underpowered.

Well, then optimize your code .. :-) .. (Most amiga programmers never do .. I
have to help a friend of mine with that every time he has written something ..
:-)

SB> Wouldn't you rather see a 68020 at 14MHz in there? If there had been

68EC020 .... nope ... lousy processor ..

SB> one, there would be a lot more variation in the games available for the
SB> SNES. It would save the game programmers a lot of grief, too.

Don't think so, looking at the games one can clearly see that the processor is
doing it's job, and quite well too ..

Anyway, what makes the SNES superiour is the custom graphics chips ... of which
the CD32 has NONE ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
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+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1641. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 12:12:13 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <26pqutlNNjec@flipper.pvv.unit.no>
Source record: 21675

In article <2c90150a@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
> In a message of 09 Sep 93 21:11:15, Stefan Boberg wrote:

[...]

> SB> For novelty value? Almost all SNES games I've seen have been of pretty
> SB> low quality. There are a few exceptions, though - like SFII, and some of
> SB> the Disney games.
>
> Hehe ... I've played a SEGA .. but not for long .. lousy graphics and sound ...
> :-) ... Most SNES games are better ..

Sonic 2? LOUSY GRAPHICS AND SOUND??! Hell, who CARES about other games,
I'd buy the damn thing just for Sonic (if I had the $$$ :( )

> SB> Once you try to get more than a couple of objects moving with collision
> SB> detection, motion "intelligence" and so on, it becomes obvious that the
> SB> CPU is underpowered.
>
> Well, then optimize your code .. :-) .. (Most amiga programmers never do .. I
> have to help a friend of mine with that every time he has written something ..
> :-)

No. Most Amiga programmers DO optimize code. Most PC programmers... But
let's not talk about that, instead let's talk about the usefulness of,
for instance, not having to code your own divide routine.

> SB> Wouldn't you rather see a 68020 at 14MHz in there? If there had been
>
> 68EC020 .... nope ... lousy processor ..

Oh, I SEE... So the 65816 is a GREAT, FABULOUS, DIVINE processor, despite
having a slaughtered instruction set (nope folks, it ain't RISC... Not enough
general-purpose registers - one? ONE?), while the 32-bit 68020 sucks like
shit? Um... I sincerely hope you're not in any kind of electronics or
computing course. Although it would explain a lot about the Gripen...

> SB> one, there would be a lot more variation in the games available for the
> SB> SNES. It would save the game programmers a lot of grief, too.
>
> Don't think so, looking at the games one can clearly see that the processor is
> doing it's job, and quite well too ..

Yeah, you really need a lot of processor power for F-Zero *rofl*

> Anyway, what makes the SNES superiour is the custom graphics chips ... of which
> the CD32 has NONE ..

Oh, and I suppose the AGA chipset isn't custom?

> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1642. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 13:06:17 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Sep10.130617.25453@nrtpa038.bnr.ca>
Source record: 21678

zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann)writes:
> Ok guys, here are the first benchmarks which i have made with my Falcon 030
> and an A1200:
>
> Notes:
> The A1200 has NO FastRAM (if there is an Amiga-User with FastRAM: please
> type in the benchmarks und post the time the A1200 needs!). Sorry, but i
> can't get one with FastRAM.
> There is no use of the DSP build in the Falcon. With special DSP-code you
> can get more then 10times faster programs.
>

<much deleted>

>
> Overall: The F30 is 22% faster than the A1200 (relativly to A1200).
>
> Ok folks, that's all. No comments on this! I'm waiting for the figures of
> an Amiga 1200 with FastRAM...
> All figures can be easily checked by yourself!
>

Your processor bench marks look reasonable but you did not mention the cache
mode on anything other than the Falcon in the first test. Could you continue your
testing and get numbers for all tests with and without the instrucion caches
enabled and disabled on both machines.

Over all your numbers are coming in line with my previous predictions
about the memory access speeds of a no mod A1200 and a no mod Falcon,
the Falcon would show approximately 40% faster memory access, due to the
extra 3 wait states that A1200 requires to access it's standard RAM.
The fact that the overall system performance difference is not 40% shows
that the video contention is about what most people feared (I sure wish they
had used video-rams and basically removed video contention from the system,
but most Amiga Users will have the same complaint)

Thank you for this informative post and I'll look forward to the rest of
your results. Maybe someone else can create a set of tests that would cover
hard disk copies, and that type of thing.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

---
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |

| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|_____|_____|

# 1643. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 13:17:01 UTC
From: boberg@lysator.liu.se
Message-ID: <CD53L7.D49@lysator.liu.se>
Source record: 21592

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 09 Sep 93 03:34:59, Stefan Boberg wrote:

>SB> Wrong-O, Rickard. True-colour is by definition 24-bit (or more)
>SB> graphics.
>SB> The 16-bit mode of the Falcon (and SVGA) is referred to as "HiColor"
>SB> modes.

>What do you call 32bit col then?

If you had read what I wrote a bit more carefully, you would see that
it is called "True Colour".

>I still am quite sure of the definition of True Colour, I guess I will have to
>find a reliable source though before I stab you in the back ..

Do that. You'll find that you're the one who's wrong. If you can't take
that, you'll have to educate the rest of the world about the new definition
of True Colour ;^B

>SB> What do you do with your computer, then? Work?

>Exactly. Typing/Programming/Exploring/Learning ... anything EXCEPT playing
>games which is what GAMES CONSOLES was designed for ..

That's not "work" - that's playing around. Nothing wrong with that, but
it doesn't generate any money. Nothing wrong with that, either, but money
is nice for buying stuff.

While we're at it: Are there any games for the Falcon?? I'm curious.

>I will ofcoz import an Atari Jaguar this christmas ..

Well, I wish you good luck with it then. Chances are it will be a massive
disaster for Atari, but it might be successful - who knows? If it's a
success we will probably develop stuff for it, too. I don't have anything
against Atari per se.

>SB> What if you want to both have fun, and make money? Choose the A1200 and
>SB> make games instead of silly demos.

>Tssssssss .... If I *WANT* to make a game I would do it on a computer I know
>.. that's a Falcon ...

I'm sure Falcon games sell over 30,000 copies. Especially considering less
than 20,000 units have been sold ;-) If you expect to have any financial
compensation for your work, making a Falcon game isn't quite the ideal choice.

If you had the choice of making $4000 on a Falcon game, and making $100000
on the same game on the Amiga, which would you choose? (Somehow, I know
you're going to say Falcon ;-)

>(maybe converting FZero from the SNES .. or make a
>lookalike ... something that's possible on the Falcon but NOT on the A1200
>.. )

Not that I have the time to prove it, but it's possible. You can of course
not rotate all the graphics in real-time, but that's not necessary when you
have 2MB of graphics RAM. Given the rather simplistic graphics in that game,
I'd say it wouldn't be too difficult to pre-calculate all ground textures
and then just blast them onto screen with the blitter. I have even seen
similar things done on the good old A500.

I find it hard to believe that you can do it in realtime on your Falcon,
either. The DSP is fast at some things, but unfortunately bitmap
scaling/warping isn't one of them.

>SB> How about the articles in the latest issue, concerning the A1200 demand
>SB> (people want more A1200's than C= can produce), or the fact that Commodore
>SB> Sweden made more money than ever during the last few months (mainly due
>SB> to the AA Amigas) ??

>The same issue then as they declared Commodore dead in? Sounds weird.

No. In the LATEST issue. BTW, they didn't exactly declare Commodore
dead, either, they simply said that they had had to lay off a number
of people - just like IBM and Apple.

>I know one A1200 owner, he's NOT pleased with his machine. That's all I need
>for promoting the Falcon .. :-)

Too bad for him. I know no A1200 owner who isn't pleased with his/her
machine. Maybe your friend just had too high expectations? That can
happen with any machine if you have unrealistic expectations. Or maybe
he just doesn't know what it's capable of?

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 1644. Re: F30-A1200 benchmarks! (Falcon really faster?)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 13:22:55 UTC
From: cmedley@wam.umd.edu
Message-ID: <26pv3g$3v5@cville-srv.wam.umd.edu>
Source record: 21676

In article <26plhk$uod@info2.rus.uni-stuttgart.de>,
Heiko Hartmann <zcam1121@rpool9.rus.uni-stuttgart.de> wrote:
>Ok guys, here are the first benchmarks which i have made with my Falcon 030
>and an A1200:
>
>Notes:
>The A1200 has NO FastRAM (if there is an Amiga-User with FastRAM: please
>type in the benchmarks und post the time the A1200 needs!). Sorry, but i
>can't get one with FastRAM.
>There is no use of the DSP build in the Falcon. With special DSP-code you
>can get more then 10times faster programs.
>

[benchmarks and results deleted]

>
>Ok folks, that's all. No comments on this! I'm waiting for the figures of
>an Amiga 1200 with FastRAM...
>All figures can be easily checked by yourself!
>
>Ciao, Heiko
>(zcam1121@rpool9.rus.uni-stuttgart.de)

Heiko,

I admit I think the benchmarks look solid, but there are some things
that should be probably be done to make it a bit fairer. For example,
I'd like to see more results of what happens when the loops exceed the
size of the 68030's data/instruction cache. Another thing I think should
be done (out of fairness) is to run the Falcon benchmarks under MultiTOS
if possible to get an idea of how much of a punishment we would take with
that.

Personally, though, I feel vindicated because this proves the Falcon isn't
the "dog" some people were saying it was. Although I'm hesitant to say it
is 50% faster than the Ami in terms of raw CPU power. :)

P.S., One last question.. what assemblers were used for the test?

# 1645. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 13:34:22 UTC
From: cmedley@wam.umd.edu
Message-ID: <26pvou$46v@cville-srv.wam.umd.edu>
Source record: 21677
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309101013.AA00902@bot10>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
>sinclap2954@cobra.uni.edu writes...
>
>>> CRAP. The PC is the standard. Its already hit Atari and Commodore
>>> hard and Apple _will_ be the next victim.
>
>>Mean while Mac sales have increased..
>
>If they have, its due to apples total pricecutting policy. Apple
>_profitability_ has plummeted. Anyone can sell more computers by
>slashing the price.
>

Including Commodore who is currently dumping A600s with 40MB HDs (according
to some poster in comp.sys.amiga.advocacy) for $199. Hell, I may pick up
one myself. :)

So how does that differ from Commodore's strategy with the A1200? They are
selling it dirt cheap to achieve market penetration.

>>> Q. Why Do people buy macs?
>>>
>>Productivity, dependable company....
>
> and of course it is impossible to achieve productivity on any
>other platform....
>

Well, you can be productive in more ways, I think, on a widely accepted
platform. Let's face it, the variety of programs the Mac (and definitely
the PC) has for any given task exceeds that of the Amiga or Atari.

>>I suppose C= is not competeing with the big boys. C='s sales have declined in
>>Europe buddy.
>
>The Amiga doesnt directly compete with the PC. Apples main DTP
>market IS competing with DTP on the PCs
>

So are you saying the Amiga can't do DTP?

>I suppose the fact (?) thats C=s sales declined in Europe and Apples
>sales rose is a really good reason to buy a Mac then? Get real
>asshole, dont spend your life following the crowd.
>

I wonder if that means the Amiga1200 is a flop and the Apple Macs are
"Amiga killers".

(after all, wasn't it you who used the same logic to proclaim the Falcon was
dead because the A1200 had sold so many more units? :) )

So, by your own logic, welcome to the orphanage. :)

>>The Falcon lost their nich market. Atari posted sales of 6 million in the last
>>quarter and lost six million too.
>
> again the obsession with sales figures. You must be really
>insecure. Its fair to say that the increased sales will translate
>into better business software support but as my post concerned the
>home market, this is irrelevent. For _home_ use, the Amiga is a
^^^^^^^^^^^^^^^^

Let's clarify this point: WHAT IS HOME USE? What would a home user
demand of a computer that a typical PC user (not necessarily business user)
might be better served by an Amiga?

Is it games? Well, the PC has more games. Heck, go by a SNES for $89.
Is it desktop video? Well.. many people still don't have camcorders even!
Is it music? Why the Amiga? Why not a Falcon...?
Is it for programming? Well... anything could do for that if it appeals
to one's hacker instincts.

>better bet than the Mac since the Macs increased business sales
>count for nothing here. If all the Macs were bought for home use
>then you would have a valid point. They werent, they were mainly
>bought for the business market.
>

This just shows that Commodore (and Atari) both failed to get business
market penetration. So they have to sell consumer machines which can
beat the PCs in some aspect... perhaps video game consoles are where their
expertise will pay off. Who knows?

>Oh yeah? How are you going to display all the Multimedia stuff you
>create with your overpriced Mac systems??? Are you gonna put an AV
>mac in every shopping mall that you want to put your system in??
>Create on the Amiga and you have an excellent MM player in the form
>of the CD32 to replay your creations on. You seem to forget that to
>be of use, you need to actually get machines into real life to run
>your presentations on. At $400 a CD32 is a much better bet for
>widescale distribution than a $5000 AV Mac.
>
>

Can you CREATE multi-media presentations on a $400 CD^32 which has no keyboard or hard drive?

> *The mac will be EATEN ALIVE by the PC in the business market*
>

Probably true.

> I buy my computers to use at home and I WONT join the mindless
>set of people buying a PC because `everyone else has got one`.
>

Wonder if Falcon owners feel the same way? :)

# 1646. Re: F30-A1200 benchmarks! (Falcon really faster?)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 14:12:58 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Sep10.141258.26936@nrtpa038.bnr.ca>
Source record: 21680

In article <26pv3g$3v5@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <26plhk$uod@info2.rus.uni-stuttgart.de>,
|> Heiko Hartmann <zcam1121@rpool9.rus.uni-stuttgart.de> wrote:
|> >Ok guys, here are the first benchmarks which i have made with my Falcon 030
|> >and an A1200:
|> >
|> >Notes:
|> >The A1200 has NO FastRAM (if there is an Amiga-User with FastRAM: please
|> >type in the benchmarks und post the time the A1200 needs!). Sorry, but i
|> >can't get one with FastRAM.
|> >There is no use of the DSP build in the Falcon. With special DSP-code you
|> >can get more then 10times faster programs.
|> >
|>
|> [benchmarks and results deleted]
|>
|> >
|> >Ok folks, that's all. No comments on this! I'm waiting for the figures of
|> >an Amiga 1200 with FastRAM...
|> >All figures can be easily checked by yourself!
|> >
|> >Ciao, Heiko
|> >(zcam1121@rpool9.rus.uni-stuttgart.de)
|>
|>
|> Heiko,
|>
|> I admit I think the benchmarks look solid, but there are some things
|> that should be probably be done to make it a bit fairer. For example,
|> I'd like to see more results of what happens when the loops exceed the
|> size of the 68030's data/instruction cache. Another thing I think should
|> be done (out of fairness) is to run the Falcon benchmarks under MultiTOS
|> if possible to get an idea of how much of a punishment we would take with
|> that.

I suggested posting results of all test with and with out instruction caches
enabled, which he did for the Falcon on the first test. I like the testing under
Multi-TOS idea.

|>
|> Personally, though, I feel vindicated because this proves the Falcon isn't
|> the "dog" some people were saying it was. Although I'm hesitant to say it
|> is 50% faster than the Ami in terms of raw CPU power. :)
|>

I never thought that the Falcon would be slow, just not fast enough to warrant replacing my TT :) It definitely is not 50% more CPU just more memory bandwidth than on an A1200 without FastRAM. The numbers comapring a A1200 with Fast-RAM are what I'm interested in, I've predicted that the A1200 will be able to access Fast-RAM slightly faster, 15%, than a Falcon can access standard ram.

|> P.S., One last question.. what assemblers were used for the test?
|>

Nice part about assembly language is that the assembler does not add another variable into the equation. I prefer the assembler that comes with Pure C, the GNU assembler uses a bastardised variation of the motorla syntax that is damned annoying, IMHO of course.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.


_____________________________________|_____________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

# 1647. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 14:27:54 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <CD56uJ.83D@news.chalmers.se>
Source record: 21682

In article <26plhk$uod@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:

```
>Ok guys, here are the first benchmarks which i have made with my Falcon 030
>and an A1200:
...
>--------------------------------BENCH1---------------------------------
>bench1:
> move.l #$40,d6
>loop0:
> move.l #$ffffff,d7
>loop1:
...
> dbra d7,loop1
> dbra d6,loop0
> rts
>buffer:
> blk.l 10
>
>This is a loop repeated 1073741760 times. There are moves, some arithmetics
>and at least some branches.
```

Actually that should be ($40 + 1) * ($ffff + 1) = 4259840 times. The dbra instruction only uses the bottom 16 bits.

```
>F30 (640x200x4 60 Hz): 21.3 s
>A1200 (640x200x4 60 Hz): 31.1 s
> dito with forbid(): 30.5 s
> (forbid() stops all other tasks -> no multitasking).
>F30 (640x240x256 60 Hz): 24.5 s
```

Did you run this 640x240x256 test on a VGA monitor or was it really 640x200x256 on a TV? On a VGA the 240 line modes use line doubling, which means that you would get exactly the same results if you tried 640x480x256.
If it was tried on a VGA you should rerun it in 640x480x256 on both machines to get a fair comparison.

```
...
>------------------------------BENCH2-----------------------------------
>bench2:
> move.l $40,d6
>loop0:
> move.l $ffffff,d7
>loop1:
> movem.l buffer,a1-a6/d0-d5
> movem.l a1-a6/d0-d5,buffer
```

> dbra d7,loop1
> dbra d6,loop0
> rts
>buffer:
> blk.l 20
>
>This is a test of memory-movement.
>
>F30 (640x240x256 60 Hz): 48.6 s
>A1200 (640x240x256 60 Hz): 126.1 s
> dito with forbid(): 124.2 s
>
>Now with words instead of longwords:
>F30 (640x240x256 60 Hz): 34.3 s
>A1200 (640x240x256 60 Hz): 68.8 s
>
>Results:
>Loss caused by longwords instead of words: F30 -30%
> A1200 -45%

When you say "words instead of longwords" do you mean that you simply exchange the .l for .w in the movems? If you do, does that mean that the '020 can concatenate the 16 bit words into 32 bit ones before writing to memory? Is this a special feature of the movem.w instruction?

Anyway, the impressive numbers you get from the Falcon is of course because of the data cache. The read will not access memory after the first time through the loop. To make the test more realistic, try using post increment.

...
>Ok folks, that's all. No comments on this! I'm waiting for the figures of
>an Amiga 1200 with FastRAM...
>All figures can be easily checked by yourself!

I haven't checked your figures, but the benchmarks themselves are much more data cache friendly than any "real" programs. Also, all the programs fits in the instruction cache which is very good for the Falcon.
I'm sure this will cause the Amiga people to start running tests too. ;-)

By the way, I posted a bus speed test here during the summer. Has anyone run it on the A1200? If you missed it, I'll be happy to mail it to you.
The test wrote .5M nop:s in memory and executed them a hundred times or so. This probably gives a rather good indication of the bus speed since the cache will be useless.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

# 1648. Re: F30-A1200 benchmarks! (Falcon really faster?)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 14:31:07 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309101427.AA01108@bot9>
Source record: 21679
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip') writes of the benchmarks performed by
Heiko Hartmann <zcam1121@rpool9.rus.uni-stuttgart.de> .......

> Personally, though, I feel vindicated because this proves the Falcon isn't
>the "dog" some people were saying it was. Although I'm hesitant to say it
>is 50% faster than the Ami in terms of raw CPU power. :)

Well, Its no surprise that the F030 is faster than the chipram
only A1200. It was only about 50% faster in one test though...
around 25% on avg in the others. Dont forget that adding fastram to
the A1200 typically speeds it up by 2x. This would bring it level in
that test and put it ahead in the others. I dont have Fastram on my
machine .. Yet ;-) so I cant do the tests, but someone should be
able to.

By the way, I have seen 3.84 MIPs quoted for the F030 and 2.96
for the A1200 with fastram. The tests would seem to indicate that
the 16-bit bus and shared ram do cut down considerably on the
actual delivered power as on CPU MIPs terms, the F030 would over
2.5x the speed in all the tests. Also, program size can influence
the cache hit rate - a small benchmark sitting almost entirely in
the cache may or may not be representative.

gavan

# 1649. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 14:55:02 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309101452.AA01136@bot9>
Source record: 21681
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip') writes ...

>>Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>>
>>>sinclap2954@cobra.uni.edu writes...
>>
>>>> CRAP. The PC is the standard. Its already hit Atari and Commodore
>>>> hard and Apple _will_ be the next victim.
>
>>>Mean while Mac sales have increased..
>>
>>If they have, its due to apples total pricecutting policy. Apple
>>_profitability_ has plummeted. Anyone can sell more computers by
>>slashing the price.
>>
>including Commodore who is currently dumping A600s with 40MB HDs (according
>to some poster in comp.sys.amiga.advocacy) for $199. Hell, I may pick up
>one myself. :)

>So how does that differ from Commodore's strategy with the A1200? They are
>selling it dirt cheap to achieve market penetration.

AFAIK C= arent continuing to make the A600 so they are just
dumping old stock to clear their warehouses. I think some of the
machines in apples range are in the same boat.

The A1200 is targetted at the home market as an Ideal cheap intro
for learners, and a cheap upgrade for A500 owners (A strategy
working well). Its inherently a `cheap` machine. Apple are selling
more upmarket models and have _had_ to slash the price to compete
with PCs resulting in unprofitability.

>>>> Q. Why Do people buy macs?
>>>>
>>>Productivity, dependable company....
>>
>> and of course it is impossible to achieve productivity on any
>>other platform....
>>
>Well, you can be productive in more ways, I think, on a widely accepted
>platform. Let's face it, the variety of programs the Mac (and definitely
>the PC) has for any given task exceeds that of the Amiga or Atari.

I never said the Amiga could do more than the Mac. There is no
doubt if such things count (and in the business market they DO),
then the PC has a far wider range of s/w and h/w than ANYTHING.
ergo, for the
business user the PC is by _far_ the better buy. For the home
market, this is not so relevent, but still important.

>>I suppose the fact (?) thats C=s sales declined in Europe and Apples
>>sales rose is a really good reason to buy a Mac then? Get real
>>asshole, dont spend your life following the crowd.
>>
>I wonder if that means the Amiga1200 is a flop and the Apple Macs are
>"Amiga killers".

No, because the Apple mac is competing in the business market and
the Amiga is primarily for the home market. There is some overlap in
Video and Multimedia. Overall, the Mac certainly `kills` the Amiga
for business software : but the PC kills the Mac!

>(after all, wasn't it you who used the same logic to proclaim the Falcon was
>dead because the A1200 had sold so many more units? :) )

I think that its relevent to compare like with like sales. The
Amiga and F030 *are* competing and the A1200 is `killing` it as its
dominating the F030s market. My whole point was that `Sincrap and
Bullshit` are always claiming that the Apple is killing the Amiga
when in reality there isnt that much competition between the
machines. I was pointing out that buy PSD and MBs standards of
judging the Amiga, the PC will wipe out the Mac.

>Let's clarify this point: WHAT IS HOME USE? What would a home user
>demand of a computer that a typical PC user (not necessarily business user)
>might be better served by an Amiga?

>Is it games? Well, the PC has more games. Heck, go by a SNES for $89.

partly, the Amiga has I would say, a wider range of games than most
machines by virtue of its console-like hardware. The PC has more
games but mostly of the sim/ RPG type. The SNES has few good games
of this type, but the Amiga has a wide range of good games of all
types.

>Is it desktop video? Well.. many people still don't have camcorders even!

again, partly

>Is it music? Why the Amiga? Why not a Falcon...?

indeed, the Falcon is best for music

>Is it for programming? Well... anything could do for that if it appeals
>to one's hacker instincts.

Yes, anything would do (but i think programmers would prefer the 68k
machines)

>So, by your own logic, welcome to the orphanage. :)

I dont agree, I feel that the Amiga offers a wider range of things
for the home user, rather than the Mac which is very DTP orientated.
No business that I can think of would be better off using an Amiga
for business, that would be totally stupid as the PC rules supreme
in this area.

>>better bet than the Mac since the Macs increased business sales
>>count for nothing here. If all the Macs were bought for home use
>>then you would have a valid point. They werent, they were mainly
>>bought for the business market.
>>
>This just shows that Commodore (and Atari) both failed to get business
>market penetration. So they have to sell consumer machines which can
>beat the PCs in some aspect... perhaps video game consoles are where their
>expertise will pay off. Who knows?

This is more or less the point I was trying to make, except that I
was pointing out that Apple will end up in the same boat too. They
should concentrate more on home use.

>>Oh yeah? How are you going to display all the Multimedia stuff you
>>create with your overpriced Mac systems??? Are you gonna put an AV
>>mac in every shopping mall that you want to put your system in??
>>Create on the Amiga and you have an excellent MM player in the form
>>of the CD32 to replay your creations on. You seem to forget that to
>>be of use, you need to actually get machines into real life to run
>>your presentations on. At $400 a CD32 is a much better bet for
>>widescale distribution than a $5000 AV Mac.
>>
>Can you CREATE multi-media presentations on a $400 CD^32 which has no
>keyboard or hard drive?

Of course not (unless you get a keyboard and hard drive add-on ;-) )
However, once you make presentations you will have to replay them on
something and there is no cheap `multimedia player` option for the
mac. This limits its usefulness for wider, public applications.
You use an A4000 to create, and then press discs for the CD32.

>> *The mac will be EATEN ALIVE by the PC in the business market*
>>
>Probably true.

Oh yess, if Only PSD and MB could see this point........

>> I buy my computers to use at home and I WONT join the mindless
>set of people buying a PC because `everyone else has got one`.
>
>Wonder if Falcon owners feel the same way? :)

I`m sure they do. In fact, i`m sure most non-pc HOME users share
the feeling of `rebelling` against the PC clones. (including mac
users)

gavan

# 1650. Re: F30-A1200 benchmarks! (Falcon really faster?)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 15:05:13 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Sep10.150513.28243@nrtpa038.bnr.ca>
Source record: 21686
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309101427.AA01108@bot9>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|>
|>
|> cmedley@wam.umd.edu ('Flip') writes of the benchmarks performed by
|> Heiko Hartmann <zcam1121@rpool9.rus.uni-stuttgart.de> .......
|>
|> > Personally, though, I feel vindicated because this proves the Falcon isn't
|> >the "dog" some people were saying it was. Although I'm hesitant to say it
|> >is 50% faster than the Ami in terms of raw CPU power. :)
|>
|> Well, Its no surprise that the F030 is faster than the chipram
|> only A1200. It was only about 50% faster in one test though...
|> around 25% on avg in the others. Dont forget that adding fastram to
|> the A1200 typically speeds it up by 2x. This would bring it level in
|> that test and put it ahead in the others. I dont have Fastram on my
|> machine .. Yet ;-) so I cant do the tests, but someone should be
|> able to.

I'll agree with this. Let's get at least one A1200, with Fast-RAM, user to run these test, both with and without the instruction caches enabled.

|>
|> By the way, I have seen 3.84 MIPs quoted for the F030 and 2.96
|> for the A1200 with fastram. The tests would seem to indicate that
|> the 16-bit bus and shared ram do cut down considerably on the
|> actual delivered power as on CPU MIPs terms, the F030 would over
|> 2.5x the speed in all the tests. Also, program size can influence
|> the cache hit rate - a small benchmark sitting almost entirely in
|> the cache may or may not be representative.
|>
|> gavan

Actually 3.8mips, and 3.0mips are Motorola's numbers for the processors in each machine. Both processors can access memory much faster than they typically need it for most operations. Again I suggest we wait and see what the numbers come out like both with and without instruction caches enabled. Then compare the machines only with caches disabled to create a more level playing ground.

Brian
p.s. Didn't the original poster request no comments?
(I was the first to ignore that request, to the best of my knowledge)

--

Disclaimer: The opinions expressed are mine not those of BNR.


| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |

# 1651. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 15:10:52 UTC
From: morton@wam.umd.edu
Message-ID: <26q5ds$5jq@cville-srv.wam.umd.edu>
Source record: 21683
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <26pvou$46v@cville-srv.wam.umd.edu>,
'Flip' <cmedley@wam.umd.edu> wrote:
>In article <9309101013.AA00902@bot10>,
>Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>>
>Let's clarify this point: WHAT IS HOME USE? What would a home user
>demand of a computer that a typical PC user (not necessarily business user)
>might be better served by an Amiga?
>
>Is it games? Well, the PC has more games. Heck, go by a SNES for $89.
>Is it desktop video? Well.. many people still don't have camcorders even!
>Is it music? Why the Amiga? Why not a Falcon...?
>Is it for programming? Well... anything could do for that if it appeals
>to one's hacker instincts.
>
How about Word Processing, DTP (Flyers, invitations, etc), and Paint Programs.
Now show me programs that are at least as good as Excellence/Final Copy,
PageStream, and Deluxe Paint. Also make sure that I can get all 3 programs
for less than $400. Sure if I get a Mac I can copy all of these from work,
and many home users get their computer for this reason, but some of us like
to buy the programs.

>>Oh yeah? How are you going to display all the Multimedia stuff you
>>create with your overpriced Mac systems??? Are you gonna put an AV
>>mac in every shopping mall that you want to put your system in??
>>Create on the Amiga and you have an excellent MM player in the form
>>of the CD32 to replay your creations on. You seem to forget that to
>>be of use, you need to actually get machines into real life to run
>>your presentations on. At $400 a CD32 is a much better bet for
>>widescale distribution than a $5000 AV Mac.
>>
>Can you CREATE multi-media presentations on a $400 CD^32 which has no
>keyboard or hard drive?

No, but if I want to make 1000 display units (Kiosks) would I want each one
to be able to create a new Multi-media presentation, or would I want an
A4000, with a big hard drive, and 1000 CD^32's. Is there any Mac that can
display a Multi-media presentation from CD that is portable, for less than
$1000?, $500. For that matter is there such a beast for the PC. The only
problem with this is that I doubt C= is making much money off of this beast.
They want to make the money off of the software. I am not sure how it would
work if I create my own software to run this thing for kiosks.

Later,
Rob Morton
morton@wam.umd.edu

# 1652. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 15:20:03 UTC
From: apski@bhars42a.bnr.co.uk
Message-ID: <26q5v3INNcd0@bhars12c.bnr.co.uk>
Source record: 21684

```
In article 83D@news.chalmers.se, d8klojo@dtek.chalmers.se (Johan Klockars) writes:
>I haven't checked your figures, but the benchmarks themselves are much more
>data cache friendly than any "real" programs. Also, all the programs fits in
>the instruction cache which is very good for the Falcon.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Am I missing something here? The 68020 and 68030 both have a 256 byte instruction
cache so this shouldn't matter. Does the 68EC020 lack the instruction cache? This
would be a rather serious omission if this is the case, because the instruction
cache can have a significant effect on the speed of carefully written code.
The other benefits reported in the benchmarks seem reasonable, simply disable
the 68030 data cache before running them to see the effect of memory access.

Cheers

- Andy.
```

# 1653. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 15:27:43 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <26q6dfINNjec@flipper.pvv.unit.no>
Source record: 21685

In article <26q5v3INNcd0@bhars12c.bnr.co.uk>, apski@bhars42a.bnr.co.uk (A.S.C.Pomianowski) writes:
> In article 83D@news.chalmers.se, d8klojo@dtek.chalmers.se (Johan Klockars) writes:
> >I haven't checked your figures, but the benchmarks themselves are much more
> >data cache friendly than any "real" programs. Also, all the programs fits in
> >the instruction cache which is very good for the Falcon.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> Am I missing something here? The 68020 and 68030 both have a 256 byte instruction
> cache so this shouldn't matter. Does the 68EC020 lack the instruction cache? This
> would be a rather serious omission if this is the case, because the instruction
> cache can have a significant effect on the speed of carefully written code.
> The other benefits reported in the benchmarks seem reasonable, simply disable
> the 68030 data cache before running them to see the effect of memory access.

Well, since the entire point is to see how the Falcon is degraded by
its 16-bit memory access, using a cache defeats the purpose of the
benchmarks...

> - Andy.
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1654. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 15:34:50 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <CD59y2.8sr@news.chalmers.se>
Source record: 21589

In article <26q5v3INNcd0@bhars12c.bnr.co.uk> A.S.C.Pomianowski@bnr.co.uk writes:
>In article 83D@news.chalmers.se, d8klojo@dtek.chalmers.se (Johan Klockars) writes:
>>I haven't checked your figures, but the benchmarks themselves are much more
>>data cache friendly than any "real" programs. Also, all the programs fits in
>>the instruction cache which is very good for the Falcon.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> Am I missing something here? The 68020 and 68030 both have a 256 byte instruction
>cache so this shouldn't matter. Does the 68EC020 lack the instruction cache? This

My point was that the Falcon would take a much larger performance hit if it had
to go to RAM to fetch the instructions because of its 16 bit bus. With the code
in the cache the only accesses to the bus are the data writes.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

# 1655. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 15:57:08 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep10.155708.13685@btree.uucp>
Source record: 21587
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

In article <H.eg.H33gwoFbcmc@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Aug27.170513.25590@btree.uucp>, George Crissman writes:
>But you might actually be able to find the Timex Sinclair. Oops, yes,
>I've _seen_ one, I've never seen a Falcon. A mere ~200-300,000 people
>in this 'small town', with no Atari dealers.

Probably true -- Atari is still rebuilding their dealer network.

>That zippy Mandlebrot demo sure helps me do my work faster (ray tracing,
>compiling, DTP, etc)... And it's one of TWO pieces of DSP software that
>I've heard of since the Falcon's 'release'... The other is the DSP JPEG
>software that people are licensing from BrainStorm.

The Mandelbrot demo is considered to be the best indicator of overall
system performance. Nobody would pretend it's a "real world" application.

>Who uses DOS?

Floppies and Hard Drives are "extras" on MS-DOS systems. The basic
input/output system (BIOS) in the ROM doesn't deal with them in
sufficient detail to make the operation easy or straightforward. That's
why you need a Disc Operating System (DOS). If you're using a disc,
you're using DOS.

>Good luck doing a ray-trace on a Falcon is < 1 minute for 320x200x24-bit
>colour. And don't try saying, "Yah, but re-write it to use the DSP and
>it'll rip!" Sure it would, but I'm not going to re-work several
>thousand lines of someone elses code just to get more performance; it's
>easier to just spend the same amount on money on a faster CPU (not that
>I would; I'd rather have 12M of RAM and a decent display, like
>800x600x16-bit).

It always takes some time for the software to catch up with new
hardware. When the original IBM-PC was introduced, there was a
very small list of applications that would run on it because it
wasn't an Industry Standard CP/M computer. A quick, quiet death
was predicted for the Non-Standard Hardware and Software.

Here we are years later, and most people don't even know what CP/M
stands for. And we're going through the same development cycle
again.

>Software will never be available for the Falcon. It's been out for
>what, a _year_?

The Winter 1992 issue of the International TOS Software Catalog ($12.00 from your local Atari dealer, or direct from Atari) is an inch-thick compendium of ST/Falcon software. Outside of the USA, it's about 2.5 cm thick. :-)

> There are very few applications that use the DSP, and
>there have been no more Falcon machines announced.

Good software takes time. And Atari, having been stung by "Vapor" announcements in the past, doesn't announce things until they're done. We could speculate on '040s or '602s, but it would only be speculation.

> I really don't care
>if Atari is concentrating on the Jaguar (hey, haven't they heard of
>multitasking?!?), but I don't want a console,

(This is an attempt to confuse me, right? :-) When did Jaguar enter this discussion? Well, I'll go ahead and answer anyway from a Falcon standpoint.)

Lessee ... the '486 @ 66 Mhz system ran the benchmark in 6 seconds, the Falcon ran it in 4 seconds. Do you really consider these systems to be consoles? If you do, you must desire something so advanced that it's not available on the consumer market, not just a mere....

>'040-based computer (with a decent case and a good keyboard; don't
>underestimate ergonomics!).

Amen on that good keyboard! If I could get a computer keyboard that felt and acted like an IBM Selectric I could *really* churn on my reports!

>> Because Atari programs are more compact then their MS-DOS equivalent,
>> an 80 Megabyte hard drive gives space equivalent to 240 Megabytes on
>> a clone. GEM doesn't require 4 Megabytes of RAM and 20 to 30 Megabytes
>> of disc space to operate. Microsoft Windows does require all of this.
>
>You really are dreaming. A good word processor, with lots of functions,
>takes up lots of space on any platform. Granted, nothing takes up as
>much space as Micro$oft apps...

I had 10K of "C" source code that compiled to about 5K on the Atari ST, but ballooned up to 19K on an MS-DOS machine. Sure, features add space, but the inefficiency of the clones adds unnecessary space.

>Don't you think your computer uses would benefit GREATLY from a
>multitasking OS? Not Windoze, something that really multitasks, like
>OS/2?

As an evolutionary development, yeah. And when I get my Falcon, I'll be running Multitos.

>Obviously, you can say, "My computer does all I want it to!" and I'll
>say, "Yah, eventually." I guess you don't care that Calamus isn't

>running terribly fast, or that your spreadsheets take a long time to
>calculate. Me, I don't like to wait for my computer.

When I see speed decreases, it's usually when comparing my machine
at home with my machine at work. It's pretty much a standing joke
around here that I can be seen tapping my MS-DOS box on the side,
saying "C'mon, c'mon, I've got an Atari at home faster than you are."

>pity Atari's never going to release another computer (after all,
>they're concentrating on the Jaguar now).

According to the Atari Annual Report, Atari considers itself to be in
both the video game and computer markets. They put a lot of work into
the Falcon, now they're putting a lot of work into the Jaguar (and
using it with the Lynx, as well!).

>> P.S.: In your followup (if any), please delete comp.sys.atari.st from
>> the Newsgroup: line. We should continue this in *.advocacy, I believe.
>> See you next month!
>
>Is .advocacy even a valid group yet? Nothing comes through my UUCP feed
>for it, and it's not a valid group at work.

Check with your sysop. I've found that by asking nicely for a group
that I cannot get, it usually gets added in about two or three weeks.

-- George Crissman

P.S.: CP/M is short for "Control Program for Microcomputers". (Just
to keep the bandwidth down....)

**********************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************
* Brooktree manufactures integrated circuits for video applications and *
* Automated Testing Equipment (ATE). Available from distributors/direct.*
**********************************************************************
--

# 1656. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 16:02:48 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Sep10.160248.29484@nrtpa038.bnr.ca>
Source record: 21588

In article <CD56uJ.83D@news.chalmers.se>, d8klojo@dtek.chalmers.se (Johan Klockars) writes:
|> Anyway, the impressive numbers you get from the Falcon is of course because of
|> the data cache. The read will not access memory after the first time through
|> the loop. To make the test more realistic, try using post increment.
|>

I might get burned for this but...
If MTOS/TOS works on my TT the same as the Falcon, and since its th same program I think this can be safely assumed. Then disabling the cache disables both the instruction AND data cache.

|> ...
|> >Ok folks, that's all. No comments on this! I'm waiting for the figures of
|> >an Amiga 1200 with FastRAM...
|> >All figures can be easily checked by yourself!
|>
|> I haven't checked your figures, but the benchmarks themselves are much more
|> data cache friendly than any "real" programs. Also, all the programs fits in
|> the instruction cache which is very good for the Falcon.
|> I'm sure this will cause the Amiga people to start running tests too. ;-)

But then he did post the numbers for bench1 with the caches disabled :)

|>
|> By the way, I posted a bus speed test here during the summer. Has anyone run it
|> on the A1200? If you missed it, I'll be happy to mail it to you.
|> The test wrote .5M nop:s in memory and executed them a hundred times or so.
|> This probably gives a rather good indication of the bus speed since the cache
|> will be useless.
|>

Again let's see if any future tests are with the caches enabled and disabled.
Anyway since the Falcon does have a data cache, though very small, it is part of the standard system, though would invalidate these particular tests.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.


_____________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

# 1657. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 17:42:33 UTC
From: cmedley@wam.umd.edu
Message-ID: <26qea9$7pm@cville-srv.wam.umd.edu>
Source record: 21590
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <26q5ds$5jq@cville-srv.wam.umd.edu>,
Rob Morton <morton@wam.umd.edu> wrote:
>In article <26pvou$46v@cville-srv.wam.umd.edu>,
>'Flip' <cmedley@wam.umd.edu> wrote:
>>Let's clarify this point: WHAT IS HOME USE? What would a home user
>
>How about Word Processing, DTP (Flyers, invitations, etc), and Paint Programs.
>Now show me programs that are at least as good as Excellence/Final Copy,
>PageStream, and Deluxe Paint. Also make sure that I can get all 3 programs
>for less than $400. Sure if I get a Mac I can copy all of these from work,
>and many home users get their computer for this reason, but some of us like
>to buy the programs.
>

Word Processing? Word for Windows or Ami Pro.
DTP? Use your word processor and adjust the layout. :)
Paint program? Corel Paint.

>
>No, but if I want to make 1000 display units (Kiosks) would I want each one
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

You know, maybe it is just me, but I haven't seen 1000 kiosks with video
in any local mall. You're at UMCP... are there any local to us?

Anyways, that's hardly a typical "home use". :)

>to be able to create a new Multi-media presentation, or would I want an
>A4000, with a big hard drive, and 1000 CD^32's. Is there any Mac that can
>display a Multi-media presentation from CD that is portable, for less than
>$1000?, $500. For that matter is there such a beast for the PC. The only
>problem with this is that I doubt C= is making much money off of this beast.
>They want to make the money off of the software. I am not sure how it would
>work if I create my own software to run this thing for kiosks.
>
>

The big problem here, I guess is... if you create the animation on your
A4000... how the heck are you gonna get it onto CD for these CD^32 kiosks?
```

## 1658. Cars are cars, all over the world

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 17:50:43 UTC
From: jcrowe@zaphod.NoSubdomain.NoDomain
Message-ID: <1993Sep10.175043.21431@integrity.uucp>
Source record: 21596
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep9.162835.21489@monu6.cc.monash.edu.au>,
int877w@lindblat.cc.monash.edu.au (William Fang) writes:

|> BTW, what is a Stealth for those outside of the US? Is it 4 door or
|> 2 door coupe? What does it look like? 4wd? Non-ferrous body panels?
|> Carbon running gear?

It looks pretty much like a Mitsubishi...which it is. I think it may be the
Eclipse or something in Mitsubishi colors. It comes from Japan in any
case....

|>
|>
|> - Jim
|>
|>
|>
|> - Jim
|>
|> :
|> : >Or I can say that my Amiga 500 outrenders a SGI system, or a CRAY YMP
|> : >system on the following tests:
|> : >
|> : > Amiga 500 Cray SGI RS6000
|> : >
|> : >Mips 1 ??? ??? ????
|> : >Rendering 60 infinite infinite infinite
|> : >sprites 4 ??? ??? ????
|> : >
|> : >* provided I don't turn on the Cray, SGI, or RS6000, the benchmarks are
|> : >100% valid. If I did turn on the other computers, my A500 would look
|> : >rather sickly.
|> :
|> : Not so fast. Many SGI only come with 8-bit displays, while the A500 can
|> : display 4096 colors. Yay.
|> :
|> : >Or Perhaps you've read a bit of Sam Tramiel press copy in the MicroTimes,
|> : >where he says that the Ataris520ST is five times faster than an A500?
|> : >Where did he get that figure from?
|> :
|> : That little spot where his doo-doo comes from.
|> :
|> : >If you're going to post the specs in all sorts of game newgroups, like
|> : >comp.sys.amiga.games, comp.sys.ibm.pc.games, rec.games.video and have

```
|> : >everyone take it as "law", then you're sadly mistaken. Better beat up
|> : >on those Atari advocates for posting the specs willy nilly in all the
|> : >games newgroups then.
|> : >
|> : >If you're posting specs in any sort of .advocacy newsgroups, then be
|> : >prepared for some scrutiny.
|> :
|> : Until I see the "fun" spec, I'm still not convinced that any of these new
|> : game machines is better than an old SNES. Lots of hardware specs don't
|> : mean much. Maybe one machine has this cool game allowing you to calculate
|> : a spreadsheet in one microsecond. Oooo--fun.
|> :
|> : -- Gerald
```

# 1659. Re: EVERYONE DIES (the old title of X-Men #142?)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 17:55:39 UTC
From: cmedley@wam.umd.edu
Message-ID: <26qf2r$7un@cville-srv.wam.umd.edu>
Source record: 21591
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309101452.AA01136@bot9>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
> AFAIK C= arent continuing to make the A600 so they are just
>dumping old stock to clear their warehouses. I think some of the
>machines in apples range are in the same boat.
>
> The A1200 is targetted at the home market as an Ideal cheap intro
>for learners, and a cheap upgrade for A500 owners (A strategy
>working well). Its inherently a `cheap` machine. Apple are selling
>more upmarket models and have _had_ to slash the price to compete
>with PCs resulting in unprofitability.
>
>

I fail to see the difference... do you think Commodore is making more
profit on the A1200 than Apple does on their mid-range Macs? I see
both companies making machines cheaper and selling them closer to the
margin in an effort to make market penetration. I think it is impossible
to say one is different from the other except that Commodore's efforts
are focused on < $1000 machines and Apple is focusing on $1000-$6000
machines.

>
> No, because the Apple mac is competing in the business market and
>the Amiga is primarily for the home market. There is some overlap in
>Video and Multimedia. Overall, the Mac certainly `kills` the Amiga
>for business software : but the PC kills the Mac!
>

But I distinctly remember you saying the A1200 is a "Falcon-killer".
Now, by your own statement above, if two machines are in different
markets, one can't "kill" the other, so that refutes anything you said
before regarding the Falcon.

<just being picky here>

So basically what I'm saying is your defense of the Amiga against the Mac
(which has sold better) is essentially the same as what the Falcon
advocates were saying when you touted the sales figures of the A1200
earlier.

> I think that its relevent to compare like with like sales. The
>Amiga and F030 *are* competing and the A1200 is `killing` it as its
>dominating the F030s market. My whole point was that `Sincrap and
^^^^^^^^^^^^^^^^^^^^^^^^^^

Since when did the A1200 dominate the MIDI market?

You show me where you see the major MIDI packages like Cubase, OMEGA, and Notator being ported to the Amiga, and I'll concede.

>Bullshit` are always claiming that the Apple is killing the Amiga
>when in reality there isnt that much competition between the
>machines. I was pointing out that buy PSD and MBs standards of
>judging the Amiga, the PC will wipe out the Mac.

And likewise, the PC would be wiping out the Amiga.

In reality, there is no such narrow definition of "killing" in terms of market. The larger markets will always prevail and their users will dictate that they want more diverse and more capable software. Whether or not the Mac competes against the Atari or Amiga or whatever, if it outsells us, it dictates to the software houses what platform they will support.

(in essence, i would say the PC is "killing" the Mac... and the Mac is "killing" the Amiga and Atari. By this definition the 1200 is "killing" the Falcon, too... on the basis of units sold to influence developers to support it...)

Now once we get beyond this senseless slaughter :) we can see that some people are drawn to "alternative systems" the way some abhor Top 40 for alternative music. It doesn't necessarily have to be the best, just interesting. If that's the case, noone is going to get killed as long as they maintain a devoted following among their users... and can "drag" them up to the next level each time they upgrade. Atari and Commodore have been doing this for years. When (or perhaps IF) they can't keep convincing users to stick with them, they will die.

# 1660. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 18:03:26 UTC
From: cmedley@wam.umd.edu
Message-ID: <26qfhe$83l@cville-srv.wam.umd.edu>
Source record: 21593

In article <26q6dfINNjec@flipper.pvv.unit.no>,
Eyvind Bernhardsen <eyvind@Lise.Unit.NO> wrote:
>
>Well, since the entire point is to see how the Falcon is degraded by
>its 16-bit memory access, using a cache defeats the purpose of the
>benchmarks...
>

Actually, that may be why Atari chose to go with the 68030 in the Falcon...
it had the built-in MMU (needed for MultiTOS/MiNT memory protection, but
not a concern on the Amiga), and had a built-in cache that on some cases
might make a big difference.... although it the '020 includes a
cache, does it not?

# 1661. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 18:05:11 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <26qfknINNoo9@flipper.pvv.unit.no>
Source record: 21594

In article <CD53L7.D49@lysator.liu.se>, boberg@lysator.liu.se (Stefan Boberg) writes:

[...]

> If you had the choice of making $4000 on a Falcon game, and making $100000
> on the same game on the Amiga, which would you choose? (Somehow, I know
> you're going to say Falcon ;-)

Um, Stefan, by that logic you'd be programming PCs now. (Hmm... Now we
know why LhA2 is so DARN LATE ;)

> Stefan Boberg, Amiga/SEGA Programmer - Team 17 Software & LhA Development
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1662. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 18:47:18 UTC
From: morton@wam.umd.edu
Message-ID: <26qi3m$8ns@cville-srv.wam.umd.edu>
Source record: 21595
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <26qea9$7pm@cville-srv.wam.umd.edu>,
'Flip' <cmedley@wam.umd.edu> wrote:
>In article <26q5ds$5jq@cville-srv.wam.umd.edu>,
>Rob Morton <morton@wam.umd.edu> wrote:
>>In article <26pvou$46v@cville-srv.wam.umd.edu>,
>>'Flip' <cmedley@wam.umd.edu> wrote:
>>>Let's clarify this point: WHAT IS HOME USE? What would a home user
>>
>>How about Word Processing, DTP (Flyers, invitations, etc), and Paint Programs.
>>Now show me programs that are at least as good as Excellence/Final Copy,
>>PageStream, and Deluxe Paint. Also make sure that I can get all 3 programs
>>for less than $400. Sure if I get a Mac I can copy all of these from work,
>>and many home users get their computer for this reason, but some of us like
>>to buy the programs.
>>
>
>Word Processing? Word for Windows or Ami Pro.

$295 MSWord

>DTP? Use your word processor and adjust the layout. :)

Wrong. For me to make a flyer, I will but something diagonal in order to
make it stand out. Need a DTP for that.

>Paint program? Corel Paint.

So now we have spent $295 and have no DTP. So if I do not need that, I can get
Corel Draw for less than $105. Tell me where, I would get it for that price.

>
>>
>>No, but if I want to make 1000 display units (Kiosks) would I want each one
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
>You know, maybe it is just me, but I haven't seen 1000 kiosks with video
>in any local mall. You're at UMCP... are there any local to us?

Why would you see 1000 kiosks in a mall. That would not leave a lot of room
for stores. Now picture kiosks in car dealerships, with info on all the
cars, or in airports with all the latest info on the area. All of these
are possible and would need a cheap medium to play. For that matter, what
about at museums. The could show history in motion as well as stationary.
>

>Anyways, that's hardly a typical "home use". :)

No it is not the typical home use, but then again Wing Commander 2 is not exactly the typical business software, and yet IBM is considered a business computer, not a game machine. C= is unfortunate in that they do not get the name recognition, because many of the inovative things that they get used for cover up the name (kiosks, Toaster work stations, virtual reality games, etc.).
>
>
>>to be able to create a new Multi-media presentation, or would I want an
>>A4000, with a big hard drive, and 1000 CD^32's. Is there any Mac that can
>>display a Multi-media presentation from CD that is portable, for less than
>>$1000?, $500. For that matter is there such a beast for the PC. The only
>>problem with this is that I doubt C= is making much money off of this beast.
>>They want to make the money off of the software. I am not sure how it would
>>work if I create my own software to run this thing for kiosks.
>>
>>
>
>
>The big problem here, I guess is... if you create the animation on your
>A4000... how the heck are you gonna get it onto CD for these CD^32 kiosks?
>
>
I am really not sure if you are joking here or not. How does any computer do it. You put all the info on a HD, and then take it to get it mastered. How do you think the fred fish collection or aminet or anyother CD gets made?

Later,
Rob Morton
morton@wam.umd.edu

# 1663. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 19:35:38 UTC
From: cmedley@wam.umd.edu
Message-ID: <26qkua$9ev@cville-srv.wam.umd.edu>
Source record: 21597
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <26qi3m$8ns@cville-srv.wam.umd.edu>,
Rob Morton <morton@wam.umd.edu> wrote:
>>>PageStream, and Deluxe Paint. Also make sure that I can get all 3 programs
>>>for less than $400. Sure if I get a Mac I can copy all of these from work,
>>>and many home users get their computer for this reason, but some of us like
>>>to buy the programs.
>>>
>>
>>Word Processing? Word for Windows or Ami Pro.
>
>$295 MSWord
>

Ami Pro $215.

>>DTP? Use your word processor and adjust the layout. :)
>
>Wrong. For me to make a flyer, I will but something diagonal in order to
>make it stand out. Need a DTP for that.

Ok, would Printshop Deluxe! fit the (hand)bill? :) $49.
Or you could get MS Publisher for $120.

>
>>Paint program? Corel Paint.
>
>So now we have spent $295 and have no DTP. So if I do not need that, I can get
>Corel Draw for less than $105. Tell me where, I would get it for that price.
>

Well, try PC Paintbrush 5+ for $100.

Total cost is actually slightly above $400.

(actually $35 more)

For someone who buys a PC for $1000 or so, is $35 going to make or break
them?

Ok next argument, one planet up....

>>>No, but if I want to make 1000 display units (Kiosks) would I want each one
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>
>>You know, maybe it is just me, but I haven't seen 1000 kiosks with video

>>in any local mall. You're at UMCP... are there any local to us?
>
>Why would you see 1000 kiosks in a mall. That would not leave a lot of room
>for stores. Now picture kiosks in car dealerships, with info on all the
>cars, or in airports with all the latest info on the area. All of these
>are possible and would need a cheap medium to play. For that matter, what
>about at museums. The could show history in motion as well as stationary.
>>

Well, my whole point is... these kiosks you're describing are:

1) not something the average computer user (as far as I know, so perhaps I'm over generalizing) doesn't design multimedia for. Have you seen a large group of people doing multimedia for kiosks? Would this group be comparable in size, to say, the MIDI market?

2) not something present in a lot of places... yet. And when they are, the Amiga may be part of it, but until they become more widely used, i can't see this being something that isn't so specialized that the number of machines sold for this would be small, compared to the number of users who would be buying comptuers for general purpose use.

(although i can see where a contract for several thousand would be likely)

>
>No it is not the typical home use, but then again Wing Commander 2 is not
^^^^^^^^^^^^^^^^^^^^^^^
>exactly the typical business software, and yet IBM is considered a business
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

This is an excellent point. But this only makes the situation worse for those of us with alternative systems because not only do clones have the name recognition as business machines, but they are also adequate game machines.

>computer, not a game machine. C= is unfortunate in that they do not get the
>name recognition, because many of the inovative things that they get used
>for cover up the name (kiosks, Toaster work stations, virtual reality games,
>etc.).
>>

The Toaster alone is an excellent reason to buy an Amiga. So is OpalVision.

>>
>>
>>The big problem here, I guess is... if you create the animation on your
>>A4000... how the heck are you gonna get it onto CD for these CD^32 kiosks?
>>
>I am really not sure if you are joking here or not. How does any computer
>do it. You put all the info on a HD, and then take it to get it mastered.
>How do you think the fred fish collection or aminet or anyother CD gets
>made?
>

Who is Fred Fish? Anyways, my point is that the typical user doesn't do multimedia for kiosks and probably won't be doing CD duplication.

I guess what I'm saying is that it is hard for you to say in the same breath that the Amiga is a good, solid, cheap, computer but give examples of it that show it to be a specialized and probably expensive platform for said uses.

What did all of this have to do with the $400 for the 3 dream apps?

NOW for a shocker. Does anyone know what is the cheapest Amiga system that can use OpalVision? I am looking into this for a friend and might possibly acquire one myself.

(also need to know if there is a way to sync the video to music generated on an ST/Falcon which could be generating SMPTE....)

# 1664. Re: Cars are cars, all over the world

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 20:03:12 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Sep10.200312.5166@seas.gwu.edu>
Source record: 21599
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

jcrowe@zaphod.NoSubdomain.NoDomain (Joseph Crowe) writes:
>int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>
>|> BTW, what is a Stealth for those outside of the US? Is it 4 door or
>|> 2 door coupe? What does it look like? 4wd? Non-ferrous body panels?
>|> Carbon running gear?
>
> It looks pretty much like a Mitsubishi...which it is. I think it may be the
>Eclipse or something in Mitsubishi colors. It comes from Japan in any
>case....

You are talking about the 3000GT. I like the styling of the Stealth much
better. They both have new 94 styles and the new 320 hp engine in the high-
end models.

The Eclipse is an excellent car for about $10k less. The GSX models gives you
190hp with AWD.

-- Gerald

# 1665. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 20:29:06 UTC
From: morton@wam.umd.edu
Message-ID: <26qo2i$a8i@cville-srv.wam.umd.edu>
Source record: 21598
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <26qkua$9ev@cville-srv.wam.umd.edu>,
'Flip' <cmedley@wam.umd.edu> wrote:
>In article <26qi3m$8ns@cville-srv.wam.umd.edu>,
>Rob Morton <morton@wam.umd.edu> wrote:
>>>>PageStream, and Deluxe Paint. Also make sure that I can get all 3 programs
>>>>for less than $400. Sure if I get a Mac I can copy all of these from work,
>>>>and many home users get their computer for this reason, but some of us like
>>>>to buy the programs.
>>>
>>>Word Processing? Word for Windows or Ami Pro.
>>$295 MSWord
>>
>Ami Pro $215.
>
>>>DTP? Use your word processor and adjust the layout. :)
>>Wrong. For me to make a flyer, I will but something diagonal in order to
>>make it stand out. Need a DTP for that.
>Ok, would Printshop Deluxe! fit the (hand)bill? :) $49.
>Or you could get MS Publisher for $120.

I would really be surprised if Print Shop has improved so much that I would
even slightly want to use it. I do not know about MS Publisher.
>>
>>>Paint program? Corel Paint.
>>So now we have spent $295 and have no DTP. So if I do not need that, I can get
>>Corel Draw for less than $105. Tell me where, I would get it for that price.
>>
>Well, try PC Paintbrush 5+ for $100.

Never heard of this one either. Can it do Gradient fills, animation (It
amuses somepeople to play around with it, including me), and even half
the features I would like. Actually I should have worked this the other
way, because I need a strong paint program first, and a word processor
that can spell check, use a thesaurus, and print out. Basically the Paint
program has to be cheap and good.
>
>
>Total cost is actually slightly above $400.
>
>(actually $35 more)
>
>For someone who buys a PC for $1000 or so, is $35 going to make or break
>them?

Actually I picked 400 because I didn't think you could come up with that
software at that price 35 is close enough for me. Now
PageStream 2.2 80
Final Copy 2 90
Deluxe Paint 110
---
280
-435
---
-155
>>>>No, but if I want to make 1000 display units (Kiosks) would I want each one
>>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>>
>>>You know, maybe it is just me, but I haven't seen 1000 kiosks with video
>>>in any local mall. You're at UMCP... are there any local to us?
>>
>>Why would you see 1000 kiosks in a mall. That would not leave a lot of room
>>for stores. Now picture kiosks in car dealerships, with info on all the
>>cars, or in airports with all the latest info on the area. All of these
>>are possible and would need a cheap medium to play. For that matter, what
>>about at museums. The could show history in motion as well as stationary.
>>>
[Deleted about how these are specialized and not home uses]
You are right I was just responding to any early post that mentioned both
of them
>
>(although i can see where a contract for several thousand would be likely)
>>
>>>The big problem here, I guess is... if you create the animation on your
>>>A4000... how the heck are you gonna get it onto CD for these CD^32 kiosks?
>>>
>>I am really not sure if you are joking here or not. How does any computer
>>do it. You put all the info on a HD, and then take it to get it mastered.
>>How do you think the fred fish collection or aminet or anyother CD gets
>>made?
>>
>Who is Fred Fish? Anyways, my point is that the typical user doesn't do
>multimedia for kiosks and probably won't be doing CD duplication.

Fish Disks - Public Domain, Shareware and Free ware all on on disk. It is
approaching 900 disks I believe. While most people do not do this, we have
taken on message that made both points, and made examples on both points,
but forgot the original message. So here are the 2 things I responded to
---

In article <9309101013.AA00902@bot10>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
>sinclap2954@cobra.uni.edu writes...

Let's clarify this point: WHAT IS HOME USE? What would a home user
demand of a computer that a typical PC user (not necessarily business user)
might be better served by an Amiga?

Is it games? Well, the PC has more games. Heck, go by a SNES for $89.
Is it desktop video? Well.. many people still don't have camcorders even!
Is it music? Why the Amiga? Why not a Falcon...?
Is it for programming? Well... anything could do for that if it appeals
to one's hacker instincts.

[Deleted lines]

>Oh yeah? How are you going to display all the Multimedia stuff you
>create with your overpriced Mac systems??? Are you gonna put an AV
>mac in every shopping mall that you want to put your system in??
>Create on the Amiga and you have an excellent MM player in the form
>of the CD32 to replay your creations on. You seem to forget that to
>be of use, you need to actually get machines into real life to run
>your presentations on. At $400 a CD32 is a much better bet for
>widescale distribution than a $5000 AV Mac.
>
>

Can you CREATE multi-media presentations on a $400 CD^32 which has no
keyboard or hard drive?
---

This is what I replied to.
>
>I guess what I'm saying is that it is hard for you to say in the same breath
>that the Amiga is a good, solid, cheap, computer but give examples of it
>that show it to be a specialized and probably expensive platform for said
>uses.

I give the examples of good cheap (see prices above), and how it can be
specialized. What is the point in a good cheap computer that can not do
anything professional?
>
>What did all of this have to do with the $400 for the 3 dream apps?

Home machines should have home software prices, unless they are expecting
everyone at home is pirating it from their office, and they should only make
their money from the office.
>
>
>NOW for a shocker. Does anyone know what is the cheapest Amiga system
>that can use OpalVision? I am looking into this for a friend and might
>possibly acquire one myself.

Used A2000. Better to get an A3000 new or used they are cheap, and damn good.

Later,
Rob Morton
morton@wam.umd.edu

# 1666. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 21:45:05 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep10.214505.29856@btree.uucp>
Source record: 21600
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <H.eg.H33gwoFbcmc@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Aug27.170513.25590@btree.uucp>, George Crissman writes:
>> Because Atari programs are more compact then their MS-DOS equivalent,
>> an 80 Megabyte hard drive gives space equivalent to 240 Megabytes on
>> a clone. GEM doesn't require 4 Megabytes of RAM and 20 to 30 Megabytes
>> of disc space to operate. Microsoft Windows does require all of this.
>
>You really are dreaming. A good word processor, with lots of functions,
>takes up lots of space on any platform. Granted, nothing takes up as
>much space as Micro$oft apps...
>

True about the space requirements ... I saw the WindowsNT distribution
package at CompUSA the other day (I was buying generic diskettes),
and the minimum requirements were 70 Megabytes of disc space and
12 Megabytes of RAM. That's just to get started.

OS/2 isn't quite so bad: (just guessing, here) it requires 40 Megabytes
of disc and 8 Megabytes of RAM. Just to get started.

MultiTOS requires *lots* less: 10 Megabytes of disc and 4 Megabytes
of RAM (according to my local Atari dealer), and that's allowing for
a "lot" of RAM to run a "lot" of applications. BTW -- the dealer points
out that MultiTOS does true multitasking, in that all applications get
a share of processor time. Apparently, Microsoft Windows doesn't have
this feature.

-- George Crissman

**********************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************
* Brooktree manufactures integrated circuits for video applications and *
* Automated Testing Equipment (ATE). Available from distributors/direct.*
**********************************************************************
--

# 1667. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 22:32:37 UTC
From: gbennett@friendly.es.com
Message-ID: <26qva5$b0i@cnn.sim.es.com>
Source record: 21601
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <1993Sep10.214505.29856@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
> In article <H.eg.H33gwoFbcmc@semprini.tdkcs.waterloo.on.ca>
> cherborth@semprini.tdkcs.waterloo.on.ca writes:

[Windows NT stuff deleted]

> >In <1993Aug27.170513.25590@btree.uucp>, George Crissman writes:
> OS/2 isn't quite so bad: (just guessing, here) it requires 40 Megabytes
> of disc and 8 Megabytes of RAM. Just to get started.

Actually, OS/2 requires ~35 megs of drive space, and will run in 4 megs of RAM (But 8 works a whole lot better). However, the 35 megs includes the full installation - it includes the OS/2 operating system, a full implementation of DOS 5.0, the full version of MS Windows 3.1 (Win OS/2), and several nifty little applets. OS/2 by itself takes ~17 megs of drive space if you can live without DOS and Windows.

>
> MultiTOS requires *lots* less: 10 Megabytes of disc and 4 Megabytes
> of RAM (according to my local Atari dealer), and that's allowing for
> a "lot" of RAM to run a "lot" of applications. BTW -- the dealer points
> out that MultiTOS does true multitasking, in that all applications get
> a share of processor time. Apparently, Microsoft Windows doesn't have
> this feature.

MultiTOS sounds nice, my only complaint is that I can't find software locally for the Atari anymore. It seems somewhat pointless to have a multitasking envirionment with virtually no software to multitask :)

---
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)
---

# 1668. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 22:46:36 UTC
From: bill@main.morris.org
Message-ID: <26r04d$m5h@c3po.jvnc.net>
Source record: 21602
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <1993Sep10.214505.29856@btree.uucp>, crissman@btree.uucp (George Crissman) writes:

>MultiTOS requires *lots* less: 10 Megabytes of disc and 4 Megabytes
^^^^^^^^^^^^^^^^^^^^
Wonder where he got this number from? In my MultiTOS folder
there are 11 items, at under 405k. Say an even 500k for whats in
the AUTO?
Now, this is straight out of the box from Atari. There is just
one distribution disk for MTOS...
On my 84mb (standard) drive, I have 66mb free - thats after
installing all the distribution disks: the language disk, extra
programs, MTOS, Works, SpeedoGDOS, a non-Atari looking disk labled
'Falcon software' (including AFM, D2D, etc).
Also installed is the ScreenBlaster software, plus a few
other choice programs.
All this, and its taking up less than 20mb.

>of RAM (according to my local Atari dealer), and that's allowing for
>a "lot" of RAM to run a "lot" of applications. BTW -- the dealer points
>out that MultiTOS does true multitasking, in that all applications get
>a share of processor time. Apparently, Microsoft Windows doesn't have
>this feature.

RAM is a problem on MTOS, as any multitasking system. 4mb
is just NOT enough... After booting MTOS, I have about 500k left
of usable RAM!
I am waiting for the fake RAM price hike to fall off before
I start looking for a 14mb board...

And on the topic of multitasking systems, and word on
Linux-68k for the Falcon? (and puhleeeze dont give me any
stuff about 'the falcon aint powerful enough')

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890
The ship of the sun
Is drawn by
The grateful dead.

# 1669. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-10 23:26:11 UTC
From: cmedley@wam.umd.edu
Message-ID: <26r2ej$co6@cville-srv.wam.umd.edu>
Source record: 21603
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <26qo2i$a8i@cville-srv.wam.umd.edu>,
Rob Morton <morton@wam.umd.edu> wrote:
>
>Used A2000. Better to get an A3000 new or used they are cheap, and damn good.
>

Just out of curiosity, I notice some people preferred to pick up A3000s
to A4000/30s with AGA. And what is this whole "Buster" chip thing with the
4000?

(an A2000 would be totally useless... because it'd be too slow... but an
enhanced one or an A3000 would be nice...)

# 1670. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 09:16:33 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309110914.AA00536@lis18>
Source record: 21605

Re: caches....

I think Andy from umist wrote....

> Am I missing something here? The 68020 and 68030 both have a 256 byte instru
ction
>cache so this shouldn't matter. Does the 68EC020 lack the instruction cache?
This

AFAIK, the 030 has both data and instruction caches but the 020 has
only an instruction cache. Also, I think the 030s caches are 256
bytes but the 020s is only 64 bytes????

I think the MultiTos idea was good for the tests as lets not forget
that a multitasking OS imposes overheads. Not just that, but also
multitasking tends to gronk caches as the `locality of reference`
thing goes out of the window...

gavan

# 1671. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 09:22:31 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309110920.AA00544@lis18>
Source record: 21606
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip') wrote ....

>Word Processing? Word for Windows or Ami Pro.
>DTP? Use your word processor and adjust the layout. :)
>Paint program? Corel Paint.

Hardly suitable for home users (Ami Pro takes 15 MEGABYTES of HD
space!!!!!! - Do you wanna waste that just for a wp?).
These programs are large and slow on anything but a fast 486.
They have tremendous requirements for ram too. They are excellent
for business but way over the top for home use. Lets not forget they
are totally expensive too, unless you pirate your copy from work as
most PC users seem to do.

>>No, but if I want to make 1000 display units (Kiosks) would I want each one
^^^

# 1672. Re: EVERYONE DIES (the old title of X-Men #142?)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 09:37:22 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309110933.AA00556@lis18>
Source record: 21607
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip') wrote....

>I fail to see the difference... do you think Commodore is making more
>profit on the A1200 than Apple does on their mid-range Macs? I see
>both companies making machines cheaper and selling them closer to the
>margin in an effort to make market penetration. I think it is impossible
>to say one is different from the other except that Commodore's efforts
>are focused on < $1000 machines and Apple is focusing on $1000-$6000
>machines.

The difference is that Apple are selling expensive (relatively)
business machines whereas C= with the A1200 are selling an
inherently cheap home machine. Apple were forced to slash prices in
order to compete with the clones. The clones just keep getting
cheaper and cheaper, do you think apple can keep slashing their
prices in line???

>> No, because the Apple mac is competing in the business market and
>>the Amiga is primarily for the home market. There is some overlap in
>>Video and Multimedia. Overall, the Mac certainly `kills` the Amiga
>>for business software : but the PC kills the Mac!
>
>But I distinctly remember you saying the A1200 is a "Falcon-killer".
>Now, by your own statement above, if two machines are in different
>markets, one can't "kill" the other, so that refutes anything you said
>before regarding the Falcon.

But the A1200 has to all intents and purposes killed the Falcon
in the home market which is a very important one to Atari (It still
has the music market). AS far as business goes, I think the Mac has
been an `Amiga-killer` as it has prevented the Amiga getting
accepted in the business world. However, it has yeat to kill the
Amiga in either of its main markets (Video or home - home is only
relevent in europe as the PC and consoles killed the home market in
the US).
This is all getting really silly, x killed y etc. My point was
that the Mac is doomed in business sector in the long run and it
better look for new markets. Actually, I was just trying to make a
point against Sinclar-Day and Barett who continually pollute the
group.

>So basically what I'm saying is your defense of the Amiga against the Mac
>(which has sold better) is essentially the same as what the Falcon
>advocates were saying when you touted the sales figures of the A1200
>earlier.

I was pointing out that the Amiga has bettered the Falcon in the home market. That home users as a result couldnt expect much in the way of software support. The thing was that no matter how good the Falcon hardware was, the low sales meant that you couldnt expect to see as much software as you would like. In Europe, the Mac certainly hasnt bettered the Amiga in the home market. Its all relevent and market dependant.

Anyway, nothing I say or do is going to make Falcon owners switch to Amiga. I wasnt suggesting that they should, just that _prospective_ buyers should check out the advantages that the A1200 offered.

Anyway, the rest of the post could be answered in similar ways. Its all down to market perception. Heres my `Computer Food Chain`

PC Compatible
|
Apple Mac
|
Amiga
|
Falcon

gavan

# 1673. CD32 - am I the only new owner out there ?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 09:57:35 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309110955.AA00575@lis18>
Source record: 21608

I`ve crossposted this from c.s.amiga.games for the benefit of all
you doubting Atari owners out there!!

rharnwel@axion.bt.co.uk (Richard Harnwell) writes..
---

Path: mnemosyne.cs.du.edu!uunet!pipex!uknet!zaphod.axion.bt.co.uk!rharnwel
From: rharnwel@axion.bt.co.uk (Richard Harnwell)
Newsgroups: comp.sys.amiga.games
Subject: CD32 - am I the only new owner out there ?
Date: 10 Sep 1993 17:12:21 GMT
Organization: BT Laboratories
Lines: 41
Distribution: world
Message-ID: <26qchl$697@zaphod.axion.bt.co.uk>
NNTP-Posting-Host: elephant.axion.bt.co.uk

I have had my CD32 for 2 days now and I am very surprised that none of
you other new owners have posted any comments about it yet. Here are
mine:

I was unhappy when I first heard that there would be no RGB output port
on the console, but after seeing the quality of the composite video
output I am no longer worried. Picture quality is very good via this
connection.

It is very unlikely that anyone would want to buy the CD32 primarily
as a CD player, and although I am sure it would not compare with a good
hifi player, I am surprised at how good the quality was when connected
to a reasonable amp. I only wish I could find a 'CD+G' disc to try out!

The games supplied (on 1 CD) are Diggers and Oscar. Oscar is a very
playable platform game set in 7 cinema theme 'worlds', each of these
worlds comprising a number of levels. Scrolling is very smooth, and
the use of 256 colours give some excellent parallax scrolling backgrounds.
One problem might be, that in an effort to go for the 'wow look at those
graphics!' reaction, everything is a touch too 'busy'. I occassionaly
find it hard to pick out some of the nasties from the background.

I can not comment much on 'Diggers'. It appears to be quite a complex
game, and I have not made time yet to learn the meaning of all the icons
etc. The general look of the graphics is not as stunning as Oscar, but
it does contain some very eerie CD tracks which are played throughout
the game.

Neither of the games contain examples of the more basic Full Motion Video
sequences that the CD32 is supposably capable of without the add-on FMV

-unit. Bye the way, does anyone know if there is to be any hardware/ software released to allow Kodak Photo CDs to be used ? I read that the CD32 hardware is capable of reading the format, but the software is not built into the machine due to some last minute licensing problems.

I am now waiting with much anticipation the arrival of Syndicate on CD and the first proper issue of CD32 Format magazine - I am very interested in the contents of the coverdisk !

Richard Harnwell
---

Now, lets hear from a _Jaguar_ buyer ;-)

Gavan

# 1674. Amiga vapor?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 11:01:51 UTC
From: eaeg254@orion.oac.uci.edu
Message-ID: <eaeg254.747744960@orion.oac.uci.edu>
Source record: 21609

Hey all, here's something to argue about: the supposedly soon to be released Amiga 5000. Get this:

68060 cpu
two 68040 cpus (yes, three 680x0's!)
maximum resolution of 4096x4096 with 32 million colors on screen
16bit sound
8 expansion slots
and, is supposedly capable of running Windows NT and Unix.

Don't get me wrong; I've been into Atari since '83. But, if those nuts at Commodore can come up with this, why can't Atari get on the ball. I'm thinking more of engineering, not sales. We all know that Atari has a hard time getting product to the stores.

Commodore must have something up its sleeve since you STILL don't find that many Amiga users around (at least not the people I know-Los Angeles and Irvine California)....

Hasta,
Matt Koundakjian

# 1675. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 14:09:47 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep11.140947.21538@monu6.cc.monash.edu.au>
Source record: 21615

Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
:
: In a message of 08 Sep 93 22:25:04, Gavan Martin Moran wrote:

[...]

: GM> No, true colour is ***24 BITS**** Otherwise I could claim true
: GM> colour from a 256 colour quantised 8-bit mode.
:
: Again: True Colour is by DEFINITION a screenmode where you DON'T have a palette

True colour is a Trade Mark. In what way does a falcon not have a palette?
Last time I looked it had 16bit high colour, which for certain applications
is better than 8bit HAM.

[...]

- Jim

# 1676. Re: Amiga vapor?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 14:21:43 UTC
From: cmedley@wam.umd.edu
Message-ID: <26smtn$n7s@cville-srv.wam.umd.edu>
Source record: 21610

In article <eaeg254.747744960@orion.oac.uci.edu>,
Matthew Neal Koundakjian <eaeg254@orion.oac.uci.edu> wrote:
>Hey all, here's something to argue about: the supposedly soon to be released
>Amiga 5000. Get this:
>
>68060 cpu
>two 68040 cpus (yes, three 680x0's!)

I think the A5000 rumors have been kicked around to death in Amiga advocacy...
It doesn't exist. It won't exist...at least not as descibed above.

I'm sure C= has some R&D people thinking up ideas fo the next generation
Amiga... of course, Atari is probably spending some resources on a next
generation Falcon. How much resources both are setting aside for that is...
well....up in the air. :)

Incidentally, there already is an A5000.. the Archimedes 5000. :)

# 1677. Re: EVERYONE DIES (the old title of X-Men #142?)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 14:29:48 UTC
From: cmedley@wam.umd.edu
Message-ID: <26sncs$nbq@cville-srv.wam.umd.edu>
Source record: 21611
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309110933.AA00556@lis18>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
>
> PC Compatible
> |
> Apple Mac
> |
> Amiga
> |
> Falcon
>

I'd agree that this is the "computer food chain". But my point is... Every single time a machine is sold by a clone company, they are further entrenching themselves and that affects the Amiga whether it is a home machine or not. The same goes for the Mac... they have enough market share that they cannot disappear overnight.

I think software companies don't look at it as a "home" market vs. "business" market here in the USA because machines sold for business just as likely wind up in the home. We have Sears stores selling clones. Not Amigas.

So I think like it or not, we can't delineate the "intent" of the computer from its market. Heck, in a sense I'm saying the Falcon is one potentially dead puppy. :) But I think the main thing here is that the Amiga can't "kill" the Falcon... just like I wouldn't expect the Falcon to kill the Amiga. But the PCs and Macs *could*.

# 1678. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 14:33:12 UTC
From: das9674@ucs.usl.edu
Message-ID: <1993Sep11.143312.17142@usl.edu>
Source record: 21617
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309110920.AA00544@lis18> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>
>cmedley@wam.umd.edu ('Flip') wrote ....
>
>>Word Processing? Word for Windows or Ami Pro.
>>DTP? Use your word processor and adjust the layout. :)
>>Paint program? Corel Paint.
>
> Hardly suitable for home users (Ami Pro takes 15 MEGABYTES of HD
>space!!!!!! - Do you wanna waste that just for a wp?).

Every single computer magazine and everysingle word processor review ranks Ami Pro No1. Everytime. Above word, above Describe, above WordPerfect...

Also, I think some ofthat space is for a huge disctionary/thesaurus/grammar checker. NOTE: Don't you trhink it is possible that Ami Pro's dictionary is... 'different' than the one for the WP that fits on a floppy? In addition, Ami Pro has _clipart_ out the wazoo, so I've heard.

> These programs are large and slow on anything but a fast 486.
>They have tremendous requirements for ram too. They are excellent
>for business but way over the top for home use. Lets not forget they
>are totally expensive too, unless you pirate your copy from work as
>most PC users seem to do.

Or can get educational discounts. I can get Ami Pro, 1-2-3, Freelance Graphics, and cc:mail for Windows all for $160. ALL of them. The OS/2 version, which I am waiting for, are due out in a month or so; they were announce a couple of weeks ago.

>gavan
--
Dan Stephenson das9674@usl.edu | "To conquer death, you only have to die" -JC

## 1679. Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 14:36:47 UTC
From: cmedley@wam.umd.edu
Message-ID: <26snpv$nc6@cville-srv.wam.umd.edu>
Source record: 21612
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

I just got a chance to play Mortal Kombat for SNES and I have to say that Atari is really going to need a killer game or two for the Jag in early '94 to make it saleable. This game is great.... (and yes, i got mine early :) )

# 1680. Re: EVERYONE DIES (the old title of X-Men #142?)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 15:12:53 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Sep11.101253.16509@cobra.uni.edu>
Source record: 21613
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309110933.AA00556@lis18>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>
> cmedley@wam.umd.edu ('Flip') wrote....
>
>>I fail to see the difference... do you think Commodore is making more
>>profit on the A1200 than Apple does on their mid-range Macs? I see
>>both companies making machines cheaper and selling them closer to the
>>margin in an effort to make market penetration. I think it is impossible
>>to say one is different from the other except that Commodore's efforts
>>are focused on < $1000 machines and Apple is focusing on $1000-$6000
>>machines.

True..

>
> The difference is that Apple are selling expensive (relatively)
> business machines whereas C= with the A1200 are selling an
> inherently cheap home machine. Apple were forced to slash prices in
> order to compete with the clones. The clones just keep getting
> cheaper and cheaper, do you think apple can keep slashing their
> prices in line???

When you add up the system cost for an A1200, the price will exceed the price of some mac systems. Every computer firm is slashing prices except for C= in this country. Why can't Apple slash prices and still make a decent profit. Apple comes ou with new models, because cost savings are always found. Since Apple sells millions of Macs each year, their component costs are much lower.
>
>>> No, because the Apple mac is competing in the business market and
>>>the Amiga is primarily for the home market. There is some overlap in
>>>Video and Multimedia. Overall, the Mac certainly `kills` the Amiga
>>>for business software : but the PC kills the Mac!

Please what is this home market that C= has for it self. Do you think C= is doing very well in the U.S. home market? I don't think so. Can you buy an Amiga at one of the consumer chains where the Mac Performas and clones are found? What is this mythical Amiga home market?

>>
>>But I distinctly remember you saying the A1200 is a "Falcon-killer".
>>Now, by your own statement above, if two machines are in different
>>markets, one can't "kill" the other, so that refutes anything you said
>>before regarding the Falcon.
>

The Falcon died on its own since Atari was unable to mass produce them in sufficient quantity. The Tramiel Family is realy pathetic...

> But the A1200 has to all intents and purposes killed the Falcon
> in the home market which is a very important one to Atari (It still
> has the music market). AS far as business goes, I think the Mac has
> been an `Amiga-killer` as it has prevented the Amiga getting
> accepted in the business world. However, it has yeat to kill the
> Amiga in either of its main markets (Video or home - home is only
> relevent in europe as the PC and consoles killed the home market in
> the US).

C= prevented the Amiga from getting into the business market because a lack of business apps, insufficient resources allocated for marketing and R&D.

> This is all getting really silly, x killed y etc. My point was
> that the Mac is doomed in business sector in the long run and it
> better look for new markets. Actually, I was just trying to make a
> point against Sinclar-Day and Barett who continually pollute the
> group.

The Mac doom? Shows how out of touch you are...How do I polute this group when I speak the truth..
>
> PC Compatible
> |
> Apple Mac
> |
> Amiga
> |
> Falcon
>
> gavan

Peter Sinclair-Day UNIV. of Northern Iowa Cedar Falls, Iowa

"C='s A4000T is not for sale"

# 1681. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 17:18:14 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Sep11.171814.10416@news.uit.no>
Source record: 21614

Well, I took the time to study the benchmark programs. Were you serious
about them???

1. The code fits in the cache (both 1200 and F030).
2. The data fits in the cache on the F030.
3. In the first benchmark you can't just exchange all memory references
from .l to .w and expect the result to be the same. Using .w takes close to
twice as long time.
4. You should longword align all branch targets and data. (I expect the
F030 would loose(sp??) less if not longword aligned.)

I also suggest that benchmarks should be run with all multitasking and
interrupts off, and then with all on.

(No, I don't have a 1200, I just tested on my 2000.)
--
|/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
|// Box 218, 9001 Tromsoe, Norway | Remember to :-) when needed \\|
|/ The worlds northernmost university | Life is worth living. \|
#Disclaimer: This university does not speak for me.

# 1682. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 17:55:15 UTC
From: hasse@krynn.solace.hsh.se
Message-ID: <hasse.747769990@fizban>
Source record: 21616

p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

>hasse@dront.solace.hsh.se (Hans Holmberg) writes ..

>hasse@dront.solace.hsh.se (Hans Holmberg)

>>boberg@lysator.liu.se (Stefan Boberg) writes:

>>[stuff deleted]
>>> I seem to remember that the TT runs on a 16MHz bus. In fact, when
>>>the machine was launched, I got the impression that is was really designed
>>>to have a 16MHz processor, but was quickly redesigned to use a 32MHz
>>>processor instead - but the bus was never changed. My memory is a bit
>>>hazy though, so if anyone has proof that the TT in fact is running on
>>>a 32MHz bus, they're welcome to correct me.

>>You are correct, the TT's bus is on 16MHz, but it's width is 64 bits.
>>The CPU in the TT is clocked on an asynchronous clock @32MHz also (eg. only
>>when accessing ST-RAM).

> Why is the bus 64 bits? Surely the CPU can only grab 32 bits in
>once access??

Yes, since it doesn't need more than 32 bits. :)

>Gavan

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

# 1683. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 22:25:19 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <26tj8fINNbpn@flipper.pvv.unit.no>
Source record: 21621

In article <2c91ad70@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
> In a message of 10 Sep 93 19:20:38, Eyvind Bernhardsen wrote:

[...]

> I woul rather like a 60Mhz 040 in there, satisified?

Yeah, so you EITHER want a 60 MHz 040 OR a 65816, an 020 won't do? Heard of the term "cost-effective"? Well, it ain't cost effective to have an 040 in a games machine. Maybe soon, but not today.

> EB> Oh, and I suppose the AGA chipset isn't custom?
>
> Can it rotate, stretch, curve ... [fill in the rest yourself] ... ?

Who the hell cares? It's a CUSTOM CHIPSET, therefore it is CUSTOM. You said it wasn't.

> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1684. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 22:32:56 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <26tjmoINNbpn@flipper.pvv.unit.no>
Source record: 21622

In article <2c91ae1a@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

> The entire point is to show the Amiga fanatics that claim the A1200 to be
> *FASTER* than the Falcon that it's a GAMES MACHINE ..

Go back to kindergarten and let the adults figure out which machine is faster.

> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1685. Re : Amiga vapor?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 22:44:48 UTC
From: d3marten@dtek.chalmers.se
Message-ID: <d3marten.747787488@dtek.chalmers.se>
Source record: 21624

>Hey all, here's something to argue about: the supposedly soon to be released
>Amiga 5000. Get this:

>68060 cpu
>two 68040 cpus (yes, three 680x0's!)
>maximum resolution of 4096x4096 with 32 million colors on screen
>16bit sound
>8 expansion slots
>and, is supposedly capable of running Windows NT and Unix.

>Don't get me wrong; I've been into Atari since '83. But, if those nuts at
>Commodore can come up with this, why can't Atari get on the ball. I'm thinking
>more of engineering, not sales. We all know that Atari has a hard time getting
>product to the stores.

>Commodore must have something up its sleeve since you STILL don't find that
>many Amiga users around (at least not the people I know-Los Angeles and Irvine
>California)....

>Hasta,
>Matt Koundakjian

Personally I think that the 68060 will be very expensive when it's released (if somebody got some info about the '060 can you please (!!) send it up) and therefore the Amiga 5000 will be extremely expensive especially if you add two '040.

Then we have this resolution 4096x4096 24bit palette and probably eight control bits which gives 32bit per pixel. Let us now think a little 4096x4096 32 bit per pixel gives that one screen would take 67Mbytes and to get some quality the update frequency on the screen should be at least 60Hz which gives that the video chip must read 4Gbytes each second. Let's say Commodore use 64bits access to the memory which then gives that the new Agnus must run at 500MHz . Have you heard about the Alpha processor ,it ru

ns "only" at 200MHz but uses 30W which is the same as little lamp (perhaps you can use the new Agnus to boil tea at).
Perhaps Commodore have expanded the bus to 256bits then the bus just have to run at 126MHz but then you can't write to the screen because of there is no buscycles left. One way to deal with that is to increase the busfrequency to 251MHz and then you can start boiling tea at the Agnus again. To say the least :
"I'm doubtful"(perhaps am I totally wrong ,perhaps Commodore has comed up with some new radical technique ,perhaps Commodore have recieved help from Aliens to construct the Ultimate-computer-that-will-outsell-even-the-PC-and-send-the-MAC-to-an-early-grave).

I'm no hardware expert but the little knowledge I have about busses and processor tells me that it's not one easy task to design such a computer as the rumour says Amiga 5000 is and even if they succeded I can tell you that this computer will be expensive and some for Pentagon rather than for the home-user.

P.S. Under the 'Motorola - inside' convention this summer I met up with several Falcon owners and one of the was Blade / NewCore , he made some tests (when I'm was watching) that copied data first by using words and it wasn't a loop but a long row of move.w (a0)+,(a1)+ which didn't fit into cache and then we justified the amount of data we copied so it took around half the raster time. Then we exchanged the .w -> .l but didn't remove any moves i.e. we copied twice as much. This added around 10 rasterlines

which gives that a 32bit read/write isn't much slower than a 16bit read/write. But it also showed us the Electra was right ,one read/write (no cache) takes (arrrrghhhhh!!!) around six buscycles. And perhaps because of that I might not buy Falcon but an A5000 instead and it's not Amiga 5000 I'm talking about but an Archimedes 5000 (it's the DSP that I like about the Falcon). D.S.
P.P.S even I think I can tell the diffrence between an 24bit picture and a Ham8 picture because I saw some Ham8 pictures at the local computer club and I was not impressed (not at all actually) D.D.S.
P.P.P.S Even if I'm a atari owner I just wan't to say something about Jaguar: "I wan't to see it to believe it". D.D.D.S

Maarten Range.
e-mail : d3marten@dtek.chalmers.se

Last word : I've heard something about a DSP called 3210 that according to a friend of mine will beat the sh-t out of the 56001,if somebody got some info I would be very happy .

# 1686. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 22:48:40 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <26tkk8INNbpn@flipper.pvv.unit.no>
Source record: 21623

In article <2c91b110@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
> In a message of 10 Sep 93 21:13:28, Stefan Boberg wrote:
>
> SB> >What do you call 32bit col then?
> SB>
> SB> If you had read what I wrote a bit more carefully, you would see that
> SB> it is called "True Colour".
>
> Ah! So Everything except the Falcon's True Colour mode is True Colour .. I see
> your point .. NOT ...

Say what? If 24-bit is True Colour, then 32-bit will OBVIOUSLY be True Colour. The Falcon's Hi Colour mode, however, is 16-bit. Now, I'm going to explain this slowly:

16 bits are LESS bits than both 24 bits and 32 bits. That means that if 24 bits is the limit for True colour, 32 bits (being MORE than 24 bits) will ALSO be True Colour; 16 bits WON'T be True Colour, since 16 bits is LESS than 24 bits. Okay?

Also, if you had actually READ Stefan's post, you might have noticed (although I'm starting to doubt this) that Stefan said that 24 bits was the minimum True Colour mode.

> SB> Do that. You'll find that you're the one who's wrong. If you can't take
> SB> that, you'll have to educate the rest of the world about the new
> SB> definition
> SB> of True Colour ;^B
>
> I've seen it in so many places before, I don't think I'll have a hard time
> digging up a reliable source ..

Yeah, well the Atari press release for the Falcon doesn't constitute hard evidence.

> SB> >Exactly. Typing/Programming/Exploring/Learning ... anything EXCEPT
> SB> playing
> SB> >games which is what GAMES CONSOLES was designed for ..
> SB>
> SB> That's not "work" - that's playing around. Nothing wrong with that, but
> SB> it doesn't generate any money. Nothing wrong with that, either, but money
> SB> is nice for buying stuff.
>
> Oh, then I should just throw the money away I've made "playing" with my
> computer .. too bad ..

You made money Typing/Programming/Exploring/Learning? Programming sure,
typing maybe... You made money learning? Exploring?

> A 64-bit console, blasting EVERYTHING on the market (including arcades) away,
> selling for $199 ..... DISASTER?

I haven't seen anything being blasted away... Sega hasn't gone bust...
Maybe that's because nobody's even seen the Jag? I'd say you should pick
your words with more care.

[...]

> Since I don't work for this BIG company with 10000000 emplyees, I don't have to
> sell 30.000 copies .... Let's say I make only 50 SEK on each copy myself, and
> that it sells 1.000 copies .. that's 50.000 SEK .. while it may not be much for
> a big games company - I'm very satisifed with it.

One programmer doth not a platform make. This is a good point, however.

> SB> If you had the choice of making $4000 on a Falcon game, and making
> SB> $100000
> SB> on the same game on the Amiga, which would you choose? (Somehow, I know
> SB> you're going to say Falcon ;-)
>
> Too bad the Amiga doesn't have the capabilities then.

What capabilities? What are you talking about?

[...]

> !!! .. Now I know you're WAY OFF ... ofcoz demos can trick you into thinking
> the machine is better than it is (ever seen an STE demo using tricks?), but
> there's absolutely NO WAY you can do ANYTHING near FZero on the A1200 .. and
> DEFINITELY not by pre-clac the graphics!!!

But the Falcon can? Is this the "capabilities" you're referring to above?
Oh yeah, and how many 1200s have you programmed?

> SB> I find it hard to believe that you can do it in realtime on your Falcon,
> SB> either. The DSP is fast at some things, but unfortunately bitmap
> SB> scaling/warping isn't one of them.
>
> There's a demo out called "Speeder" which does EXACTLY this.

In that case, the 1200 can do it too. A DSP is not a hardware scaling/
rotation engine. And what was your point about demos above?

[...]

> SB> Too bad for him. I know no A1200 owner who isn't pleased with his/her
> SB> machine. Maybe your friend just had too high expectations? That can
>
> Yeah, he's seen my Falcon.

Ooo, scare me some more... I've seen a Falcon, OK machine, nothing
spectacular, sure as HELL didn't make me regret buying a 1200.

> SB> happen with any machine if you have unrealistic expectations. Or maybe
> SB> he just doesn't know what it's capable of?
>
> Ahrm .. he knows ..

Somehow I doubt that. How would YOU know, anyway? Doesn't seem like you
have much of a clue about anything...

> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1687. 3DO, Hawkings and Jaguar was Re: the Falcon **FLOP**

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 23:37:26 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep11.233726.13014@rchland.ibm.com>
Source record: 21574

In article <CCs4Mv.J95@cbnews.cb.att.com>, tpp@cbnews.cb.att.com (Grue) writes:
|> In article <265gpd$dct@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:

[stuff deleted]

|>
|> Yep. In addition to the above Beta/VHS slam, Trip Hawkins (the mighty king of
|> 3DO) said that Atari would NEVER sell any Jaguars, that it's just a modified
|> 32-bit system, and that Atari has no credibility anymore.
|>
|> Sounds like he's a little nervous to me.

Boy! I agree. Now I would give him credit one one little thing only: it seems that the '64-bits' of the Jaguar are not true '64-bits'. Let me explain before the flames and let me remind all the guys around here that I like the Jaguar.

Apparently what ATARI is doing is what Intel is doing with its Pentium (TM): they get 64-bits of data and split it to the appropiate units (in this case, inside the Tom chip) and inside the Tom these bits are used by the object processor and the graphics processor. Apparently the graphics processor is not 64-bits but 32-bit.

Again, please no flame and I admit that I have no concrete information that definitvely and without any doubts confirms the above. I would say that anyway, if the Jaguar can do a 'Star Fox' alike game wiht 3D texture mapping all over the place, it is awesome even if it used 8-bits :-)

|> >If so, the Jag must be a legitimate threat... but 3DO is more than a game
|> >machine (and priced like it is more...).
|>
|> Yes, but the "more than a game machine" things that are supposed to come out
|> are CD's that have been available for months to years on PC's. I haven't
|> heard anything that the the 3DO can do that, according to specs released for
|> each system, the Jag cannot.

True.

|>
|> >
|> >Incidentally, for those who care, Beta was actually a superior format to VHS.

He he, true. But the one that got the actual acceptance was VHS. Superior != standard or very popular, and the games market is very unforgiving with unpopular systems.

|> >
|> >:)
|> >

```
|> >
|>
|> Tom
|>
|> --
|> +------------------------------------------------------------------------------+
|> |Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|> |Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
|> +------------------------------------------------------------------------------+

--
-------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 1688. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 23:41:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep11.234116.13332@rchland.ibm.com>
Source record: 21560
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCCtuFz.7pI@netcom.com>, farren@netcom.com (Mike Farren) writes:
|> nyberg@ctron.com (Jason W. Nyberg) writes:
|>
|> >Back the truck up! Read the statement again, _slowly_ this time. Read it
|> >like this: Except that the CD32 IS an A500 [but] with [a decent graphics
|> >processor (or two)... AND a 32-bit CPU.]
|>
|> >Feel a little foolish?
|>
|> Not as foolish as you should - the CD32 is based on the A1200, not the A500.

Jason, what's up with you? I can't believe this is still on. The CD-32 is based on the AGA chipset and the 68020, it is an A1200 inside of it. The 'it's like an A500 with improved graphics and a 32-bit CPU was said like an analogy.

|>
|> --
|> Michael J. Farren farren@netcom.com
|> Unconnected with Commodore for almost two years, now!

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1689. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 23:45:03 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep11.234503.12880@rchland.ibm.com>
Source record: 21586

In article <2c87d08c@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 03 Sep 93 13:06:17, Gavan Martin Moran wrote:
|>
|> GM> I`d say the A1200 pretty well has killed the Falcon.
|>
|> Big joke. The A1200 is the worst machine ever released on the home market ..
|>
|> 68EC020

Wich has a full 32-bit data bus to memory. It is exactly like
an '020 except that it can only address 16 megs. What about the 16-bit
data pathed '030 in the Falcon?

|> 256 colours (any graphician knows HAM is useless)

I use my machine for 3D animation, and if it weren't for Ham8,
I wouldn't consider having the machine. To say that HAM is useless
is to show ignorance.

Ham8 let's you have virtually undistinguishable 24-bit screens with
1/3rd of the memory requirements with fullscreen animation.

----------> BTW, let me remind you that the A1200 has sprites and dual-playfields
which are darn essential for games. The Falcon doesn't.

|> 8 bit sound...

Ah, that one is true. The Falcon is a very nice music computer, nothing wrong with that.

|>
|> Hehe ... there are more Falcon owners than A1200 owners here .. guess why?

Because you lie. It isn't true.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210

>>> New internet address: raist@vnet.ibm.com <<<<

# 1690. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 23:52:05 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep11.235205.13478@rchland.ibm.com>
Source record: 21566

In article <2c88564c@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 04 Sep 93 03:18:48, Ricardo Hernandez Muchado wrote:
|>
|> RH> wich makes cpu access slower than it should be :-)
|>
|> I'm no techie at this, but a friend of mine eplained (in very complicated
|> terms) that the CPU<->Memory access in the Falcon would NOT be faster with a 32
|> bit bus.

Yeah, right. How? You lose burst mode of the '030 + other stuff.

|>
|> Benchmarks shows a 16Mhz 030 Falcon being exactly 50% the speed of a 32Mhz 030
|> base Atari TT (which has 32 bit) .. that would imply that the Falcon is NOT
|> slowed down in any way.

Benchmarks have been disregarded a looooooooooooong time ago here. A small benchmark would prove nothing, as it may even reside entirely inside the '030 cache. Hey, even the A1200 '020 has no bus contention with some benchmarks and looks really fast even in 1280x400+overscan+ham8.

Check out a real application.

|>
|> RH> Again, this is not the CPU.
|>
|> Well, many of us disagree with you. Programming the DSP is quote fun, and it's
|> *DAMN* fast. Most programs by old democoders are already using the DSP for
|> processor-intensive stuff, and applications needing SPEED will do it to.

I don't disagree that the DSP is *DAMN* fast. Problem is that for a general purpose application (read word processor, DTP, database, etc) the '030 has to do most of the job big time.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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|>

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# 1691. Re: Atari vs Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-11 23:55:12 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep11.235512.13029@rchland.ibm.com>
Source record: 21583

In article <26ac06$lsp@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <9309041137.AA00576@lis17>,
|> Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
[stuff deleted]

|> Hmmm. That's interesting. I always thought that Amiga owners picked flame
|> wars with Atari owners to try to make up for the ego-bashing Marc Barrett
|> gives you guys in your own group. :)

No Flip, believe me :-)

|>
|>
|> >Besides, This newgroup had very little traffic till the Amigans came
|> >to enlighten you .... ;-)
|> >
|>
|>
|> hehehehehehe... well, I always thought very little traffic meant everyone
|> already acknowledge the Atari line as superior and gave up arguing. All
|> except the mindless Amiga advocates. :)

I guess it the inverse of what you said + agreement from the Amiga advocates :-)

|>
|>
|>

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 1692. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 00:01:15 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.000115.46379@rchland.ibm.com>
Source record: 21572

In article <26acsk$m47@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <9309041201.AA00593@lis17>,
|> Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:

[stuff deleted]

|> The reason these resolutions are highly compatible is that from day 1,
|> the Atari ST line had device independent output for all graphics. This
|> is why all software that was written using GEM will work, even if it is
|> done back in 1985.

I knew about that.... that is the ONLY THING I envy about the GEM OS.

[stuff deleted]

|> >I would actually, get a person off the street, show em a 24 bit pic
|> >and then a HAM8 version. Then ask them to say which is which. I
|> >doubt many could tell.
|> >
|>
|> I think I could. HAM 8 (like the original HAM) can't make a transition
|> between two opposing colors, like black and white because it has to
|> carry data over from the previous pixel.

I think you couldn't. You'll have to close examine them big time. The reason
is that Ham8 unlike the original ham uses 64 registers instead of 16 *and* since
it can be done at a higher resolution sometimes the 'carry data over' looks more
like an antialiasing pixel than anything else.

|>
|>
|> >HAM8 = 260000 colours using only 8 bitplanes (upto 1280x512 + o/s)
|> >Falcon = 65536 colours needing 16 bitplanes (offically only 320x200
|> > more with the
|> > inevitable hack)
|>
|> I thought the Falcon could do (one of the following) 320x480 true color
|> or 640x200 true color?

I don't know about that, but the Amiga can truly do up to 1280x512 + overscan.

|> >The figures speak for themselves
|> >
|>
|> They say that Commodore is using 8-bit planes in a sneaky way to get
|> more colors. I think that's very nice, and very innovative. However,
|> you should remember that it is still 8-bits of data per pixel and while

|> it should look a lot better than 256 colors, it ain't 24-bit.

Okay, it's not 24-bits, but it really darn close.

|>
|>
|> >>GM> Oh, and the Amiga provides a FULL 24 bit palette.
|> >
|>
|>
|> That's one nice thing about the new AGA machines.
|>
|>
|> >>Yes, with 256 colours on screen in useful resolutions.
|> >
|>
|>
|> Like 1280x400 where you can view the latest scanned centerfold from Playboy?
|>
|> :)
|>
|>
|> >duh
|> >
|>
|>
|> have you been watching "Beavis and Butthead" again on MTV? :)

He he, ahem , ho ho ho ho, The Amiga is cooooooooooooool :)

|>
|>

--
---
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\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1693. Re: Can't we all just get along? :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 00:04:05 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.000405.23151@rchland.ibm.com>
Source record: 21559
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CCu69z.uD@exnet.co.uk>, s0xjg@exnet.co.uk (Xavier Gallagher) writes:
|> In article <261185$942@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
|> >In article <260rvgINN4k2@uwm.edu>,
|> >Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
|> >>In article <260gtm$apj@crchh327.bnr.ca>, Randy Hoekstra (renfro@bnr.ca) wrote:
|> >>
|> >>"Quiet"? I have NOT been quiet about the crippling of the Falcon. Not
|> >>in the LEAST.
|> >>
|>
|> Atari claim that the pipelining of the mamory access for the 68030 makes the
|> memory access more like 24 bits than 32 birs.
|>
|> Anyone care to comment.

Atari has claimed a lot of things that usually don't make much sense. You can't have burst mode among other things.

|>
|> Xavier
|>
|> --
|> * Xavier Gallagher ************************** **************************
|> ********************* Humanistic Counsellor * ** s0xjg@exnet.co.uk ******
|> ********************* Taking on clients now * **************************
|> ********************************************** **************************

--
---
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# 1694. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 00:05:21 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c91ad70@troed.ct.se>
Source record: 21618

In a message of 10 Sep 93 19:20:38, Eyvind Bernhardsen wrote:

EB> No. Most Amiga programmers DO optimize code. Most PC programmers... But
EB> let's not talk about that, instead let's talk about the usefulness of,
EB> for instance, not having to code your own divide routine.

If PC programmers optimized their code a 386/25 would still be useful!

EB> Oh, I SEE... So the 65816 is a GREAT, FABULOUS, DIVINE processor, despite
EB> having a slaughtered instruction set (nope folks, it ain't RISC... Not
EB> enough
EB> general-purpose registers - one? ONE?), while the 32-bit 68020 sucks like
EB> shit? Um... I sincerely hope you're not in any kind of electronics or
EB> computing course. Although it would explain a lot about the Gripen...

I woul rather like a 60Mhz 040 in there, satisified?

EB> Yeah, you really need a lot of processor power for F-Zero *rofl*

Nope, but a DSP.

EB> Oh, and I suppose the AGA chipset isn't custom?

Can it rotate, stretch, curve ... [fill in the rest yourself] ... ?

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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1695. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 00:05:21 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c91ae1a@troed.ct.se>
Source record: 21619

In a message of 10 Sep 93 19:21:39, Eyvind Bernhardsen wrote:

EB> Well, since the entire point is to see how the Falcon is degraded by
EB> its 16-bit memory access, using a cache defeats the purpose of the
EB> benchmarks...

The entire point is to show the Amiga fanatics that claim the A1200 to be
*FASTER* than the Falcon that it's a GAMES MACHINE ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1696. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 00:05:21 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c91b110@troed.ct.se>
Source record: 21620

In a message of 10 Sep 93 21:13:28, Stefan Boberg wrote:

SB> >What do you call 32bit col then?
SB>
SB> If you had read what I wrote a bit more carefully, you would see that
SB> it is called "True Colour".

Ah! So Everything except the Falcon's True Colour mode is True Colour .. I see your point .. NOT ...

SB> Do that. You'll find that you're the one who's wrong. If you can't take
SB> that, you'll have to educate the rest of the world about the new
SB> definition
SB> of True Colour ;^B

I've seen it in so many places before, I don't think I'll have a hard time digging up a reliable source ..

SB> >Exactly. Typing/Programming/Exploring/Learning ... anything EXCEPT
SB> playing
SB> >games which is what GAMES CONSOLES was designed for ..
SB>
SB> That's not "work" - that's playing around. Nothing wrong with that, but
SB> it doesn't generate any money. Nothing wrong with that, either, but money
SB> is nice for buying stuff.

Oh, then I should just throw the money away I've made "playing" with my computer .. too bad ..

SB> Well, I wish you good luck with it then. Chances are it will be a
SB> massive
SB> disaster for Atari, but it might be successful - who knows? If it's a
SB> success we will probably develop stuff for it, too. I don't have anything
SB> against Atari per se.

A 64-bit console, blasting EVERYTHING on the market (including arcades) away, selling for $199 ..... DISASTER?

SB> I'm sure Falcon games sell over 30,000 copies. Especially considering
SB> less
SB> than 20,000 units have been sold ;-) If you expect to have any financial
SB> compensation for your work, making a Falcon game isn't quite the ideal
SB> choice.

Since I don't work for this BIG company with 10000000 emplyees, I don't have to sell 30.000 copies .... Let's say I make only 50 SEK on each copy myself, and that it sells 1.000 copies .. that's 50.000 SEK .. while it may not be much for

a big games company - I'm very satisifed with it.

SB> If you had the choice of making $4000 on a Falcon game, and making
SB> $100000
SB> on the same game on the Amiga, which would you choose? (Somehow, I know
SB> you're going to say Falcon ;-)

Too bad the Amiga doesn't have the capabilities then.

SB> Not that I have the time to prove it, but it's possible. You can of
SB> course
SB> not rotate all the graphics in real-time, but that's not necessary when
SB> you
SB> have 2MB of graphics RAM. Given the rather simplistic graphics in that
SB> game,
SB> I'd say it wouldn't be too difficult to pre-calculate all ground textures
SB> and then just blast them onto screen with the blitter. I have even seen
SB> similar things done on the good old A500.

!!! .. Now I know you're WAY OFF ... ofcoz demos can trick you into thinking
the machine is better than it is (ever seen an STE demo using tricks?), but
there's absolutely NO WAY you can do ANYTHING near FZero on the A1200 .. and
DEFINITELY not by pre-clac the graphics!!!

SB> I find it hard to believe that you can do it in realtime on your Falcon,
SB> either. The DSP is fast at some things, but unfortunately bitmap
SB> scaling/warping isn't one of them.

There's a demo out called "Speeder" which does EXACTLY this.

SB> No. In the LATEST issue. BTW, they didn't exactly declare Commodore
SB> dead, either, they simply said that they had had to lay off a number
SB> of people - just like IBM and Apple.

..and that C= was on the very edge of bankruptcy a few months ago, and that if
the CD32 didn't became the best selling console ever (which it won't be with
that lousy hardware) Commodore would DIE ....

SB> Too bad for him. I know no A1200 owner who isn't pleased with his/her
SB> machine. Maybe your friend just had too high expectations? That can

Yeah, he's seen my Falcon.

SB> happen with any machine if you have unrealistic expectations. Or maybe
SB> he just doesn't know what it's capable of?

Ahrm .. he knows ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1697. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 00:20:44 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.002044.24017@rchland.ibm.com>
Source record: 21567

In article <1993Sep5.150535.3426@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

[stuff deleted]

|>
|> >GM> The usual `HAM is useless` statement from an Atari owner who cant
|> >GM> match the Amiga display. Try looking at a typical 640x512 256000
|> >GM> colour HAM8 display sometime and tell me it is `useless`. I notice
|>
|> >Why should I? I can clearly show you where the colours mismatch! (And, I don't
|> >STARE at pictures .. I want them to MOVE .. impossible in HAM8!)

Sorry but I can't resist jumping on this too.

Listen kid (not you Stefan!), I have an A1200 computer with wich I have
done animations in 2, 4, 8 ,16 , 32, 64, 128, 256, ham, ham8 , etc.

Animation in HAM8 looks like a 24-bit animation. I do this on a twice
a week basis. Are you telling me I can't do what I usually already have been
doing?

|> This statement only proves that you never have seen any HAM8 animations,
|> or that you have seen the output of some crap 24-bit picture viewer (like
|> ViewTek). If you had seen 24-bit pictures viewed with ImageFX or ADPro,
|> you wouldn't be so cocky.

I agree with you Stefan.

|>
|> I'm glad you told me than HAM8 motion is impossible - now I'll just
|> delete those HAM8 animations I have on my HD, and get another 100M of
|> free HD space! Thanks!

Yep. I have about 45 megs of ham8 animation :-)

[stuff deleted]

|>
|> >+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|>
|> --
|> Stefan Boberg, Amiga/SEGA programmer - Team 17 Software / LhA Development.
|> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
|> ========== Disclaimer: I only speak for myself, not Team 17. ============

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 1698. Rickard, have you seen an Amiga? was Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 00:26:59 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.002659.13328@rchland.ibm.com>
Source record: 21575

```
In article <2c8c1fe2@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
|>
|> In a message of 06 Sep 93 13:04:43, Gavan Martin Moran wrote:
|>
|> GM> What makes 24 - bit so good? - Extra colours (~16Million).
|> GM> How many colours can the Falcon display - 65535
|> GM> How many colours can the Amiga display - 260000
|> GM>
|> GM> I think its pretty obvious which system offers the best display.
|>
|> Oki, now cut out a piece of the picture on the screen and move it around...
|>
|> The Falcon can do it, the Amiga1200/4000 *CAN'T*.

Oh, really? Then how you explain I have done that SINCE DAY 1 WHEN
I BOUGHT MY A1200?

Wich program you want me to tell you I have done this?

Dpaint IV AGA
ImageF/X
a PD demo of a Paint Program (forgot the name of it)

Have you seen an Amiga AT ALL? (particularly an AGA Amiga)

|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
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|>

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>>> New internet address: raist@vnet.ibm.com <<<<
```

# 1699. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 00:28:26 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.002826.16203@rchland.ibm.com>
Source record: 21570

In article <2c8c2020@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|>
|> In a message of 06 Sep 93 13:04:47, Gavan Martin Moran wrote:
|>
|> GM> HAM8 has 64 base registers which can be plotted anywhere on the
|> GM> screen. Any colour in the base registers acts as the base for
|> GM> modification. Therefore as long as one base is white and another
|> GM> black you can have white and black beside each other.
|>
|> "HAM8" - with as many as 64 different colours to choose free between! Viva la
|> Amiga!!!

HAM8-> paint in near-24-bits quality (256,000 * 1024 + colors), and animate in near 24-bit quality
in real time with 1/3rd of the memory...

That surely looks better than the Falcon...

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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## 1700. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 00:31:55 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.003155.21648@rchland.ibm.com>
Source record: 21581

In article <2c8c20ce@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|>
|> In a message of 06 Sep 93 13:04:51, Gavan Martin Moran wrote:
|>
|> GM> As I answered in another post, you can go straight from white to
|> GM> black provided the base registers are set right.
|>
|> And as I wrote - WOW .. you mean you can choose from 64 colours? Wow .. I can
|> only choose from 65536 ...

WHAT IS UP WITH YOU? YOU CAN PUT over 262,000 colors (from a 24-bit palette) on the screen *and*
animate! What's up with you? If I had to do the videos I do with the Falcon they wouldn't look as good.

|>
|> GM> Then look at some ham8 animation. I douby current arcade games
|>
|> Full-screen

Full-screen animation? Yes, I have done it. 30 fps with overscan in the 320x200 (256 PAL) resolution, and 15 fps 640x400 (x512 PAL) + overscan, all with *huge* deltas using Scala's optimized 32x format. This is with my '030, the Amiga 4000 does even better.

|>
|> GM> could benefit substantially from any more than 256 colours. The
|> GM> slowdown would cause real problems with fast blasters and there
|> GM> would be a lot of memory used (a lot more than the 1 meg Falcon
|> GM> standard)
|>
|> :-))) .. Most demos on the Falcon are in TRUE COLOUR .... NO SLOWDOWN ..

'True Color'- he he. 64k colors.... tsk tsk.

|> GM> Where`d you hear that? I doubt even commodore would make a stupid
|> GM> statement like that.
|>
|> Sky One TTV
|>
|> GM> In the UK the base configuration is 1 meg. It may be different
|>
|> Nope, according to Atari the Falcon baseline is 4Meg RAM and 65Meg HD, though
|> all Falcons come with 85MB HD nowadays.
|>

```
|> There ARE Falcons with less memory/no HD, but they are for EXPANSION. No
|> programmer on the Falcon sees 1 Meg as the limit, we all use 4.
|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
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|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+

--
------------------------------------------------------------------------
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\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 1701. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 00:35:52 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.003552.13533@rchland.ibm.com>
Source record: 21584

In article <2c8c2134@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|>
|> In a message of 06 Sep 93 13:04:49, Gavan Martin Moran wrote:

[stuff deleted]

|>
|> GM> Oh, and you can sideways (and vertically) scroll HAM8 quite easily
|>
|> And? I can make shadebobs in 65536 colours .. :-))) .. Try that in your beloved
|> HAM8 .. haha ..

So you agree with something that you denied before (moving Ham8)?
I see...

BTW, how do you make your shadebobs? Sounds like you have to limit the number of colors when you do a shadebob (or at least what I consider a shadebob).

Ah, and try doing 64-bit wide sprites on the 65536 colors on the Falcon... ah, you can't.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
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# 1702. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 00:47:14 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.004714.21544@rchland.ibm.com>
Source record: 21585

In article <2c8c21f2@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|>
|> In a message of 06 Sep 93 13:04:58, Gavan Martin Moran wrote:
|>
|> GM> just what is the Base? Here it is 1 meg, no HD. Can Falcon
|> GM> owners from Europe and America give a definitive statement.
|> GM>
|> GM> If the base is 4 meg/80 HD then I can get even more of an A1200
|> GM> for my money as I can add a 50Mhz 030 card AS WELL as the things I
|> GM> listed in my original post.
|>
|> Why should you? The base is 4/65. All Falcons nowadays are 4/85, though you CAN
|> get Falcons without HD or with 1 meg memory. According to atari they're for
|> EXPANSION only though.
|>
|> GM> exactly. They can get an A1200 cheap and expand it way beyond a
|> GM> base Falcon for the same overall price, but do it as they can afford
|> GM> it.
|>
|> Haha .. [big laughter] .. they've seen an A1200, they've seen my Falcon ..
|> they'll NEVER buy an A1200 ...

That doesn't explain why the A1200 has been a big success and the Falcon
a flop so far... you know... someone published the Falcon numbers around here
in a posting and surely they ain't good looking.

|> (BTW; show me how you can expand an A1200 to the
|> same amount of hardware and flexibility as the Falcon for the same price .. that
|> DON'T add up!)

Ha! Easy: for the same Falcon price I can get an A1200 with a 50Mhz 68030 with
hardisk and 50Mhz 68882 FPU *and* 4 more megs ram for having a total of 6 megs
of Ram. Any questions? (Still the Falcon would be better for music)

|> GM> Certainly well in excess if 100 000 in the UK. I believe it has
|> GM> sold very well in Germany too. I`d say that 250000 this reasonable,
|> GM> buy does anyone have any hard facts they could post?
|>
|> Hard facts: DMZ (a Commodore paper in sweden) stated that *5000* A1200s had been
|> sold here. (And that Commodore is dead BTW)

Hard facts: the A1200 has sold over 200,000 units - Sweden is not Europe or the World, you
know.

someone posted that the Falcon has sold very little, and this is
one of the reasons ATARI would have less cash now to advertise the Jaguar.

In the US the A1200 has sold very little, the Falcon... well, are there out there more than
10?

|>
|> GM> Most intelligent Falcon owners stick to arguing about the strngths
|> GM> of their machine.
|>
|> So do I .. :-) ...
|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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>>> New internet address: raist@vnet.ibm.com <<<<

# 1703. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 00:54:50 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.005450.39796@rchland.ibm.com>
Source record: 21569

In article <2c8acf9c@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|>
|> In a message of 05 Sep 93 21:16:38, Stefan Boberg wrote:
|>
|> SB> You are a stubborn SOB aren't you? Since the 68030 is inherently 32-bit,
|> SB> it
|> SB> is crippled by the 16-bit bus. For every cache miss, the 68030 on a 16-bit
|> SB> bus
|> SB> will take twice as much time to fetch data as a 68030 on a 32-bit bus.
|>
|> The how come the 16Mhz030 Falcon is exactly 50% of the speed of the 32Mhz030 TT
|> (which has 32 bit and 32Mhz access to FastRam)?

Because, as I clarified to you on a posting above, you are relying on stupid benchmarks. Small benchmarks will be very influenced by the '030 caches.

|> Where do you find any crippled busaccesses in those figures?

Read above.

|> Oh BTW; I have a 16Mhz 68000 STE, if what you said is true, my Falcon would only
|> be 1-1 1/2 the speed of that one ... well . it's 3-4 times faster ..

No. The 68030 has other optimizations too, and again, it depends on what stupid benchmark you use.

|> SB> I'm glad you told me than HAM8 motion is impossible - now I'll just
|> SB> delete those HAM8 animations I have on my HD, and get another 100M of
|> SB> free HD space! Thanks!
|>
|> Sure, flipping screen basepage ...

Sheesh! Are you ignorant.... No, it's not flipping the screen basepage.

|> cut out a part of a HAM8 pictures, say,
|> 128*128 pixels ... move it around ... what happens? (It's a 262Kcol piccy, not
|> 64 baspeage colours now!)

It moves. What's the problem?

[stuff deleted]
|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
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|>

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---
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# 1704. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 01:01:29 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.010129.21693@rchland.ibm.com>
Source record: 21558
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <26fe2t$rtb@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
|> In article <9309041049.AA00533@lis17> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|> >Come on someone! Do the benchmarks and lets see which is faster! All
|> >this haggling over hypothetical speeds is a waste of time. I want to
|> >see the *facts*

[stuff deleted]

|> - How likely is it, that the Instruction cache is not used? I expect that the
|> benchmark will not try to bypass this cache :)

Believe me, on a small cache like the '030, a real application doesn't benefits as much as you think. I have been using a '030 for over 2 years now.

|> Sure, the A1200 will be faster when moving from and in memory - so i hope
|> you will also test all other instructions of the 680x0 (and not only one!).

True. But reading/writing to memory is a lot of things!

|>
|> Ciao, Heiko
|>
|> (zcam1121@rpool9.rus.uni-stuttgart.de)
|>

--
---
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\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1705. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 01:03:39 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.010339.10753@rchland.ibm.com>
Source record: 21487

In article <2c8d740e@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|>
|> In a message of 07 Sep 93 18:39:00, Gavan Martin Moran wrote:
|>
[stuff deleted]

|>
|> crippled? Not according to the benchmarks I've run on it.
|>
|> Yes I want a faster processor .... but I don't NEED it ..

Hey! According to benchmark, my A1200 with my 50Mhz '030 is
faster than an A4000 (68040) in 7 of the more then 15 tests.

On real applications I get from 50% to 80% the performance of
an A4000 (usually about 50%->60%). Gee, benchmarks are really
good to compare performance, aren't they?

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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|>

--
---
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# 1706. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 01:23:12 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.012312.16223@rchland.ibm.com>
Source record: 21579

In article <2c8d7380@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|>

[stuff deleted]

|>
|> No Amiga has the POWER to come CLOSE to that!

Puh. I can display a dual-playfield with 16 colors on each, with a 24-bit color sky (no banding, as it would happen on the Falcon), and ton's of hardware sprites on front (4 64-bit wide 16 color sprites) and parallax scrolling and say the same about the falcon.

|>
|> GM> TRUE COLOUR is **24 bits** not 16 bits. Neither the F030 or A1200 have
|>
|> Sorry, True Colour is by DEFENITION a graphics mode WITHOUT a palette, as in the
|> Falcons 16bit mode. (We have 18 bit if we stay in 256/16/4 col mode)

So are you saying that the palette goes down from 18 bits to 16 bits? That's pathethic! (for Video production at least)

|>
|> GM> oh. and the A1200 is not for EXPANSION? No A1200 owner seens 2 meg as the
|> GM> limit. You can expand to 10 meg or better still buy one of the many 030
|>
|> Are you stupid or just trying to be? You were trying to imply that the base
|> Falcon is 1 Meg, that would mean that programmers wouldn't make applications
|> that needed more than 1 meg. I then explained to you that 1 meg isn't the limit,
|> but 4.
|>
|> You then tell me the Amiga programmers don't see 2 meg as the limit for what a
|> standard program should use - but 10 meg??? GET A LIFE!

No, he mentioned that the A1200 can expand, and that if you can get a 1 meg Falcon then the lower common standard for programming would become 1 meg.

|> do it .. )
|>
|> GM> I`ll leave that one up to intelligent people to decide..
|>
|> You're not intelligent? Too bad, it's quite fun.
|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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|>

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>>> New internet address: raist@vnet.ibm.com <<<<
```

# 1707. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 02:04:08 UTC
From: renfro@bnr.ca
Message-ID: <26u02o$imu@crchh327.bnr.ca>
Source record: 21625

In article <26tkk8INNbpn@flipper.pvv.unit.no>, eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
|> In article <2c91b110@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> > In a message of 10 Sep 93 21:13:28, Stefan Boberg wrote:
|> >
|> > SB> >What do you call 32bit col then?
|> > SB>
|> > SB> If you had read what I wrote a bit more carefully, you would see that
|> > SB> it is called "True Colour".
|> >
|> > Ah! So Everything except the Falcon's True Colour mode is True Colour .. I see
|> > your point .. NOT ...
|>
|> Say what? If 24-bit is True Colour, then 32-bit will OBVIOUSLY be True
|> Colour. The Falcon's Hi Colour mode, however, is 16-bit. Now, I'm going
|> to explain this slowly:
|>
|> 16 bits are LESS bits than both 24 bits and 32 bits. That means that if
|> 24 bits is the limit for True colour, 32 bits (being MORE than 24 bits)
|> will ALSO be True Colour; 16 bits WON'T be True Colour, since 16 bits is
|> LESS than 24 bits. Okay?
|>

Not that we are ever going to solve this difference in semantics, but...

Don't quote me on any of this as it is from the depths of my poor memory.

I believe that the company to first use the term (and perhaps trade mark it) TrueColor in fact only was using 14 bits, but the significance was the lack of a color palatte. I have no idea what the name of that company was (okay, there goes my credibility - this is only hear-say from memory).

I don't know any other definition of True Color other than live and in-person, see-it-for-yourself, in-living color (ie not computer generated). There has been much debate over how to actually quantisize true color. The term you use to refer to 24 bit or 32 bit or whatever bit color is merely market-speak and has no real definition (other than a multitude of people who mean 24+ bit color when they say true color).

So, therefore, when Rickard or some other Atari fanatic says the Falcon has true color (and yes we all know it is 16 bits) what they mean is that it has this 16 bit color mode which does not use or require a color palatte.

Now, could someone please explain what that means :-)

RandyH

## 1708. Re: Jag vs everything...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 02:38:02 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.023802.12844@rchland.ibm.com>
Source record: 21577

In article <1993Sep8.125625.7674@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
|> In article <9309011549.AA01461@ash30> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|> >

|> I actually though NEC's Turbo handheld unit was the best..
|> >Gavan
|>

|> Rob Merritt
|> email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
|> Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
|> (410)391-6291, Running Renegade **and family, and not of a co-worker.
|> "Nostalgia isn't what it used to be" -unknown

The official CD-32 rollout seems to be October, it is being announced in the ongoing-at-this moment WOC in Pasadena (US).

---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 1709. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 02:42:52 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.024252.28522@rchland.ibm.com>
Source record: 21568

In article <2c8e0208@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|>

[stuff deleted]

|>
|> I can put a 040 in my old STE if I want.

That would be a waste of a wonderful processor, what about the Falcon?

[silence]

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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|>

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>>> New internet address: raist@vnet.ibm.com <<<<

# 1710. Re: Atari vs the EXPENSIVE world of DOS +

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 02:51:19 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.025119.16319@rchland.ibm.com>
Source record: 21576

In article <26mn4iINNldt@bhars12c.bnr.co.uk>, apski@bhars42a.bnr.co.uk (A.S.C.Pomianowski) writes:
|> In article AA00676@lis8, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|> >apski@bhars42a.bnr.co.uk(A.S.C.Pomianowski) writes ....>

[stuff deleted]

|> >film. I think HAM8 would have the edge here too as it offers a wider
|> >range of colours than 16-bit.
|>
|> Some MPEGs can do a 'cut' from one scene to another quite rapidly (ie
|> in the space of a frame.) If you were working in the A1200s HAM8 mode
|> would you not then have to process the _entire_ image to arrive at a
|> new optimal 64 base colours?

You can have a general purpose 64 base colors. Looking in 640x400 (or x512 Pal) makes the fringe almost unnoticeable particularly if you are doing an animation at 30 fps. I have seen it, believe me.

|> And wouldn't each pixel take more time to
|> calculate than in the Falcon's 16 bit mode? You would have to work
|> out which base colour you could modify to obtain the nearest possible
|> value, and you would have to do this every frame, for every pixel or
|> it would look a bit ropey. Given a 16 bit mode, each pixel is a
|> relatively simple quantisation of a 24 bit colour value to a 16 bit
|> colour value. I'm not convinced of HAM8's advantages for MPEG type
|> compressed video - I think you might require considerable additional
|> processing on top of the normal MPEG decompaction in order to obtain
|> a reasonable result, I would very much like to see how well a normal
|> A1200 deals with it. Or am I completely wrong about this - does the
|> A1200 have some form of special processor that could automatically
|> reoptimise the 64 base registers for a changed image?

No, it doesn't. But then, if you are going to play an Mpeg you will use custom hardware to decompress it anyway. This custom hardware could have that or even a new graphic chip set (seems to be the case for CD-32). BTW, Gavan talked about full screen animation that changes, not Mpeg, wich is something I have donde easily with Scala. In this case, the 64 color registers can be changed every frame, so fringe is kept at a minimum anyway. No problem, I have done this.

|> >Also, the way HAM8 works actually acts
|> >as a form of anti-aliasing(!) Its true, I`m suprised C= didnt try to
|> >bullshit `Built in anti aliasing` as a `feature`.
|>

|> I think that the Anti-aliasing effect you describe will be a similar effect
|> to the effect gained by application of a smoothing filter to the image.
|> This will result in a slightly blurred version of the original image, which
|> may or may not be desirable.

It is usually desirable, at least when working with animation.

|> From what I know about HAM8 (correct me if I'm wrong), the effect will
|> be a bit unpredictable from image to image, depending on image content and
|> what your base registers values are set to. I would doubt if this effect
|> will be very useful in the majority of cases, It will certainly affect
|> image fidelity.

Not in the case of Ham8. Since you have 64 registers there difference
between a 24-bit image and ham8 are nearly indistinguishable. This is
even totally so when animating.

|> Of course, quantising an image into HAM8 or the Falcon's 16 bit mode will
|> affect image fidelity anyway :-).

You should look at a 24-bit file rendered in Ham8 with ImageF/X or
AdPro.. then tell me... :-)

[stuff deleted]

|>
|> Cheers
|>
|> - Andy. <The Man From U.M.I.S.T.>
|>
|>

--
---
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# 1711. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 02:54:08 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.025408.16381@rchland.ibm.com>
Source record: 21488

In article <2c8ec334@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|>
|> In a message of 08 Sep 93 13:03:17, Gavan Martin Moran wrote:
|>
|> GM> No-one could claim that it is somehow superior to a full 32-bit
|> GM> 68020!
|> GM> except perhaps Mad Rickard....
|>
|> I haven't either.
|>
|> I do claim that the games on the SNES will be (in most cases) better than those
|> on the CD32 snice the CD32 HAS NO SPECIAL BUILT IN GRAPHICS HARDWARE.

False: You are missing the CD-32 Sprite Engine, Dual Playfields, Copper Processor and the Blitter.

Some games could be better on the S-NES other better on the CD-32. In general I would expect the CD-32 to be better thanks to the 'unlimited' storage when compared to the S-NES.

[stuff deleted]

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
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|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|>

BTW, I have an S-NES too and I love it. It's incredible. But I can see some games done waaaaaaaaaay better on the CD-32 (all RPG type games, a game like Zelda, a Game like 3D-wolfstein and some other action games).

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
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>>> New internet address: raist@vnet.ibm.com <<<<

# 1712. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 03:01:31 UTC
From: ggg@kepler.unh.edu
Message-ID: <26u3eb$5f4@mozz.unh.edu>
Source record: 21626
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'>p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
'>>Is it games? Well, the PC has more games. Heck, go by a SNES for $89.
'>
'>partly, the Amiga has I would say, a wider range of games than most
'>machines by virtue of its console-like hardware. The PC has more
'>games but mostly of the sim/ RPG type. The SNES has few good games
'>of this type, but the Amiga has a wide range of good games of all
'>types.

The Amiga is sadly lacking in wargames, flight sims, rpg/adventure and
sports. Whats left? The Amiga has action/arcade games. Is that what you
call a wide range?

Greg Greene
ggg@kepler.unh.edu

# 1713. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 03:20:24 UTC
From: brt@kepler.unh.edu
Message-ID: <26u4ho$5n6@mozz.unh.edu>
Source record: 21627
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <26u3eb$5f4@mozz.unh.edu> ggg@kepler.unh.edu (Gregory G Greene) writes:
>'>p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>'>>Is it games? Well, the PC has more games. Heck, go by a SNES for $89.
>'>
>'>partly, the Amiga has I would say, a wider range of games than most
>'>machines by virtue of its console-like hardware. The PC has more
>'>games but mostly of the sim/ RPG type. The SNES has few good games
>'>of this type, but the Amiga has a wide range of good games of all
>'>types.
>
> The Amiga is sadly lacking in wargames, flight sims, rpg/adventure and
> sports. Whats left? The Amiga has action/arcade games. Is that what you
> call a wide range?
>

Maybe you aren't looking hard enough. I disagree except for
flight simms, but that's to be remedied soon. SSI produces many
wargames and RPG games for the Amiga. Enought that I couldn't purchase
them all. I suppose having 20 some versions of King Quest type games
is something to boast about. How many of each venere of game must
we have to be satisfied. As of now, nothing can beat SpeedBall II for
the Amiga. I give it an easy 500+ hours of use on my computer alone.
I find this number of games argument lacking. Unless you mean total
number of pirated games in use. This is what the world has come to. :(
```

# 1714. Re: Re : Amiga vapor?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 03:44:57 UTC
From: asm@festival.ed.ac.uk
Message-ID: <CD82Ex.AL2@festival.ed.ac.uk>
Source record: 21628

d3marten@dtek.chalmers.se (M}rten R}nge) writes:
> Last word : I've heard something about a DSP called 3210 that according to a friend of mine will beat the sh-t out of the 56001,if somebody got some info I would be very happy .

Yes, it's the DSP that C= are supposedly putting on their Zorro III
board. It should ship with headers for emulating a modem, speech
recognition, realtime audio effects...

Martin &

# 1715. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 03:47:00 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.034700.23135@rchland.ibm.com>
Source record: 21582

In article <26plhk$uod@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:

```
|> Ok guys, here are the first benchmarks which i have made with my Falcon 030
|> and an A1200:
```

Well, let's see how fair are your benchmarks...

```
|>
|> Notes:
|> The A1200 has NO FastRAM (if there is an Amiga-User with FastRAM: please
|> type in the benchmarks und post the time the A1200 needs!). Sorry, but i
|> can't get one with FastRAM.
|> There is no use of the DSP build in the Falcon. With special DSP-code you
|> can get more then 10times faster programs.
|>
|> --------------------------------BENCH1---------------------------------
|> bench1:
|> move.l #$40,d6
|> loop0:
|> move.l #$ffffff,d7
|> loop1:
|> move.l buffer,d0
|> add.l #10,d0
|> divu #10,d0
|> move.l d0,buffer
|> muls #20,d0
|> dbra d7,loop1
|> dbra d6,loop0
|> rts
|> buffer:
|> blk.l 10
|>
|> This is a loop repeated 1073741760 times. There are moves, some arithmetics
|> and at least some branches.
|> F30 (640x200x4 60 Hz): 21.3 s
|> A1200 (640x200x4 60 Hz): 31.1 s
|> dito with forbid(): 30.5 s
|> (forbid() stops all other tasks -> no multitasking).
|> F30 (640x240x256 60 Hz): 24.5 s
|> A1200 (640x240x256 60 Hz): 40.1 s
|> dito with forbid(): 39.0 s
|> F30 with both caches off: 43.1 s
|>
|> Now the same benchmark with words instead of longwords:
|> F30 (640x240x256 60 Hz): 21.5 s
```

```
|> A1200 (640x240x256 60 Hz): 32.7 s (with forbid())
|>
|> Results:
|> Loss caused by higher resolution: F30 -13%
|> A1200 -22%
|> Loss caused by Longs instead Words: F30 -12%
|> A1200 -16%
|> Overall: The F30 is about 34% faster than the A1200 in this benchmark.
```

Problems that still make your benchmark not reliable:

1. Benchmark is short. Fits entirely inside the instruction cache
of the '030, and some data inside the data cache. In this benchmark
the effects of the cache are just too generous.
2. No mention if the '020 cache of the A1200 was turned on or off
3. You didn't try the benchmark with words on a lower resolution, less
colors mode on the A1200 and F30.

```
|> ------------------------------BENCH2-------------------------------------
|> bench2:
|> move.l $40,d6
|> loop0:
|> move.l $ffffff,d7
|> loop1:
|> movem.l buffer,a1-a6/d0-d5
|> movem.l a1-a6/d0-d5,buffer
|> dbra d7,loop1
|> dbra d6,loop0
|> rts
|> buffer:
|> blk.l 20
|>
|> This is a test of memory-movement.
|>
|> F30 (640x240x256 60 Hz): 48.6 s
|> A1200 (640x240x256 60 Hz): 126.1 s
|> dito with forbid(): 124.2 s
|>
|> Now with words instead of longwords:
|> F30 (640x240x256 60 Hz): 34.3 s
|> A1200 (640x240x256 60 Hz): 68.8 s
|>
|> Results:
|> Loss caused by longwords instead of words: F30 -30%
|> A1200 -45%
|> Overall: The Falcon is 55% faster than the A1200 in this benchmark.
```

Problems that make your benchmark not reliable:

1. Again, benchmark is short. Fits entirely inside the cache (both caches)
of the '030 of the Falcon. Here the effect of non-reliability is even
*more pronnounced* as all the data can fall in the data cache with

no problem, since the buffer DOES NOT CHANGE.
2. Again, no mention if the '020 of the A1200 was on or off
3. You ran *ALL* the benchmarks in at 60Hz, which the bus contention
on the A1200 starts to make a stronger mark. If you had Fast RAm
the results would be damn different.

```
|> ------------------------------BENCH3-----------------------------------
|> bench3:
|> move.l #$40,d6
|> loop0:
|> move.l #$ffffff,d7
|> loop1:
|> move.l buffer,d2
|> add.l #10,d2
|> divu #10,d2
|> move.w buffer,d3
|> or.w d2,d3
|> cmp.w d2,d3
|> move.w d2,buffer
|> move.l d3,d1
|> muls #20,d2
|> movem.l d1-d3,buffer
|> lsl.w #3,d2
|> sub.l d2,d3
|> cmp.w d2,d1
|> bchg #0,d2
|> move.l d2,buffer
|> dbra d7,loop1
|> dbra d6,loop0
|> rts
|> buffer:
|> blk.l 10
|>
|> This is an enhanced version of bench1 (with logical arithmetics, shifts,
|> bit-operations, comparisons etc.).
|>
|> F30 (640x200x4 60 Hz): 38.8 s
|> A1200 (640x200x4 60 Hz): 48,4 s (with forbid())
|> F30 (640x240x256 60 Hz): 42.5 s
|> A1200 (640x240x256 60 Hz): 54.5 s
|>
|> Results:
|> Loss caused by higher resolution: F30 -9%
|> A1200 -11%
|> Overall: The F30 is 22% faster than the A1200 (relativly to A1200).
```

Problems that make your benchmark unreliable:

1. Again, benchmark is too short. Fits entirely inside the instruction cache
and some data is cached on the data cache. Again, a real-life situation
is not so forigiving!

2. Again, no mention if the icache of the '020 in the A1200 was on or off
3. Same comment of running @60Hz with no fast ram.

|>
|>
|> Ok folks, that's all. No comments on this! I'm waiting for the figures of
|> an Amiga 1200 with FastRAM...
|> All figures can be easily checked by yourself!

I did, check my comments. The information you present is not reliable. Did
you see what happened when you turned the Falcon caches off? The machine
ran 75% slower in the first test. If you are telling me that on a real-world
application (Word processor, DTP, Database, etc.) you gain 75% more speed
on a '030, I have a bridge to sell for you.

Look down below and you'll see that I'm using a '030. I have seen that
the best I have obtained on my accelerator is about 20% with an average of 8%<->12%.

|>
|> Ciao, Heiko
|> (zcam1121@rpool9.rus.uni-stuttgart.de)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1716. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 03:50:29 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.035029.46493@rchland.ibm.com>
Source record: 21580

In article <2c90150a@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|>
|> In a message of 09 Sep 93 21:11:15, Stefan Boberg wrote:

[stuff deleted]

|>
|> Anyway, what makes the SNES superiour is the custom graphics chips ... of which
|> the CD32 has NONE ..

Oh God, lie lie lie.... I wonder what Alice and Lisa are...

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1717. Re: F30-A1200 benchmarks! (Falcon really faster?)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 03:56:44 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.035644.34011@rchland.ibm.com>
Source record: 21573

In article <26pv3g$3v5@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <26plhk$uod@info2.rus.uni-stuttgart.de>,
|> Heiko Hartmann <zcam1121@rpool9.rus.uni-stuttgart.de> wrote:
|> >Ok guys, here are the first benchmarks which i have made with my Falcon 030
|> >and an A1200:

[stuff deleted]

|> >
|> >Ciao, Heiko
|> >(zcam1121@rpool9.rus.uni-stuttgart.de)
|>
|>
|> Heiko,
|>
|> I admit I think the benchmarks look solid,
^^^^^^^^^^^^^^^^^^^^^^^^
/ To me, they don't. They are 68xxx instructions though, which
means they must be a program :-)

|> but there are some things
|> that should be probably be done to make it a bit fairer. For example,
|> I'd like to see more results of what happens when the loops exceed the
|> size of the 68030's data/instruction cache.

EXACTLY! :-)

|> Another thing I think should
|> be done (out of fairness) is to run the Falcon benchmarks under MultiTOS
|> if possible to get an idea of how much of a punishment we would take with
|> that.

Yep. So those benchmarks weren't run in a Falcon multitasking environment?
Let's talk about 'objectiveness here' Heiko.

|> Personally, though, I feel vindicated because this proves the Falcon isn't
|> the "dog" some people were saying it was. Although I'm hesitant to say it
|> is 50% faster than the Ami in terms of raw CPU power. :)

Flip, I like you because you are among the few Atarians that are objective.
I would say anyway that watch out with those benchmarks anyway and take them
with salt because the caches are playing a role there that usually they don't.
Like I said on a reply, the caches are doing the machine 75% faster on the first
benchmark (Falcon) which is something that I would wish to be true considering
I have a '030 machine. This is *obviously* not true on a real-application.
If you had a '040 the caches (since they are bigger) start playing a much bigger
role. I think that not even 75% even with the '040 caches...

|>
|> P.S., One last question.. what assemblers were used for the test?
|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1718. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 04:01:29 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.040129.46362@rchland.ibm.com>
Source record: 21571

In article <26q5v3INNcd0@bhars12c.bnr.co.uk>, apski@bhars42a.bnr.co.uk (A.S.C.Pomianowski) writes:
|> In article 83D@news.chalmers.se, d8klojo@dtek.chalmers.se (Johan Klockars) writes:
|> >I haven't checked your figures, but the benchmarks themselves are much more
|> >data cache friendly than any "real" programs. Also, all the programs fits in
|> >the instruction cache which is very good for the Falcon.
|> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|>
|> Am I missing something here? The 68020 and 68030 both have a 256 byte instruction
|> cache so this shouldn't matter. Does the 68EC020 lack the instruction cache?

Yes. The point is that 1) Heiko doesn't mention if he's using the '020 cache
and 2) In a real-world application, the cache will not save the '030

[stuff deleted]

|>
|> Cheers
|>
|> - Andy.

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1719. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 04:04:56 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep12.040456.33878@rchland.ibm.com>
Source record: 21578

In article <26qfhe$83l@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <26q6dfINNjec@flipper.pvv.unit.no>,
|> Eyvind Bernhardsen <eyvind@Lise.Unit.NO> wrote:
|> >
|> >Well, since the entire point is to see how the Falcon is degraded by
|> >its 16-bit memory access, using a cache defeats the purpose of the
|> >benchmarks...
|> >
|>
|>
|> Actually, that may be why Atari chose to go with the 68030 in the Falcon...
|> it had the built-in MMU (needed for MultiTOS/MiNT memory protection, but
|> not a concern on the Amiga), and had a built-in cache that on some cases
|> might make a big difference.... although it the '020 includes a
|> cache, does it not?

True. But the deal is in that on those benchmarks the '30 of the Falcon
benefits *big time* since those benchmarks fit almost entirely in memory,
something that is not true in a real-world application. Same will go
for the '020 in the A1200.

|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1720. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 04:06:14 UTC
From: ggg@kepler.unh.edu
Message-ID: <26u77m$6ao@mozz.unh.edu>
Source record: 21629
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'>brt@kepler.unh.edu (Brian R Turmelle) writes:
'>>The Amiga is sadly lacking in wargames, flight sims, rpg/adventure and
'>>sports. Whats left? The Amiga has action/arcade games. Is that what you
'>>call a wide range?
'>
'> Maybe you aren't looking hard enough. I disagree except for
'>flight simms, but that's to be remedied soon.
^^^

# 1721. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 04:21:13 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <26u83pINNegk@flipper.pvv.unit.no>
Source record: 21630

In article <26u02o$imu@crchh327.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:

[...]

> I believe that the company to first use the term (and perhaps trade mark
> it) TrueColor in fact only was using 14 bits, but the significance was
> the lack of a color palatte. I have no idea what the name of that company
> was (okay, there goes my credibility - this is only hear-say from memory).

Okay, just for perspective, the C64 didn't have a colour pallette either.
Anybody here want to claim the 64's 16 colours to be True Colour?

> RandyH
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1722. Re: Re : Amiga vapor?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 04:34:24 UTC
From: cmedley@wam.umd.edu
Message-ID: <26u8sg$50q@cville-srv.wam.umd.edu>
Source record: 21631

In article <CD82Ex.AL2@festival.ed.ac.uk>,
M Smyth <asm@festival.ed.ac.uk> wrote:
>d3marten@dtek.chalmers.se (M}rten R}nge) writes:
>> Last word : I've heard something about a DSP called 3210 that according to a friend of mine will beat the sh-t out of the 56001,if somebody got some info I would be very happy .
>
>Yes, it's the DSP that C= are supposedly putting on their Zorro III
>board. It should ship with headers for emulating a modem, speech
>recognition, realtime audio effects...
>
>Martin &

The 3210 is the DSP in the *currently shipping* (cough! cough!) Macintosh
Centris 660AV systems. :)

(i've been hearing about the 3210 add-on for the Amiga since before the
Falcon was released... it still hasn't happened.. it may still come out,
but it sure has been a long time...)

## 1723. Amiga vapor?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 09:20:32 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c924e2c@troed.ct.se>
Source record: 21632

In a message of 11 Sep 93 13:25:19, Matthew Neal Koundakjian wrote:

MN> Hey all, here's something to argue about: the supposedly soon to be
MN> released
MN> Amiga 5000. Get this:

That faked text has been around for MONTHS ..

MN> 68060 cpu
MN> two 68040 cpus (yes, three 680x0's!)
MN> maximum resolution of 4096x4096 with 32 million colors on screen
MN> 16bit sound
MN> 8 expansion slots
MN> and, is supposedly capable of running Windows NT and Unix.

Yep. Estimated retail price just below a million bucks.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1724. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 09:20:32 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c924f24@troed.ct.se>
Source record: 21633

In a message of 11 Sep 93 21:10:30, William Fang wrote:

WF> True colour is a Trade Mark. In what way does a falcon not have a
WF> palette?

In the 16 bit mode you don't choose what colours the palette you're using
should have, you just do a "move.w %1010101010101010,(a0)" to display one
pixel, where you have 5 bits red, 6 bits green and 5 bits blue.

In the 2,4,16,256 colour modes you can choose from from 18 bits when doing the
palette though.

WF> Last time I looked it had 16bit high colour, which for certain
WF> applications
WF> is better than 8bit HAM.

Most applications. Maybe not in raytracing and digitizing, but that's a MAYBE
since I've seen a few HAM8 pictures .. strange that I can see the faulty
colours .. no Amiga fanatic seems to be able to do it ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1725. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 11:33:27 UTC
From: hkantola@plootu.Helsinki.FI
Message-ID: <26v1e7$sp0@plootu.Helsinki.FI>
Source record: 21634
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Gregory G Greene (ggg@kepler.unh.edu) wrote:
> The Amiga is sadly lacking in wargames, flight sims, rpg/adventure and
> sports. Whats left? The Amiga has action/arcade games. Is that what you
> call a wide range?

No sport games on Amiga??? As far as I know Amiga has the best football
(or maybe I should say soccer, so that you Americans won't get confused)
games: KickOff 2, Sensible Soccer, GOAL! (aka KickOff 3)!

> Greg Greene
> ggg@kepler.unh.edu
--
---
Heikki Kantola, Computer Linguistics student at the University of Helsinki
E-Mail: heikki.kantola@helsinki.fi IRC: Hezu
---

# 1726. Re: Assembly in a RISC envrionment? (was: Jaguar? Seems...(WAS: Re: CD32))

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 11:53:18 UTC
From: dbolski@netcom.com
Message-ID: <dbolskiCD8p0u.Aun@netcom.com>
Source record: 21635
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCCtu3t.7AK@netcom.com> farren@netcom.com (Mike Farren) writes:
>The implications? Well, except for the stone assembler wizards, C
>is likely to produce as efficient, if not more efficient, code than
>assembler coding with a RISC.

In many cases there is still room for improvement. I.e. the compiler we
use for SGI with best optimization on for R4000 still produces code about
twice as slow as a careful hand assembly. I do it from time to time if I
don't have anything better to do :-)

>Michael J. Farren farren@netcom.com
>Unconnected with Commodore for almost two years, now!

Too bad for us (that is about your signature :-(

Regards,

Dariusz Bolski

# 1727. Re: Re Re : Amiga vapour?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 12:36:11 UTC
From: d3marten@dtek.chalmers.se
Message-ID: <d3marten.747837371@dtek.chalmers.se>
Source record: 21636

>> Last word : I've heard something about a DSP called 3210 that according to a friend of mine will beat the sh-t out of the 56001,if somebody got some info I would be very happy .

>Yes, it's the DSP that C= are supposedly putting on their Zorro III
>board. It should ship with headers for emulating a modem, speech
>recognition, realtime audio effects...

>Martin &

Yep , I have already heard about that and I also know that Apple has that DSP in some Macs but what I ment was that how fast is the 3210 ,is it as flexible as
56001 . And I would like some cycles of usual instructions (if that is possible) i.e. the DSP 56001 (the one in Falcon) can under one instruction-cycle do :
multiply two register ,add the result (or subtract) to an 56-bit accumulator ,round the result and move six bytes. The 56001 also support hardware loops.

Please no speculations like: "3210 can do zillions of billions of instructions /sec". I wan't facts.

Thanks in advance .

Maarten Range / d3maarten@dtek.chalmers.se

# 1728. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 14:05:28 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Sep12.140528.18279@mpifr-bonn.mpg.de>
Source record: 21537

In <26q5v3INNcd0@bhars12c.bnr.co.uk> apski@bhars42a.bnr.co.uk (A.S.C.Pomianowski) writes:
> Am I missing something here? The 68020 and 68030 both have a 256 byte instruction
>cache so this shouldn't matter.

No, but using the cache hides the Falcons memory problems. Real-life programs
_are_ larger than the cache. The benchmarks are tweaked to show 030 advantages
anyway, but again, this has less impact on real-life programs than with these
artifical tests.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1729. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 14:08:25 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Sep12.140825.18342@mpifr-bonn.mpg.de>
Source record: 21538

In <9309110914.AA00536@lis18> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>AFAIK, the 030 has both data and instruction caches but the 020 has
>only an instruction cache. Also, I think the 030s caches are 256
>bytes but the 020s is only 64 bytes????

No, the 020 has a 256 byte instruction cache. It is still a bit inferior to the 030 instruction cache as the 020 can't fetch an instruction from the cache while moving data on the external bus (i.e. no hardware architecture).

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1730. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 14:09:03 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Sep12.140903.18406@mpifr-bonn.mpg.de>
Source record: 21539

In <9309110914.AA00536@lis18> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

*sigh*.. should read Harvard architecture in my last posting.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1731. Re: Re Re : Amiga vapour?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 15:51:49 UTC
From: asm@festival.ed.ac.uk
Message-ID: <CD902D.Gz6@festival.ed.ac.uk>
Source record: 21541

d3marten@dtek.chalmers.se (M}rten R}nge) writes:
> Yep , I have already heard about that and I also know that Apple has that DSP in some Macs but what I ment was that how fast is the 3210 ,is it as flexible as
> 56001 . And I would like some cycles of usual instructions (if that is possible) i.e. the DSP 56001 (the one in Falcon) can under one instruction-cycle do :
> multiply two register ,add the result (or subtract) to an 56-bit accumulator ,round the result and move six bytes. The 56001 also support hardware loops.
>
> Please no speculations like: "3210 can do zillions of billions of instructions
> /sec". I wan't facts.

DSP3210 Overview
----------------

The DSP3210 is a full 32-bit floating point DSP implemented in .9 micron CMOS.
It provides many advantages over fixed point DSPs such as the Motorola 56000.
Some of the main features of the DSP3210 include:

* 32-bit floating point arithmetic.
* 32-bit addressing.
* Large (8k) on-chip, zero wait-state memory.
* Single cycle instructions (for up to 33 Mflops).
* Share bus with Motorola or Intel style CPU.
* Serial I/O with DMA transfer conters for up to 25 Mbits/second transfer:
Serial data transfers occur without processor intervention.
Cycles are stolen when necessary.
DMA control for serial in and serial out.
* Barrel Shifter for bit manipulation in graphics or data encryption.
* Both mu-law and A-law encoding.
* Bit I/O general purpose 8-bit I/O port for control of external hardware.
* Programmable 32-bit timer for interval timing, rate generation, event counting or waveform generation.
* Fully vectored interrupt structure with hardware context save:
Allows very fast interrupt processing, up to 2 million/second.
* Low power CMOS design.

No special programming is required on the DSP3210 to implement floating point algorithms, or to process signals with a much larger dynamic range (in excess of 1500 dB as opposed to < 300 dB for fixed point). The DSP3210 is also designed to share a host memory bus with either a Motorola or Intel style CPU. This greatly reduces system cost by removing the requirement for expensive fast local memory for the DSP. This also removes any practical restrictions on program or data size. A large on-chip cache (8k) combined with software that intelligently utilizes the cache allows the DSP3210 to execute complex signal processing algorithms without expensive local memory. All instructions execute

in a single cycle (four clock periods> 80 ns for a 50 MHz part or 60 ns for a 66 MHz part) and includes all floating point normalization (which is performed automatically). A single instruction may have two floating point operations: a floating point multiplication and a floating point addition. The DSP3210 also supports up to four memory accesses in a single instruction cycle (quad-word transfer). The DSP3210 architecture features seven functional units:

* Control Arithmetic Unit (CAU)
* Data Arithmetic Unit (DAU)
* On-chip memory (RAM0, RAM1, Boot ROM)
* Bus Interface
* Serial I/O (SIO)
* DMA Controller (DMAC)
* Timer/Status Control (TSC)

The Control Arithmetic Unit
---

The CAU is responsible for address calculation, branching control and all 16 and 32-bit integer logic and arithmetic operations. It is a RISC core consisting of a 32-bit Arithmetic Logic Unit (ALU), a 32-bit Program Counter (PC), 22 32-bit general purpose registers (r0-r22) and a 32-bit barrel shifter. This core executes instructions at up to 16.7 million instructions per second. There are special register considerations in the CAU:

r0 hardwired to 0 (always)
r1-r14 DA instruction memory reference (X,Y,Z) pointer registers
r15-r19 DA instruction memory reference (X,Y,Z) increment registers
r20 used by error exception facility to store old pc
r21 stack pointer (sp)
r22 pointer to the exception vector table (evtp)

The CAU provides the following branching and control instructions:

if (COND) goto {N,rB,rB+N} Conditional branch based on flags
if (rM-->=0) goto {N,rB,rB+N} Conditional branch using loop counter
goto {N,rB,rB+N,M,rB+M} Unconditional branch
nop No operation
call {N,rB,rB+N,M}(rM) Call subroutine
return {rM} Return from subroutine
do K,{L,rM} Do next K+1 instruction(s) L+1 or (rM+1)
times. K=0,1,2...127; L=rM=0,1,2...2047
dolock K,{L,rM} Signals interlocked bus transfer
doblock {L,rM} Signals quad-word transfers
ireturn Return from interrupt
sftrst Soft-reset; changes error level to base
level; encoded as spc=(byte)r0
waiti Wait for interrupt; encoded as spc=(long)r0

where: rB = pc, r0-r22
rM = r1-r22
N = 16-bit unsigned integer

M = 24-bit unsigned integer
COND = one of the DSP3210 condition codes (refer to DSP3210 manual)

The Data Arithmetic Unit
---

The DAU consists of a 32-bit floating point multiplier, a 40-bit floating point adder, four 40-bit floating point accumulators (a0-a3), a clip test register (ctr), and a control register (dauc). The multiplier and adder operate in parallel to perform up to 16.7 million computations per second (12.5 million for a 50 MHz part) of the form (a=b+c*d), also known as a multiply-accumulate. The DAU contains a four stage pipeline which is visible to the application programmer. The DAU supports the following floating point formats:

Single precision (32-bit) in both DSP32 and IEEE format
Extended single precision (40-bit) (uses 8 mantissa guard bits)

Single instruction data type conversions are done in the DAU hardware:

DSP32 and IEEE 32-bit floating point
16/32-bit integer
8-bit unsigned
mu-law and A-law

The DAU has a number of special instructions to greatly simplify data type conversions and other common operations:

[Z=] aN = ic(Y) Input conversion mu-law, A-law, 8-bit linear to float.
[Z=] aN = oc(Y) Output conversion float to mu-law, A-law, 8-bit linear.
[Z=] aN = float16(Y) 16-bit integer to float.
[Z=] aN = float32(Y) 32-bit integer to float.
[Z=] aN = int16(Y) Float to 16-bit integer (round or truncate, dauc[4]).
[Z=] aN = int32(Y) Float to 32-bit integer (round or truncate, dauc[4]).
[Z=] aN = round(Y) Round to nearest, float(40) to float(32).
[Z=] aN = ifalt(Y) Condidional assignment/memory write.
[Z=] aN = ifaeq(Y) Conditional assignment/memory write.
[Z=] aN = ifagt(Y) Conditional assignment/memory write.
[Z=] aN = dsp(Y) IEEE to DSP format conversion.
[Z=] aN = ieee(Y) DSP to IEEE format conversion.
[Z=] aN = seed(Y) 32-bit to 32-bit reciprocal seed.

Where [Z=] indicates that condition codes may be set. Note that Y may not be a0-a3 for the dsp() special function.

Addressing Modes
---

DSP3210 assembler language exhibits a syntax very similar to 'C'. The notation conventions are as follows: a0-a3 are the accumulators (DAU), and r0-r22 are the CAU registers. Instructions take the following appearance:

r2 = (long)r1 ; CAU register direct: store the contents of r1 in r2
r1 = (long)*r1 ; store value pointed to by r1 in r2

```
r1 = (long)r1 + 1 ; increment r1 by 1
*r2++ = (long)r1 ; postmodify increment r2 after storing r1 there (in *r2)
r3 = (long)r1 + r2 ; add two numbers in r1, r2: store result in r3
r3 = (long)*r1++r2 ; post modify increment r1 by r2: store the result in r3
a2 = a2 + *r2 * a3 ; use that pipeline!
```

The following table lists the various addressing modes supported by the DSP3210:

| Instruction Type<br>Addressing Mode | CA Data Move Group (CAU Reg) | CA Data Move Group (I/O Reg) | CA Arithmetic/ Logic Group | DA M/A & Special Func |
|---|---|---|---|---|
| Short Immediate | Yes | | | |
| 24-bit Immediate | Yes | | | |
| Memory Indirect | Yes | | | |
| CAU Register Direct | Yes | Yes | Yes | |
| IO Register Direct | Yes | | | |
| DAU Register Direct | Yes | Yes | | |
| Register Indirect | Yes | Yes | Yes | |
| Register Indirect with Postmodification | Yes | Yes | Yes | |

## Latency Issues

The most difficult aspect of programming the DSP3210 is being aware of latency in the instruction pipeline. There are four cases in the DAU when the pipeline affects latency. The cases are:

1. DA Memory Writes. When a DA instruction specifies a write to memory, the value written is not available to be read from that location until four instructions later (a three instruction latency). For example:

```
*r3 = a0 = a0 ; instruction 1
*r3 = a3 = a3 ; instruction 2
. ; instruction 3
. ; instruction 4
a1 = *r3 ; instruction 5
```

The value read in instruction 5 is the value written in instruction 1, not instruction 2. Instructions 3 and 4 are latent instructions for instruction 1 and instructions 3, 4 and 5 are latent for instruction 2.

2. Accumulator as Multiplier Input. When an accumulator is used as an input to the multiplier, its value is established no sooner than three instructions prior to the multiply instruction (a two instruction latency). Note that this also applies to an accumulator using the X field of an instruction of the form:

```
[Z=] aN = [-]Y {+,-}X
```

For example:

```
a0 = a0 + *r1**r2 ; instruction 1
a0 = a0 + a1 ; instruction 2
. ; instruction 3
a2 = a0 * a0 ; instruction 4
a1 = a2 + a0 ; instruction 5
```

The value of a0 used in instruction 4 is calculated in instruction 1. The value of a0 used in instruction 5 is calculated in instruction 4 since there is no latency effect on accumulators used as inputs to the adder.

3. Branching. When a CA Control Group instruction of the form if()goto, call, return, goto is executed, the instruction immediately following is also executed before the branch occurs. This is commonly referred to as a delayed branch. The ireturn instruction is different, and execution of the base-level program resumes in the following instruction cycle. For example:

```
if(eq) goto over ; instruction 1
r1 = 3 ; instruction 2
. ; instruction 3
```

Instruction 2 is executed even if the condition is true and the branch is taken. If this is undesirable, a nop can be placed after the branch instruction, or if possible, the instructions can be rearranged. Because of this latency, a complex situation arises if successive branch instructions are coded in the following manner:

```
goto A ; instruction 1
goto B ; instruction 2

A:
.
B:
.
C:
.
```

The order of execution is instruction 1, instruction 2, A, B. If the instruction at A is not a goto, execution continues from B. If the instruction at A is goto C, the order of execution is instruction 1, instruction 2, A, B, C, and execution continues from C. Successive branch instructions are useful in some applicationss.

4. Conditional Branching on DAU Conditions. A DAU conditional branch or conditional arithmetic/logic instruction is established by the last DA instruction that affects DAU flags no sooner than four instructions prior to the test (a three instruction latency):

```
a0 = a0 + a1 ; instruction 1
a2 = a0 * a2 ; instruction 2
. ; instruction 3
. ; instruction 4
```

```
if(agt) goto next ; instruction 5
. ; instruction 6 (latent instruction)
```

The condition tested in instruction 5 is established by instruction 1, not instruction 2. Because of this latency effect, use the zero-latency ifalt(), ifagt() and ifaeq() functions where possible (see DA Special Instructions). The DA condition tested by these conditional accumulator loads is established by the last DA instruction that affected the DAU flags.

Ref.

"DSP3210 Digital Signal Processor. The Multimedia Solution", Information Manual. AT&T, September 1991 printing.

"VCOS Multimedia Development Kit, Technical Reference". AT&T Release 1.0, March 1992 printing.

DSP3210 Support Software Toolkit Manual, Release 1.3

DSP3210 Support Software Library Manual, Release 1.3

> Thanks in advance .

No Problem.

Martin &

# 1732. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 16:04:15 UTC
From: ggg@kepler.unh.edu
Message-ID: <26vh9v$dk0@mozz.unh.edu>
Source record: 21540
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'>hkantola@plootu.Helsinki.FI (Heikki Kantola) writes:
'>>The Amiga is sadly lacking in wargames, flight sims, rpg/adventure and
'>>sports. Whats left? The Amiga has action/arcade games. Is that what you
'>>call a wide range?
'>
'>No sport games on Amiga??? As far as I know Amiga has the best football
'>(or maybe I should say soccer, so that you Americans won't get confused)
'>games: KickOff 2, Sensible Soccer, GOAL! (aka KickOff 3)!

Soccer? Never heard of it. What the heck is it? :) :)

Greg Greene
ggg@kepler.unh.edu

## 1733. Let me lay the word on Pete.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 16:37:25 UTC
From: cmedley@wam.umd.edu
Message-ID: <26vj85$db5@cville-srv.wam.umd.edu>
Source record: 21542
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep11.101253.16509@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>
>
>Please what is this home market that C= has for it self. Do you think C= is
>doing very well in the U.S. home market? I don't think so. Can you buy an
>Amiga at one of the consumer chains where the Mac Performas and clones are
>found? What is this mythical Amiga home market?
>

First off, Pete, I'm one of the people ranting that this "home market" doesn't
exist. :) So don't preach to the choir, please. :)

>
>
>>
>
>The Falcon died on its own since Atari was unable to mass produce them in
>sufficient quantity. The Tramiel Family is realy pathetic...
>

#1: The Falcon isn't dead. It's still being produced and still selling.
#2: I haven't heard of a shortage... enlighten me and give me sources.
#3: There's nothing that can touch the Falcon for MIDI in its price range.

I am not going to argue that the Falcon is the best general purpose computer
in its price range because i think that is very subjective (because we use
the word "general").

I will argue that for $1300, if you can live without a detachable keyboard
and internal drive bays for SCSI drives and some other minor creature
comforts, i don't see anything (as a musician) that can touch it for power
and still offer solid software.

Remember, that "dinky" 16mhz 030 machine runs Cubase Audio as well as an
'040 Mac.

>
>
>The Mac doom? Shows how out of touch you are...How do I polute this group when
>I speak the truth..

No, you pollute the group when you make generalizations.

I'm tempted to demonstrate an argument for why Apple could be dead within
2-3 years. :)

# 1734. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 17:07:08 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Sep12.170708.1904@seas.gwu.edu>
Source record: 21545
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

ggg@kepler.unh.edu (Gregory G Greene) writes:
>'>p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>'>>Is it games? Well, the PC has more games. Heck, go by a SNES for $89.
>'>
>'>partly, the Amiga has I would say, a wider range of games than most
>'>machines by virtue of its console-like hardware. The PC has more
>'>games but mostly of the sim/ RPG type. The SNES has few good games
>'>of this type, but the Amiga has a wide range of good games of all
>'>types.
>
> The Amiga is sadly lacking in wargames, flight sims, rpg/adventure and
> sports. Whats left? The Amiga has action/arcade games. Is that what you
> call a wide range?

Other than the fact that you are wrong (I've purchased eight role playing
games for my Amiga, for example), many people like action/arcade games more
than other types.

-- Gerald

# 1735. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 17:49:41 UTC
From: ritz@ritz.mordor.com
Message-ID: <9309121215@ritz.mordor.com>
Source record: 21544
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Greg Bennett (gbennett@friendly.es.com) wrote:

: MultiTOS sounds nice, my only complaint is that I can't find software
: locally for the Atari anymore. It seems somewhat pointless to have a
: multitasking envirionment with virtually no software to multitask :)

I think you have very succinctly summed up the situation with the
Falcon/ST with the above statement. You practically have to be
a private investigator to find Atari software so why even consider
buying their hardware?

Hell, Atari claims to have $35 million in cash and they are using
it ALL (per Bob Brodie's comments) to hype their game machine,
the Jaguar. That doesn't bode well for the pidgeons plunking
down their hard earned cash for new Atari boxes...

Chris

--
"Now about the numbers. People like you always complain about the
numbers. Why is the black score so low. The reason - they are more
intelligent!" Rikiya Asano (ra01+@andrew.cmu.edu)

# 1736. Re: Atari vs ... TrueColor Bullshit

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 18:19:36 UTC
From: ehood@convex.com
Message-ID: <1993Sep12.181936.4442@news.eng.convex.com>
Source record: 21543

This True Color argument is getting old. I'm not going to go in a long speech on "What is True Color", but for those who are curious, I recommend in looking Vol 1 of the Xlib Programming Manual by O'Reilly. Read the beginning part on the chapter dealing with color. Since X has to deal with every possible type of display, this is a good source.

--ewh

--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

# 1737. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 22:24:56 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <2707joINN1q0@flipper.pvv.unit.no>
Source record: 21548

In article <2c92dc00@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

> Tell me WHY we should turn off the Falcon's caches, and add FASTRAM to the
> A1200, before we do benchmarks?

Because the REASON the Falcon is considered crippled is its 16-bit bus!
The test *I'd* like to do would compare a 32-bit Falcon with the current
16-bit Falcon, caches off. Too bad there ain't no 32-bit Falcon around.

> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1738. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-12 22:30:28 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <2707u4INN1q0@flipper.pvv.unit.no>
Source record: 21549

In article <2c92dda8@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
> In a message of 12 Sep 93 03:16:26, Eyvind Bernhardsen wrote:

[...]

> EB> I haven't seen anything being blasted away... Sega hasn't gone bust...
> EB> Maybe that's because nobody's even seen the Jag? I'd say you should pick
> EB> your words with more care.
>
> Why should I? Since when became the talk of a machine fully developed and ready
> for sale, not just out in the shops yet, forbidden here?

Talking about it, sure. Fine. Just don't say it's already wiped the board with all the other consoles, when it HASN'T EVEN BEEN RELEASED yet.

> There's no Amiga CD32s in Sweden either as far as the local stores here can
> tell. (And no SegaCDs either!)

Nope, but there are CD32s on sale in other parts of the world, CD32s are currently being produced, people exist who OWN CD32s. None of these are true for the Jag.

[...]

> The above mentioned demo uses the DSP to rotate/scale bitmapped graphics over
> more than half the screen
>
> Hard facts, the A1200 CAN'T DO IT!

Hard facts, the A1200 hasn't even TRIED yet. Again, I ask you; how long have you been programming for the 1200? how do you know what it can/can't do?

> EB> Ooo, scare me some more... I've seen a Falcon, OK machine, nothing
> EB> spectacular, sure as HELL didn't make me regret buying a 1200.
>
> What did you see? (Cool demos, fast crunching, games, music)

Nope. The guy who owned it couldn't get any software for it. Really impressive.

> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1739. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 00:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c92dc00@troed.ct.se>
Source record: 21546

In a message of 12 Sep 93 03:16:22, Eyvind Bernhardsen wrote:

EB> Go back to kindergarten and let the adults figure out which machine is
EB> faster.

Tell me WHY we should turn off the Falcon's caches, and add FASTRAM to the
A1200, before we do benchmarks?

Benchmarks has been run on the BASE configurations, the Falcon was WAY faster
than the A1200. Final.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1740. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 00:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c92dda8@troed.ct.se>
Source record: 21547

In a message of 12 Sep 93 03:16:26, Eyvind Bernhardsen wrote:

EB> You made money Typing/Programming/Exploring/Learning? Programming sure,
EB> typing maybe... You made money learning? Exploring?

Programming. So What? You said none of the above would raise money, well ofcoz programming can raise money! Why argue over that?

EB> I haven't seen anything being blasted away... Sega hasn't gone bust...
EB> Maybe that's because nobody's even seen the Jag? I'd say you should pick
EB> your words with more care.

Why should I? Since when became the talk of a machine fully developed and ready for sale, not just out in the shops yet, forbidden here?

There's no Amiga CD32s in Sweden either as far as the local stores here can tell. (And no SegaCDs either!)

EB> One programmer doth not a platform make. This is a good point, however.

Ofcourse, I never said I would make a platform though ..

EB> What capabilities? What are you talking about?

Look below.

EB> But the Falcon can? Is this the "capabilities" you're referring to above?

EB> > SB> either. The DSP is fast at some things, but unfortunately bitmap
EB> > SB> scaling/warping isn't one of them.
EB> >
EB> > There's a demo out called "Speeder" which does EXACTLY this.
EB>
EB> In that case, the 1200 can do it too. A DSP is not a hardware scaling/
EB> rotation engine. And what was your point about demos above?

PLEEZE .. can't you accept the fact that the DSP can do some SERIOUS fast graphics work ... Do you know what's the real graphics engine in the SNES? The DSP!!! ...

The above mentioned demo uses the DSP to rotate/scale bitmapped graphics over more than half the screen

Hard facts, the A1200 CAN'T DO IT!

EB> Ooo, scare me some more... I've seen a Falcon, OK machine, nothing
EB> spectacular, sure as HELL didn't make me regret buying a 1200.

What did you see? (Cool demos, fast crunching, games, music)

EB> Somehow I doubt that. How would YOU know, anyway? Doesn't seem like you
EB> have much of a clue about anything...

"A DSP is not a hardware scaling/rotation engine." .... Please tell that to
Nintendo, they've succesfully used one in their SNES for quite a long time
doing just this.

I suppose this means YOU know EVERYTHING better than ANYONE.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1741. Re: Yet another Tramiel wrong guess...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 04:41:07 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <270tl3$7nn@cxc1.cl.msu.edu>
Source record: 21550

bjgrier@bnr.ca (Brian Grier Perpk) writes:

>So far in the last thirty days Apple, and now IBM have entered the
>PEN computing arena. And just where is Atari's version? (Atari was the
>second company to DEMONSTRATE a Pen computer) Dead because "there would
>never be enough of a market." I wonder if Apple and IBM wait for Tramiel
>to pronounce something as unprofitable, or not enough market, to make
>sure it really is a good idea?

On the other hand, they were probably right. Just how many pen-based
computers do you think Atari COULD sell??? Were YOU planning to buy
one?
--
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

# 1742. Re: Amiga vapor?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 06:13:08 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep13.061308.43304@rchland.ibm.com>
Source record: 21462

In article <26smtn$n7s@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <eaeg254.747744960@orion.oac.uci.edu>,
|> Matthew Neal Koundakjian <eaeg254@orion.oac.uci.edu> wrote:
|> >Hey all, here's something to argue about: the supposedly soon to be released
|> >Amiga 5000. Get this:
|> >
|> >68060 cpu
|> >two 68040 cpus (yes, three 680x0's!)
|>
|>
|> I think the A5000 rumors have been kicked around to death in Amiga advocacy...
|> It doesn't exist. It won't exist...at least not as descibed above.

Totally true Flip, except that the machine will exist but not with that!

|> I'm sure C= has some R&D people thinking up ideas fo the next generation
|> Amiga... of course, Atari is probably spending some resources on a next
|> generation Falcon. How much resources both are setting aside for that is...
|> well....up in the air. :)

Not exactly. There's a 'AAA' chipset prototype already working.

|> Incidentally, there already is an A5000.. the Archimedes 5000. :)
|>

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1743. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 06:14:23 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep13.061423.28515@rchland.ibm.com>
Source record: 21469
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <26snpv$nc6@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|>
|> I just got a chance to play Mortal Kombat for SNES and I have to say that
|> Atari is really going to need a killer game or two for the Jag in early '94
|> to make it saleable. This game is great.... (and yes, i got mine early :) )
|>
Flip, about Mortal Kombat... does it plays with a good response?
And how are the fatalities? How's the manual? Does it tells you how
to do them?

:-) :-) Sorry for asking SNES questions...

---
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# 1744. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 08:55:53 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep13.085553.39179@rchland.ibm.com>
Source record: 21464

In article <2c91ad70@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 10 Sep 93 19:20:38, Eyvind Bernhardsen wrote:
|>

[stuff deleted]

|>
|> EB> Oh, and I suppose the AGA chipset isn't custom?
|>
|> Can it rotate, stretch, curve ... [fill in the rest yourself] ... ?

It can put two playfields together, do multiple colors with the copper, has sprites (wich move really fast), can stretch with the copper vertically and also curve horizontally. Yes, the AGA is custom...

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
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|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

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---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 1745. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 08:57:02 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep13.085702.9798@rchland.ibm.com>
Source record: 21463

In article <2c91ae1a@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 10 Sep 93 19:21:39, Eyvind Bernhardsen wrote:
|>
|> EB> Well, since the entire point is to see how the Falcon is degraded by
|> EB> its 16-bit memory access, using a cache defeats the purpose of the
|> EB> benchmarks...
|>
|> The entire point is to show the Amiga fanatics that claim the A1200 to be
|> *FASTER* than the Falcon that it's a GAMES MACHINE ..

And if you believe those benchmarks show that, then I have a bridge
to sell you! Are you truly a programmer or what? You are not showing
it by that comment...

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
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|>

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>>> New internet address: raist@vnet.ibm.com <<<<

# 1746. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 09:02:47 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep13.090247.28612@rchland.ibm.com>
Source record: 21465

In article <2c91b110@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 10 Sep 93 21:13:28, Stefan Boberg wrote:
|>

[stuff deleted]

|>
|> SB> Well, I wish you good luck with it then. Chances are it will be a
|> SB> massive
|> SB> disaster for Atari, but it might be successful - who knows? If it's a
|> SB> success we will probably develop stuff for it, too. I don't have anything
|> SB> against Atari per se.
|>
|> A 64-bit console, blasting EVERYTHING on the market (including arcades) away,
|> selling for $199 ..... DISASTER?

That's what people have said about the Lynx.... better by far than
the competition and it has been a DISASTER. I like the Jaguar, but
I recognize that it can FLOP big time.

[stuff deleted]

|> SB> not rotate all the graphics in real-time, but that's not necessary when
|> SB> you
|> SB> have 2MB of graphics RAM. Given the rather simplistic graphics in that
|> SB> game,
|> SB> I'd say it wouldn't be too difficult to pre-calculate all ground textures
|> SB> and then just blast them onto screen with the blitter. I have even seen
|> SB> similar things done on the good old A500.
|>
|> !!! .. Now I know you're WAY OFF ... ofcoz demos can trick you into thinking
|> the machine is better than it is (ever seen an STE demo using tricks?), but
|> there's absolutely NO WAY you can do ANYTHING near FZero on the A1200 .. and
|> DEFINITELY not by pre-clac the graphics!!!

Anything near F-Zero... Hmmmm.. maybe you are exagerating a bit.

[stuff deleted]

|> SB> No. In the LATEST issue. BTW, they didn't exactly declare Commodore
|> SB> dead, either, they simply said that they had had to lay off a number
|> SB> of people - just like IBM and Apple.
|>
|> ...and that C= was on the very edge of bankruptcy a few months ago, and that if
|> the CD32 didn't became the best selling console ever (which it won't be with
|> that lousy hardware) Commodore would DIE ....

But that's something different from saying that C= is dead. How about
ATARI? Atari is on the very verge on brankruptcy too. Even less money
that C= right now ( I think that C= is like 3 times ATARI right now).
True, the Jaguar looks nice, but on the other hand the CD-32 is already
selling in europe and has a lot of software support around it.

The Jaguar, as cool as it is, with no software jumps nowhere.

|> SB> Too bad for him. I know no A1200 owner who isn't pleased with his/her
|> SB> machine. Maybe your friend just had too high expectations? That can
|>
|> Yeah, he's seen my Falcon.

I would preffer a PC at that price.

|> SB> happen with any machine if you have unrealistic expectations. Or maybe
|> SB> he just doesn't know what it's capable of?
|>
|> Ahrm .. he knows ..
|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

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>>> New internet address: raist@vnet.ibm.com <<<<

# 1747. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 09:08:38 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep13.090838.43519@rchland.ibm.com>
Source record: 21461

In article <2c924f24@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 11 Sep 93 21:10:30, William Fang wrote:
|>

[stuff deleted]

|>
|> Most applications. Maybe not in raytracing and digitizing, but that's a MAYBE
|> since I've seen a few HAM8 pictures .. strange that I can see the faulty
|> colours .. no Amiga fanatic seems to be able to do it ...

Well, maybe those weren't Ham8 pictures. Strange.. but people that
I have shown ham8 pictures can't believe the quality, and they are
PC/Mac fanatics...

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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---
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# 1748. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 10:29:46 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDAFtn.5A1@barclays.co.uk>
Source record: 21505

In article <2c92dc00@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

|> In a message of 12 Sep 93 03:16:22, Eyvind Bernhardsen wrote:
|>
|> EB> Go back to kindergarten and let the adults figure out which machine is
|> EB> faster.
|>
|> Tell me WHY we should turn off the Falcon's caches, and add FASTRAM to the
|> A1200, before we do benchmarks?
|>
|> Benchmarks has been run on the BASE configurations, the Falcon was WAY faster
|> than the A1200. Final.

The 1200 costs 299GBP, the Falcon costs 999GBP. OK, you get a HD & 2 extra Mb but for the price difference, the Falcon damned well ought to be faster!

|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +

What is RATSoft? I used to use this name for PD I did on the 8bit Atari many years ago - circa '84.

```
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

# 1749. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 11:42:24 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDAJ6p.5z9@barclays.co.uk>
Source record: 21506
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <9309121215@ritz.mordor.com>, ritz@ritz.mordor.com (Christopher Mauritz) writes:
|> Greg Bennett (gbennett@friendly.es.com) wrote:
|>
|> I think you have very succinctly summed up the situation with the
|> Falcon/ST with the above statement. You practically have to be
|> a private investigator to find Atari software so why even consider
|> buying their hardware?
|>
|> Hell, Atari claims to have $35 million in cash and they are using
|> it ALL (per Bob Brodie's comments) to hype their game machine,
|> the Jaguar. That doesn't bode well for the pidgeons plunking
|> down their hard earned cash for new Atari boxes...
|>
|> Chris
|>
|> --
|> "Now about the numbers. People like you always complain about the
|> numbers. Why is the black score so low. The reason - they are more
|> intelligent!" Rikiya Asano (ra01+@andrew.cmu.edu)
I need to keep re-arranging my HDs (65Mb+380Mb+48Mb) Because I'm so pushed for room and everytime I buy something new it's a squeeze. If you want some software so badly, try getting it mail order.

Currently I'm mainly using Superbase 2, Lattice C, Ghostscript, DevPac, TruePaint, Wordwriter, 1St WordPlus, That's Write, Timeworks DTP, Cixcomm and mounds of PD and utilities as well as hardware like BlowUp030. When I changed from MSTe to falcon, the only thing that would no longer run is VIP Professional.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 1750. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 11:50:51 UTC
From: lykec@westminster.ac.uk
Message-ID: <CDAJLn.6BM@westminster.ac.uk>
Source record: 21552
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <26u3eb$5f4@mozz.unh.edu> ggg@kepler.unh.edu (Gregory G Greene) writes:
>'>p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>'>>Is it games? Well, the PC has more games. Heck, go by a SNES for $89.
>'>
>'>partly, the Amiga has I would say, a wider range of games than most
>'>machines by virtue of its console-like hardware. The PC has more
>'>games but mostly of the sim/ RPG type. The SNES has few good games
>'>of this type, but the Amiga has a wide range of good games of all
>'>types.
>
> The Amiga is sadly lacking in wargames, flight sims, rpg/adventure and
> sports. Whats left? The Amiga has action/arcade games. Is that what you
> call a wide range?
>
> Greg Greene
> ggg@kepler.unh.edu

flight sims:

FA18 inteceptor
F19 stealth bomber
F29 retaliator
F16 Combat pilot ( I think it was called this )
Falcon
Falcon mission disks
Flight of the Intruder
Their finest hour
Battle of Britain ( I think it was called this)
Flight Sim. II
Birds of Prey ( fly 40 aircraft in this one )
Fighter Bomber
F117 A ( comming soon)
Gunship
Gunship 2000

You want more flight sims ?????

RPG/adventure

captive
Knightmare
Dungeon Master
Chaos Strikes Back

Eye of the beholder
Eye of the beholder II
Dungeon master II ( comming soon )
Abandoned places
Abandoned places
Dungeons of avalon
laser squad
lords of chaos
Hunter
Mercenary
Mercenary: second city
Damacles
loom
Zak McKraken
Indy III
Indy + atlantis
Monkey Island
Monkey Island II
Maniac Mansion
All those infocom + level 9 adventures
legend of kryanda
Enchantra
Lure of the temptress

+ a whole lot more besides

Wargames

Battle Isle
Battle Isle '93
Dueteros
( Im not into these sort of games but my friend has a few )

Sports

Cal.games
The sports pack
Kick off
Kick off 2
Extra time
Kick off data Disk
Sensible soccer
Sensible soccer '93
John maddens football
Tip off
Wayne Gretzkys ( sorry about spelling) hockey
Goal
Striker

Come on there are plenty of the sort of games you said arnt on the Amiga

# 1751. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 13:36:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.SCeP_0OML5k@semprini.tdkcs.waterloo.on.ca>
Source record: 21449
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

In <1993Sep10.155708.13685@btree.uucp>, George Crissman writes:
> Probably true -- Atari is still rebuilding their dealer network.

I don't think you could call it a network.

> The Mandelbrot demo is considered to be the best indicator of overall
> system performance. Nobody would pretend it's a "real world" application.

What?!? Are you serious?!? The Mandlebrot demo shows that yes, you can use the DSP to get something done fast. That's about it. You can't use the DSP for desktop publishing, compiling your programs, or even raytracing (unless someone goes and translates thousands of lines of C into millions of lines of 56k assembler).

> >Who uses DOS?
>
> Floppies and Hard Drives are "extras" on MS-DOS systems. The basic
> input/output system (BIOS) in the ROM doesn't deal with them in
> sufficient detail to make the operation easy or straightforward. That's
> why you need a Disc Operating System (DOS). If you're using a disc,
> you're using DOS.

Funny, I use a disk, and I don't have DOS on my system at work. I know better; I use OS/2. I don't have DOS on my system at home, either; it's running TOS.

Sure, TOS has disk-access calls, but it's certainly not running DOS (be it MS-DOS, PC-DOS, DR-DOS or whatever).

> It always takes some time for the software to catch up with new
> hardware. When the original IBM-PC was introduced, there was a
> very small list of applications that would run on it because it
> wasn't an Industry Standard CP/M computer. A quick, quiet death
> was predicted for the Non-Standard Hardware and Software.

Does that mean if I wait long enough, a nice, easy to use ray tracer will appear? Or POV-Ray will be translated into DSP assembler?

> Here we are years later, and most people don't even know what CP/M
> stands for. And we're going through the same development cycle
> again.

Unfortunately, there is no easy way to develop for the Falcon and get any speed out of the machine. The DSP has to be programmed in assembler, and most developers use C and/or C++.

> The Winter 1992 issue of the International TOS Software Catalog
> ($12.00 from your local Atari dealer, or direct from Atari) is
> an inch-thick compendium of ST/Falcon software. Outside of the
> USA, it's about 2.5 cm thick. :-)

I'll bet you that 99.9% of that "Falcon" software is
"Falcon-compatible", not "Falcon-specific". I can think of, hmm, let's
see... GEM-View can use the DSP to load JPEGs real fast; can't think of
any other useful programs (ie, not demos) that actually take advantage
of the Falcon's DSP. And looking at pictures is only handy for so long...

> Good software takes time. And Atari, having been stung by
> "Vapor" announcements in the past, doesn't announce things until
> they're done. We could speculate on '040s or '602s, but it would
> only be speculation.

At least six months before the 'official' Falcon030 announcement, we had
detailed spec sheets (and accompanying flame wars) floating around on
c.s.a.st; it took another six months for it to actually appear.

Now, if a Falcon040 spec sheet appeared today, it'd be Sept.94 before
they actually appeared for sale. Wow, that sure is something to look
forward to.

Atari has failed completely as a computer company; it's obvious that
their attention is on the Jaguar now. The ~50 million they had in
reserve for pushing the Falcon (which is what they told us when the
'official' release aired on GEnie) is now ~30 million, and to be used
for pushing the Jaguar. At least the Jaguar push might actually happen.

> Lessee ... the '486 @ 66 Mhz system ran the benchmark in 6 seconds,
> the Falcon ran it in 4 seconds. Do you really consider these systems
> to be consoles? If you do, you must desire something so advanced
> that it's not available on the consumer market, not just a mere....

No I don't. My point was that Atari seems to be only able to
build/market one machine at a time, instead of say, two (the Falcon and
Jaguar).

I can compile code on my ST that you couldn't compile on a '486/66
_at_all_; does that make it a better machine? Certainly not. There
isn't anything else the Falcon can do faster than a '486 of any speed,
except (possibly) load JPEG images and play MPEG animation (though if
you're using a real OS, '486s can do some wickedly good multimedia
stuff).

> I had 10K of "C" source code that compiled to about 5K on the Atari ST,
> but ballooned up to 19K on an MS-DOS machine. Sure, features add space,
> but the inefficiency of the clones adds unnecessary space.

Don't use DOS. All the code I compile on my ST is the same size
compiled for OS/2. Actually, the C++ code I compile on my ST is about
70k larger than the same code compiled on my '386 at work.

> As an evolutionary development, yeah. And when I get my Falcon, I'll
> be running Multitos.

Your Falcon will be running at the speed of an ST then; MultiTOS seems
to cut the speed of the machine in half (at least that's how it worked
on my ST... don't expect the fabled DSP to help you multitask).

> When I see speed decreases, it's usually when comparing my machine
> at home with my machine at work. It's pretty much a standing joke
> around here that I can be seen tapping my MS-DOS box on the side,
> saying "C'mon, c'mon, I've got an Atari at home faster than you are."

I guess you don't do anything that requires real computing horsepower;
even when I'm behaving, and only writing documentation or online help,
the 386 is running rings around my ST for churning out the desired
result. Word for DOS is certainly faster than PageStream on my ST.

> According to the Atari Annual Report, Atari considers itself to be in
> both the video game and computer markets. They put a lot of work into
> the Falcon, now they're putting a lot of work into the Jaguar (and
> using it with the Lynx, as well!).

And pretty much abandoning all the work they've put into the Falcon...
and the Falcon040.
--
------------------==========================================------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

# 1752. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 14:02:54 UTC
From: gerrymon@eng.umd.edu
Message-ID: <271uieINN3pj@mojo.eng.umd.edu>
Source record: 21554

In article <2707joINN1q0@flipper.pvv.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>
>Because the REASON the Falcon is considered crippled is its 16-bit bus!
>The test *I'd* like to do would compare a 32-bit Falcon with the current
>16-bit Falcon, caches off. Too bad there ain't no 32-bit Falcon around.
>

You're missing the entire point. No one would run a Falcon with the cache OFF. If the cache can "hide" the performance bottleneck of a 16-bit memory interface, then why should it be considered a "crippled" architecture?

The real test of an architecture is how well it performs in a real environment. Not in artificial benchmarks designed to show it at its worst (or best).

Cache are designed to make a slower memory system perform like a faster memory system but at a lower cost. I think it's silly to try to judge an architecture by trying to "remove" the benefits of some of it's features (like a cache).

For example, let's suppose we are trying to design two computer systems.

1) Computer A uses a 66Mhz cpu with no cache. But we use very fast (and expensive) memory to keep up with the cpu.

2) Computer B uses a 66Mhz cpu with a 128K cache. The cache has a very high hit rate. This allows us to use much slower (and cheaper) memory to give basically the same performance on many real applications as Computer A.

The main point to note is that Computer A is going to be much more expensive than Computer B. But Computer B offers approximately the same performance. Which is the better computer? From a consumer's standpoint, Computer B is better.

Are you going to say that Computer B is "crippled"? And that we should only compare Computer A and Computer B by first turning off the cache? But the cache is one of the key architectural features of Computer B! Turning it off doesn't make sense to me.

In the same way, turning off the Falcon's cache to compare it with another computer doesn't make sense. The cache is a key part of its architecture.

--Gerry

# 1753. Re: Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 14:17:09 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <271vd5INNgqs@flipper.pvv.unit.no>
Source record: 21553

In article <141980001@hpldsla.sid.hp.com>, anash@hpldsla.sid.hp.com (Adam Nash) writes:

[...]

> I've never HEARD of the CD32, but you know what? It DOESN'T compare
> at all, from the descriptions I've weeded out from the garbage you've
> all been spouting. The Jaguar has 32-bit color (read 24-bit w/ 8-bit
> alpha channel), unlimited sprite size (w/ in screen resolution) and
> excellent networking expansion possibilities. It's performance, worst case,
> is like the 3DO's for 1/4 the price, 1/2 the price if you get the CD add-on.

Nope. The Jaguar's performance is currently at absolute zero. Call me when
I can buy one. The CD32, on the other hand, is OUT. I coould get one TODAY.

> The 68000 is an AUXILLIARY controller. That's it. This is GRAPHICs hardware,
> where the "co"processors are really doing the work, while the 68000 is not
> a CPU, but a general-purpose aid, for simple tasks that might be less of a
> priority than other things.

Well, Atari were the ones to call it a CPU. What can I say, you must
OBVIOUSLY know more than Atari. Or maybe you're God.

> -Adam
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1754. Re: Cars! Re: The Complete Jaguar Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 14:17:35 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Sep13.141735.8158@seas.gwu.edu>
Source record: 21563
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>Gerald G. Washington (gerald@seas.gwu.edu) wrote:
>: int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>
>: >the latter case). Or saying that we have a rotary powered engine in
>: >the Jag, just like the LeMans winning Mazdas, except it powers the
>: >air-conditioner and we have a 4 cylinder engine to power the car...
>:
>: Ah, finally a topic of interest. You know, I think the RX7 is nice and
>: all, but it is just too small for my taste. It gets excellent performance
>: with only 255 hp, but that's to be expected in such a small size. Similarly,
>: a Porsche 911 Turbo will beat just about any other street car, but it is so
>: much smaller than, say, a Viper. I'm not saying I wouldn't want the Porsche,
>: but I'd take something like the 320 hp, 94 Stealth R/T Turbo over the Rx7.
>
>I'm suprised that Mazda don't make the quad-rotor engines more widely
>available. They're not much bigger than the Turbo rotaries that they
>use now and can be retro-fitted to the older 13b Rx7's (though, not
>exactly 100% street legal over here in Australia, having <> 400 hp
>engine in a street car).

I suppose the cost of the engine may be a factor. In the U.S., though, lots of people like the rumbling sound of the high-cylinder engines. May next car may well be an 8-cylinder Z28. They finally gave that car a style that I don't hate. The only way to go from there is to the 10-cylinder Viper. B^)

-- Gerald

# 1755. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 15:14:09 UTC
From: apski@bhars42a.bnr.co.uk
Message-ID: <2722o1INNbbd@bhars12c.bnr.co.uk>
Source record: 21555

In article 18279@mpifr-bonn.mpg.de, mlelstv@speckled.mpifr-bonn.mpg.de (Michael van Elst) writes:
>In <26q5v3INNcd0@bhars12c.bnr.co.uk> apski@bhars42a.bnr.co.uk (A.S.C.Pomianowski) writes:
>> Am I missing something here? The 68020 and 68030 both have a 256 byte instruction
>>cache so this shouldn't matter.
>No, but using the cache hides the Falcons memory problems. Real-life programs
>_are_ larger than the cache. The benchmarks are tweaked to show 030 advantages
>anyway, but again, this has less impact on real-life programs than with these
>artifical tests.

Using the data cache might give the Falcon an advantage over the A1200, and I agree that the benchmarks should be written so that the Falcon has to look outside the data cache so that we can see how its 'real life' memory access fares (it is easy enough to disable the data cache anyway, and then run the benchmark). I _don't_ think that using the instruction cache 'favours' the Falcon (any more than it should) over the A1200 - since most 68000 instructions are of word (16 bit) length anyway, I wouldn't expect the Falcon to be crippled by its bus for instruction fetches for the majority of instructions. Turn the 030 and 020 instruction caches off before running the benchmarks if you really want to check out the worst case 100 percent cache miss scenario.

How else were the benchmarks tailored to show 030 advantages? (No flame - I'm just interested.)

>Michael van Elst

- Andy.

# 1756. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 15:19:22 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep13.151922.27794@btree.uucp>
Source record: 21556
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <26r04d$m5h@c3po.jvnc.net> bill@main.morris.org writes:
>In article <1993Sep10.214505.29856@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
>
>>MultiTOS requires *lots* less: 10 Megabytes of disc and 4 Megabytes
> ^^^^^^^^^^^^^^^^^^^
> Wonder where he got this number from?

I called my local Atari dealer. He gave me a Scientific Wild Assumed Guesstimate (SWAG) of the space consumed by MultiTOS. I thought I'd mentioned my source....

> In my MultiTOS folder
>there are 11 items, at under 405k. Say an even 500k for whats in
>the AUTO?
> Now, this is straight out of the box from Atari. There is just
>one distribution disk for MTOS...
> On my 84mb (standard) drive, I have 66mb free - thats after
>installing all the distribution disks: the language disk, extra
>programs, MTOS, Works, SpeedoGDOS, a non-Atari looking disk labled
>'Falcon software' (including AFM, D2D, etc).
> Also installed is the ScreenBlaster software, plus a few
>other choice programs.
> All this, and its taking up less than 20mb.

My guess is that he included the space taken by the language disc, MTOS, and SpeedoGDOS in his estimate only, since the other programs can be considered applications and not operating system programs. ...And I'll bet he guessed higher rather than lower, just so the Atari would look even better on closer examination.

>>of RAM (according to my local Atari dealer), and that's allowing for
>>a "lot" of RAM to run a "lot" of applications. BTW -- the dealer points
>>out that MultiTOS does true multitasking, in that all applications get
>>a share of processor time. Apparently, Microsoft Windows doesn't have
>>this feature.
>
> RAM is a problem on MTOS, as any multitasking system. 4mb
>is just NOT enough... After booting MTOS, I have about 500k left
>of usable RAM!

Yeow! That's good to know, it'll help when I'm specifying my Falcon system.

Thanks for your knowledgable posting!

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* *********************************************************************
* Brooktree manufactures integrated circuits for video applications and *
* Automated Testing Equipment (ATE). Available from distributors/direct.*
*************************************************************************
--
```

# 1757. Re: Re Re : Amiga vapour?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 15:46:08 UTC
From: mcookson@flute.aix.calpoly.edu
Message-ID: <1993Sep13.154608.196946@zeus.aix.calpoly.edu>
Source record: 21557

In article <d3marten.747837371@dtek.chalmers.se>,
M}rten R}nge <d3marten@dtek.chalmers.se> wrote:
>Yep , I have already heard about that and I also know that Apple has that DSP in some Macs but what I ment was that how fast is the 3210 ,is it as flexible as
>56001 . And I would like some cycles of usual instructions (if that is possible) i.e. the DSP 56001 (the one in Falcon) can under one instruction-cycle do :
>multiply two register ,add the result (or subtract) to an 56-bit accumulator ,round the result and move six bytes. The 56001 also support hardware loops.

Well, I dont have solid facts as you may want. But, to give you an example. FOUR years ago at Mac World Motorolla gave away thousands of manuals for the 56001. I have about 14 different 56001 manuals and applications notes.

The AT&T chip is much newer and a fair amount more powerful.

But, even so, the 56001 has a pretty solid base and was a good choice. It is relatively easy to develop for because of the time it has had to mature. The AT&T DSP does not have as many solid development packages.

But, yes, the AT&T is deffinately more powerful. Maybe someone else can give you some numeric facts.

- mike

# 1758. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 15:46:11 UTC
From: uf341ea@sun3.LRZ-Muenchen.DE
Message-ID: <uf341ea.747935171@sun3>
Source record: 21561
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

> The A1200 is targetted at the home market as an Ideal cheap intro
>for learners, and a cheap upgrade for A500 owners (A strategy
>working well). Its inherently a `cheap` machine. Apple are selling
>more upmarket models and have _had_ to slash the price to compete
>with PCs resulting in unprofitability.

Hi!

I think that's exactly the point, the price. In .de (and I've heard we've
cheap prices in comparison to other countries) a A 1200 is 700.- DM. With
a HD, you've to pay 500.- DM more, makes 1200.- DM or 750 $.
With monitor you're pretty close the price of a 386/40 with monitor.
So what? The amiga is simply too expensive. Half the price would be OK.

adios, Kajetan

# 1759. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 15:56:54 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep13.155654.3865@btree.uucp>
Source record: 21562
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

We haven't moved to *.advocacy because it's not available to BobR
(if I remember right....)

In article <90237@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>A minimum installation of OS/2 requires 20 Megabytes of disk storage.

We aren't discussing minimum installations. We're discussing
complete installations. (That's like the difference between a merely
"decent" '486 and a '486 that is able to give Falcon-like performance,
a discussion that's already been discussed over in *.advocacy :-)

>MultiTOS takes a LOT less space because MultiTOS *does* a LOT less.

Since I haven't used MultiTOS yet, I can't reply to this comment.

>Windows does true pre-emptive multitasking... that dealer should read
>a few magazine articles.

My dealer _also_ sells MS-DOS machines, and invests the time to
stay knowledgable on the technical details of both systems.

>ALL computers require a disk operating system. TOS includes it in ROM,
>the PC loads it from disk. If you're using a disk, you're using a disk
>operating system, true, but on a PC it's not necessarially MS-DOS. (You
>have a choice).

True, there is a standard operating system that ships with *every*
Atari. It's also true that you can get alternate operating systems
(OS-9 springs to mind) that will run on the Atari. I see discussions
of alternate file systems on other threads in this and other Atari
groups, so I can assume there are a few more....

>Atari has been "rebuilding" its dealer network for the past seven years.

Persistant, aren't they?

>It's worse today than it's ever been.

At the San Diego Computer Fair this last weekend, Atari had a booth
showing the Falcon to an estimated crowd of 20,000+ attendees. They
had a musician in the booth composing an upbeat melody by randomly
selecting passersby (kids age 12 and under seemed the bravest and most-
willing) to add tracks to it. (I think they were using SMPTEtrack as
the software package to drive the system, but I'm not certain.)

The demo was so impressive and so well received that the area around the
booth was jammed by people who were standing & watching/listening, and the

Falcon flyers vanished into eager hands. The local dealer had to bring
more flyers from his shop to replenish their supply. This sort of
interest was not evident at the Microsoft booth or at the OS/2 booth.

Based on this, Atari is:
A) Actively marketing to the end user,
B) Actively supporting their existing dealers, and
C) Being actively supported by their existing dealers.

With this kind of support, there will be more dealers in the future.

>The Jaguar was brought up because Atari has virtually abandoned the Falcon
>already, putting (according to Bob Brodie, just to satisfy Warwick's
>curiosity) all its resources ($35 million, down from the $50 million
>they said they had to launch the Falcon) toward launching the Jaguar.

It that were true, they wouldn't have been at the San Diego Computer
Fair, actively demonstrating only the Falcon!

-- George Crissman

**********************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************
* Brooktree manufactures integrated circuits for video applications and *
* Automated Testing Equipment (ATE). Available from distributors/direct.*
**********************************************************************
--

# 1760. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 16:01:04 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2725g0$rrd@snlsu1.london.sinet.slb.com>
Source record: 21564
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <26r04d$m5h@c3po.jvnc.net> bill@main.morris.org writes:
>In article <1993Sep10.214505.29856@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
> Now, this is straight out of the box from Atari. There is just
>one distribution disk for MTOS...
> On my 84mb (standard) drive, I have 66mb free - thats after
>installing all the distribution disks: the language disk, extra
>programs, MTOS, Works, SpeedoGDOS, a non-Atari looking disk labled
>'Falcon software' (including AFM, D2D, etc).
> Also installed is the ScreenBlaster software, plus a few
>other choice programs.
> All this, and its taking up less than 20mb.
>
> RAM is a problem on MTOS, as any multitasking system. 4mb
>is just NOT enough... After booting MTOS, I have about 500k left
>of usable RAM!

Ouch! After I've loaded MultiTOS (i.e. MiNT, new AES, new Desktop) I have about 500K left on my 2MB machine. Where has all your memory gone?!

Does SpeedoGDOS take the other 2MB?

>Billy D'Augustine VAX/VMS system admin
>bill@main.morris.org Morris County Info Systems

| Mathew Lodge | "There's nothing intellectual about |
| lodge@ferndown.ate.slb.com | wandering round Italy in a big shirt trying |
| Schlumberger Technologies, | to get laid" |
| ATE division, Ferndown, UK | -- Blackadder on Byron, Shelley, et al. |

# 1761. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 17:29:23 UTC
From: glens@natinst.com
Message-ID: <272alj$jja@falcon.natinst.com>
Source record: 21565
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <26snpv$nc6@cville-srv.wam.umd.edu>,
'Flip' <cmedley@wam.umd.edu> wrote:
>
>I just got a chance to play Mortal Kombat for SNES and I have to say that
>Atari is really going to need a killer game or two for the Jag in early '94
>to make it saleable. This game is great.... (and yes, i got mine early :) )
>
>

Well, I haven't tried the SNES Mortal Kombat yet but I did rent a
Genesis and Mortal Kombat over the weekend (I got it early too). I was
generally disappointed with it but I might have been expecting too much
as I am an avid Mortal Kombat fan from the arcades. Here's a few things
wrong with the Genesis one:

It just does not capture the feel/timing of the stand-up. This
could partly be because of the Genesis controller that I was stuck
with, see below.

Very jerky animation (must be missing several frames of animation)

Hard to control (this one could be the fault of the standard
Genesis crappy controller, it seemed that I could hardly ever get the
straight directions up, down, left, right when I needed them; I would
end up with a diagonal instead) Although I thought they did a good job
with remapping the 5 buttons of the arcade to the 4 buttons of the
Genesis. I have yet to get Kano's fatality to work (I got all the others)

Almost none of the samples are there other than Scorpion's
'Get over here'. Everything else gets a generic grunt or something
substituted in its place. I really miss Lui Kang's thrust-kick scream
and Raiden's torpedo scream.

The images used for the fighters facing left are just mirror
images of the fighters facing right instead of actually seeing the
other side of the fighter (this trick is not used in any of the
stand-up fighting games).

After each game I have to wait for several minutes to get to
play again if I don't continue (I think it is kinda wrong of them to
let you press start to get past the 'Midway' logo yet you have to sit
through 'Sega', 'Arena', and 'Probe' for a long time, did I forget one?)

This is not necessarily a bad thing but I was getting Reptile
appearances out the ying-yang and have never seen him at the arcade
(still haven't fought him yet on either Genesis or arcade)

In closing I will just say that this is no substitute for the
arcade version. I will rent a SNES and its version soon to see how
it compares to the Genesis and arcade, until then ....

---
"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com
---

# 1762. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 18:00:42 UTC
From: ting@tartarus.uwa.edu.au
Message-ID: <272cga$p2@uniwa.uwa.edu.au>
Source record: 21489
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

morton@wam.umd.edu (Rob Morton) writes:

>PageStream, and Deluxe Paint. Also make sure that I can get all 3 programs
>for less than $400. Sure if I get a Mac I can copy all of these from work,
>and many home users get their computer for this reason, but some of us like
>to buy the programs.

You should really try out ClarisWorks 2.0, its cheap (about $165 Australian, or, with Aus $1 ~ US $0.66, about $110 US), not a RAM hog, does pretty much of everything, and extremely well integrated - as opposed to MS Works' different program for WP, Spreadsheet, Paint, Draw, Comms etc since you have access to all of your tools, all of the time, so allowing it to be a rudimentary DTP (you can link, move, edit .. etc the text boxes in the regylar DTP way).

In addition, ClarisWorks 2 gives you simple presentation facilities, brilliant gradients with adjustable shape, sources, and number or transition colours, and a small smattering of painting effects like smoothing etc.

If $110 US is too expensive and you really don't need the database, spreadsheet, graphing, and comms bits of ClarisWorks, you can try out
(a) Publish It Easy 3.0 ~ US $109 - a full featured DTP program,
(b) Colour It! 2.0 ~ US $129 (I think this is the low end paint program which has that nifty "transmogrify" tool which warps colours a la Calvin and Hobbes :) ) - either this or some of the simmilarly priced paint programs like Colour Mac Cheese etc...,
(c) Fractal Design's Sketcher ~ US $94 - only grey scale but the effects which it can accomplish is amazing (The 32bit colour version of this is expensive at US $235 .. ouch), and
(d) SuperPaint 3.0 for about US $99.

So, you might not like the Mac but don't misrepresent the many good software houses which publish software for it - doing so for a reasonable cost to the user. Indeed, many of the "high-end" packages such as Canvas 3.0.6 etc. can be had for about US $260 .. expensive, but for what it does, I think it is a resonable cost.

In addition, many people have the preception that Mac games are unimpressive - however, a quick look at the Pathways Into Darkness demo that is hanging about the popular ftp archives reveal a Wolf 3D type game which plays well and whose screen can be resized to the maximum size of your screen (typically 640x480) seemingly without simply increasing the size of the graphic's pixels.

TC.

# 1763. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 18:01:28 UTC
From: nyberg@ctron.com
Message-ID: <272choINNdr6@ctron-news.ctron.com>
Source record: 21508
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
/In article <farrenCCtuFz.7pI@netcom.com>, farren@netcom.com (Mike Farren) writes:
/|> nyberg@ctron.com (Jason W. Nyberg) writes:
/|>
/|> >Back the truck up! Read the statement again, _slowly_ this time. Read it
/|> >like this: Except that the CD32 IS an A500 [but] with [a decent graphics
/|> >processor (or two)... AND a 32-bit CPU.]
/|>
/|> >Feel a little foolish?
/|>
/|> Not as foolish as you should - the CD32 is based on the A1200, not the A500.
/
/ Jason, what's up with you? I can't believe this is still on. The CD-32 is based
/on the AGA chipset and the 68020, it is an A1200 inside of it. The 'it's like
/an A500 with improved graphics and a 32-bit CPU was said like an analogy.

Next time I have to remember to put quotes around my quotes...

Keep reading, you'll understand in a few articles. :)

--
These are the thoughts and words of Jason Nyberg (nyberg@ctron.com)
\ /
_______/O___/____ In aerodynamics we trust!
__//_/

# 1764. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 19:19:50 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Sep13.191950.1813@news.uit.no>
Source record: 21490

In article <271uieINN3pj@mojo.eng.umd.edu> gerrymon@eng.umd.edu (Gerry Mon) writes:
>You're missing the entire point. No one would run a Falcon with the
>cache OFF.

Of course not, but the point is that the benchmark should not fit in the data
cache if you wish to measure memory speed. Most real-world data does not fit
too well in the cache. Code often fits somewhat better.

>--Gerry

--
|/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
|// Box 218, 9001 Tromsoe, Norway | Remember to :-) when needed \\|
|/ The worlds northernmost university | Life is worth living. \|
#Disclaimer: This university does not speak for me.

# 1765. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 19:32:39 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Sep13.193239.29209@seas.gwu.edu>
Source record: 21495
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

ting@tartarus.uwa.edu.au (Tee Chuan Ng) writes:
>In addition, many people have the preception that Mac games are
>unimpressive - however, a quick look at the Pathways Into Darkness demo
>that is hanging about the popular ftp archives reveal a Wolf 3D type
>game which plays well and whose screen can be resized to the maximum
>size of your screen (typically 640x480) seemingly without simply
>increasing the size of the graphic's pixels.

To those thinking Mac games are unimpressive, you are generally correct. I just loaded Pathways Into Darkness on my Quadra to check out its full-screen capability. This is one of the few excellent Mac games, but not at full-screen on a 20" monitor. Pixels are huge, and the speed is unbearably slow on a 33MHz 040. Overall, though, it is a excellent game. Spectre Supreme is another good one (like the clone version), but it just uses vector graphics.

-- Gerald

# 1766. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 19:41:06 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep13.194106.16053@mpifr-bonn.mpg.de>
Source record: 21491
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <26fe2t$rtb@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>Yes, try it! But please remember that there are still some difficulties:
>- The Falcon definitly HAS a DSP - what evidence do you get from a benchmark
> which does not use this chip?

You have an estimate on what the machine can do for conventional programs.
Not all programs can use a DSP and not all programs that can use a DSP will
use it.

>- Don't test only memory-movements! The perfomance of a system does not only
> depend on this (i would estimate that moves cost less than 20% of the time).

No, moves are quite essential. Not the MOVE instruction itself, but mainly
opcode fetches depend on memory performance.

>- I suggest to test the SAME assembler code on both platforms to get a
> comparison of the basic system (without custom chips). This code must be
> extensive - to be honest: i don't want to write it :)

Not necessarily the same. For a 32bit memory system you want your data
32bit aligned. This has no importance on a 16bit memory system, so when
using nonaligned data you can bias the results.

>- How likely is it, that the Instruction cache is not used? I expect that the
> benchmark will not try to bypass this cache :)

It depends on what you want to show with the benchmark. If you want to
_measure_ details you probably have to disable the caches for some tests.
If you want to show general performance then you should use the caches
to whatever the system thinks is 'standard'.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1767. Re: Can't we all just get along? :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 19:44:37 UTC
From: klassa@aurs01.UUCP
Message-ID: <66383@aurs01.UUCP>
Source record: 21496

Ricardo:

Did you _really_ need to send 20+ messages, all with lots of quotes &
almost no real content, to the whole world? C'mon. 20 messages?!

Go figure...

--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // klassa@aur.alcatel.com \ /\ & \/ \
------------------------------------------------------------- \/ \/ \

# 1768. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 19:57:04 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep13.195704.16323@mpifr-bonn.mpg.de>
Source record: 21492

In <2c92dc00@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>Benchmarks has been run on the BASE configurations, the Falcon was WAY faster
>than the A1200. Final.

The benchmarks were biased towards 030, display modes were chosen that make
the Falcon look good and much information about the setup was missing.
Real-world applications will be a complete different thing, so will be
neutral benchmarks.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1769. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 20:01:01 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep13.200101.16481@mpifr-bonn.mpg.de>
Source record: 21493

In <271uieINN3pj@mojo.eng.umd.edu> gerrymon@eng.umd.edu (Gerry Mon) writes:
>You're missing the entire point. No one would run a Falcon with the
>cache OFF. If the cache can "hide" the performance bottleneck of a
>16-bit memory interface, then why should it be considered a "crippled"
>architecture?

The cache can hide the performance bottleneck. But how good is that ?
For the benchmarks the cache made _any_ memory bottleneck invisible
(and that was the purpose of the 'benchmark').

>The real test of an architecture is how well it performs in a real
>environment. Not in artificial benchmarks designed to show it at its
>worst (or best).

Exactly :)

>Cache are designed to make a slower memory system perform like a
>faster memory system but at a lower cost. I think it's silly to try
>to judge an architecture by trying to "remove" the benefits of some of
>it's features (like a cache).

But still you have to 'simulate' a 'real environment' with your benchmarks.

>2) Computer B uses a 66Mhz cpu with a 128K cache. The cache has a
>very high hit rate. This allows us to use much slower (and cheaper)
>memory to give basically the same performance on many real
>applications as Computer A.

A _256 byte_ cache has not a very high hit rate except for these benchmarks.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1770. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 20:14:37 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep13.201437.16726@mpifr-bonn.mpg.de>
Source record: 21494

In <2722o1INNbbd@bhars12c.bnr.co.uk> apski@bhars42a.bnr.co.uk (A.S.C.Pomianowski) writes:
>benchmark). I _don't_ think that using the instruction cache 'favours'
>the Falcon (any more than it should) over the A1200 - since most 68000
>instructions are of word (16 bit) length anyway, I wouldn't expect the Falcon
>to be crippled by its bus for instruction fetches for the majority of
>instructions.

Well, that would be true IF the 020 or 030 would fetch instructions
individually. But in reality they always do 32bit prefetches. (On a 32bit
bus the 030 would even burst in 4 32bit words in a row very quickly).

> How else were the benchmarks tailored to show 030 advantages? (No flame -
>I'm just interested.)

One easy thing is the fact that the memory write appeared just before a
long internal operation (MUL). On a 030 this hides the write completely.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1771. Re: : Amiga vapour?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 20:21:07 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep13.202107.16854@mpifr-bonn.mpg.de>
Source record: 21497

In <d3marten.747837371@dtek.chalmers.se> d3marten@dtek.chalmers.se (M}rten R}nge) writes:
>Yep , I have already heard about that and I also know that Apple has that DSP in some Macs but what I ment was that how fast is the 3210 ,is it as flexible as
>56001 . And I would like some cycles of usual instructions (if that is possible) i.e. the DSP 56001 (the one in Falcon) can under one instruction-cycle do :
>multiply two register ,add the result (or subtract) to an 56-bit accumulator ,round the result and move six bytes. The 56001 also support hardware loops.

A have no 3210 handbook handy, but it is about same speed as 56001 regarding
_operations_. The 56001 can do a little more in some instructions, but the
3210 has more general purpose registers as a compenstation. The major
difference is that the 3210 uses floating point arithmetic (compared to
56001 which does fixed point) and that it has a 32bit _address space_.
The 56001 has some problems to handle a large dataset, you either have
to feed it all the time keeping a host CPU busy or need some smart memory
banking logic. The 3210 can use megabytes of memory quite easily.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1772. More on Falcon #030 softwares, please :-)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 20:26:58 UTC
From: cccf@altern.com
Message-ID: <1993Sep13.202658.12151@altern.com>
Source record: 21513

BONJOUR,

Could you help me and send for my brother all softwares you can on
Falcon #030? We have nothing interesting in France :-)

Regards

Jean-bernard Condat
B.P. 155
93404 St-Ouen Cedex, France
Phone: +33 1 47874083
Fax: +33 1 47877070.

# 1773. Re: : Amiga vapour?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 20:33:47 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep13.203347.17050@mpifr-bonn.mpg.de>
Source record: 21498

In <CD902D.Gz6@festival.ed.ac.uk> asm@festival.ed.ac.uk (M Smyth) writes:
> * 32-bit floating point arithmetic.

compared to the 24/48/56 bit fixed point arithmetic. This has advantages
but also disadvantages (especially when 32bit precision isn't enough).

> * 32-bit addressing.

Definitely a pro.

> * Large (8k) on-chip, zero wait-state memory.

Also a pro. Is that 8k _bytes_ or 8k _bits_ ?

> * Single cycle instructions (for up to 33 Mflops).

Peak for 56001 is 33 'Mfixps'.

> * Share bus with Motorola or Intel style CPU.

Same for 56001 although the 56001 usually acts as a peripheral with memory
on a dedicated bus.

> * Serial I/O with DMA transfer conters for up to 25 Mbits/second transfer:
> Serial data transfers occur without processor intervention.
> Cycles are stolen when necessary.
> DMA control for serial in and serial out.

Pro for applications that need a fast serial port. If you use the port for
a codec (that doesn't need 25MBits/s) the difference to 56001 is minor.

> * Barrel Shifter for bit manipulation in graphics or data encryption.

Pro.

> * Both mu-law and A-law encoding.

Like the 56001.

> * Bit I/O general purpose 8-bit I/O port for control of external hardware.

Like the 56001. The 56001 has 3 ports: a host interface, a synchronous serial
interface and a serial communications interface. All of these can be used as
about 20 general purpose I/O ports for control of external hardware.

> * Programmable 32-bit timer for interval timing, rate generation, event
> counting or waveform generation.

56001 has a rate generator that can also be used for timing, it's smaller
though (16bit ?).

> * Fully vectored interrupt structure with hardware context save:
> Allows very fast interrupt processing, up to 2 million/second.

56001 also has very fast interrupts.

> * Low power CMOS design.

Not so low power :) 56001 uses about 350mW. There's a low power version
though (even available for 40MHz but more expensive).

>No special programming is required on the DSP3210 to implement floating point
>algorithms, or to process signals with a much larger dynamic range (in excess
>of 1500 dB as opposed to < 300 dB for fixed point).

Read above. Special programming might be needed for signals which need a
larger precision.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1774. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 20:59:46 UTC
From: cmedley@wam.umd.edu
Message-ID: <272n02$6pf@cville-srv.wam.umd.edu>
Source record: 21499
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <272alj$jja@falcon.natinst.com>,
Glen Sescila <glens@natinst.com> wrote:
>In article <26snpv$nc6@cville-srv.wam.umd.edu>,
>'Flip' <cmedley@wam.umd.edu> wrote:
>>
>>I just got a chance to play Mortal Kombat for SNES and I have to say that
>>Atari is really going to need a killer game or two for the Jag in early '94
>>to make it saleable. This game is great.... (and yes, i got mine early :) )
>>
>>
>
> Well, I haven't tried the SNES Mortal Kombat yet but I did rent a
>Genesis and Mortal Kombat over the weekend (I got it early too). I was
>generally disappointed with it but I might have been expecting too much
>as I am an avid Mortal Kombat fan from the arcades. Here's a few things
>wrong with the Genesis one:
>
> It just does not capture the feel/timing of the stand-up. This
>could partly be because of the Genesis controller that I was stuck
>with, see below.

The SNES version is perfect in terms of timing. I've played it repeatedly,
and the only flaw in it as I see it is that it is a little too easy for me
to get through the whole game with Scorpion. Also I hate the control pad, but
they do have more buttons than Sega so they are more faithful to the original'
feel.

The lack of excessive violence is compensated because they keep the feel of
the coin-op.

>
> Very jerky animation (must be missing several frames of animation)
>
The SNES version is solid in this area.. .I can tell the difference in that
the arcade has more detail, especially in the background but the colors and
speed feel about right.

> Hard to control (this one could be the fault of the standard
>Genesis crappy controller, it seemed that I could hardly ever get the
>straight directions up, down, left, right when I needed them; I would
>end up with a diagonal instead) Although I thought they did a good job
>with remapping the 5 buttons of the arcade to the 4 buttons of the
>Genesis. I have yet to get Kano's fatality to work (I got all the others)
>

I don't know all the death moves for the characters so I didn't egt a chance to do but 2. :) but it seemed remarkably complete on the SNES version.

> Almost none of the samples are there other than Scorpion's
>'Get over here'. Everything else gets a generic grunt or something
>substituted in its place. I really miss Lui Kang's thrust-kick scream
>and Raiden's torpedo scream.
>

All of that is in the SNES version.

Anyways, to make this point relevant to the Jaguar thread... I think after playing this SNES game, the hottest genre seems to be fighting games. I sure hope Atari is paying attention to this trend because as much as I'm going to love finally being able to play Tempest at home, I really feel that they will need something akin to SF2 or Mortal Kombat to sell machines.

# 1775. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 21:31:46 UTC
From: tim@rider.UUCP
Message-ID: <2966@rider.UUCP>
Source record: 21502

>
>>Michael van Elst
>
>- Andy.

This is awfully funny...people are screaming "Let's see the benchmarks!" Then, when the benchmarks finally come out, they're not "good enough" for you. Give me a break!

--
Tim Wilson
tim@rider.cactus.org
"The pain of war cannot exceed the woe of aftermath..."
- Led Zeppelin

## 1776. Re: Amiga vapor?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 21:33:33 UTC
From: anash@hpldsla.sid.hp.com
Message-ID: <141980002@hpldsla.sid.hp.com>
Source record: 21533

Don't knock it till you've tried it!

I've got a beta-Amiga 5000 right here purring next to my
4-68040 based Quadra 1200 and my Hexium PC running NextStep 4.0

(I'm using my PowerPC 660 IBM station as a server)

Later, rumor-weenies

-Adam

# 1777. Re: Rickard, have you seen an Amiga? was Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 21:42:29 UTC
From: tim@rider.UUCP
Message-ID: <2968@rider.UUCP>
Source record: 21504

> Have you seen an Amiga AT ALL? (particularly an AGA Amiga)

I have...an A4000, to be exact. That's why I like Atari so much! ;^)
I can't believe how slow the A4000 runs stuff....wouldn't expect it from
a 25mhz '040...give me a TT030 anyday!!! And for half the price too!!!

--
Tim Wilson
tim@rider.cactus.org
"The pain of war cannot exceed the woe of aftermath..."
- Led Zeppelin

# 1778. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 21:48:31 UTC
From: tim@rider.UUCP
Message-ID: <2970@rider.UUCP>
Source record: 21503

```
>--------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Boy, we can see he had a lot of spare time on his hands!!!

--
Tim Wilson
tim@rider.cactus.org
"The pain of war cannot exceed the woe of aftermath..."
- Led Zeppelin
```

## 1779. don't read

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 22:46:12 UTC
From: an19298@anon.penet.fi
Message-ID: <225303Z13091993@anon.penet.fi>
Source record: 21500

So, do it work?

---
To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

# 1780. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-13 23:07:01 UTC
From: mohos@trident.usacs.rutgers.edu
Message-ID: <Sep.13.19.07.01.1993.26806@trident.usacs.rutgers.edu>
Source record: 21501
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

You forgot:

Fighter Dues (and the soon to be released FD pro 2.0)

Warlords I

Perfect General

Black Crypt

Civilization

others

# 1781. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 00:27:45 UTC
From: Michael Alfonso Visconti <mv2a+@andrew.cmu.edu>
Message-ID: <wgZF01S00WBNQBaoc8@andrew.cmu.edu>
Source record: 21507
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st

First Question is: USA today had two articles on MK and in both it said that both versions (SNES & GENESIS) were made by Aklaim. Whussup?

Excerpts from netnews.rec.games.video.misc: 13-Sep-93 Re: Mortal Kombat for SNES .. by Glen Sescila@natinst.com

glens@natinst.com (Glen Sescila) wrote:

> The images used for the fighters facing left are just mirror
> images of the fighters facing right instead of actually seeing the
> other side of the fighter (this trick is not used in any of the
> stand-up fighting games).
>

I seem to remember that Kano in the arcade has his metal side showing _ALWAYS_ (I haven't checked but I am pretty damn sure) As far as I can tell most games does this mirror flip (why make two pictures when one will suffice, save the memory for more important stuff) Just to carry this further think of DPs in SF2, on the left side it is the right fist in the air and vice versa on the right. Don't gripe if it ain't worth griping about.

---Mike

If at first you don't succeed, get a bigger hammer...
And if that don't work: NUKE IT

# 1782. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 00:59:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15395@uqcspe.cs.uq.oz.au>
Source record: 21509

eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>apski@bhars42a.bnr.co.uk (A.S.C.Pomianowski) writes:
>
> > >the instruction cache which is very good for the Falcon.
> > ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

>Well, since the entire point is to see how the Falcon is degraded by
>its 16-bit memory access, using a cache defeats the purpose of the
>benchmarks.

On the contrary. I think the point is to see which is the best
trade-off: "32 bit bus, no cache, 14.4MHz" or "16 bit bus, cache, 16MHz".
A1200 has no cache, Falcon has 16-bit bus.

I expect that a benchmark could be written which makes either more impressive.
A real test would be to do something real and compile the code with GNU C on
both machines.

Q: Does the 68EC030 have the high-speed shifting circuitry?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|

# 1783. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 01:16:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15399@uqcspe.cs.uq.oz.au>
Source record: 21510

p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

>I think the MultiTos idea was good for the tests as lets not forget
>that a multitasking OS imposes overheads. Not just that, but also
>multitasking tends to gronk caches as the `locality of reference`
>thing goes out of the window...

What a crock. If the timeslice is, say, 200ms, then you've got 3 million
clock cycles that can take advantage of locality of reference*.

Are these things so hard for people to work out for themselves?

Does Gavan think Unix boxes don't have or need caches?

* Locality of Reference is the tendency in real-world programs for the
processing point (both program counter and data addresses referenced)
to jitter in small areas for mouch of the time. For example, loops
in code, records in data. Caching is designed to take advantage of
this tendency by remembering recently used locations and (in spare time)
by loading in more from an area of memory than the code is actually
asking for. RISC processors take additional use of locality of reference
by using this latter approach of sucking in extra data to the point where
it even starts executing instructions that are AFTER a branch, in
anticipation that half the time that branch won't be taken!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

# 1784. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 01:20:58 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15400@uqcspe.cs.uq.oz.au>
Source record: 21511

mlelstv@speckled.mpifr-bonn.mpg.de (Michael van Elst) writes:

>Real-life programs are larger than the cache.

But real-life loops are not. Do you think they put caches in chips
for no reason? Are you aware that many chips have over 1/3 of the
silicon devoted to cache?

Numerous experiments have been done with real-world code and found
that a cache seriously enhances performance. There are a lot of other
things you can do with 1/3 of your silicon (eg. shifters, fast multipliers,
etc.)

Hands up A1200 owners with GCC 2.x.x installed on there system, then we can
do some real-world measurements.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|

# 1785. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 01:42:58 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <2737j2INNqi9@flipper.pvv.unit.no>
Source record: 21512

In article <15395@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:

[...]

> On the contrary. I think the point is to see which is the best
> trade-off: "32 bit bus, no cache, 14.4MHz" or "16 bit bus, cache, 16MHz".
> A1200 has no cache, Falcon has 16-bit bus.

Um, yes. There IS also the small point that the 1200 uses an '020, while
the Falcon uses an '030.

> I expect that a benchmark could be written which makes either more impressive.
> A real test would be to do something real and compile the code with GNU C on
> both machines.

Hmm... That depends on how good the GCC port is, though... What you want
is a machine code benchmark that doesn't fit in the cache (no "serious"
benchmarks do, I think %), but leave the caches on. Running high-speed
loops in the cache doesn't prove anything about anything.

> Warwick
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

# 1786. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 03:02:54 UTC
From: bill@main.morris.org
Message-ID: <273c8u$a6u@c3po.jvnc.net>
Source record: 21514
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <2725g0$rrd@snlsu1.london.sinet.slb.com>, lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:
>
>Ouch! After I've loaded MultiTOS (i.e. MiNT, new AES, new Desktop) I have
>about 500K left on my 2MB machine. Where has all your memory gone?!
>
>Does SpeedoGDOS take the other 2MB?
>

Speedo, SAM, AFM, and about 8 other accessories. I love maxxing
my machine :-)

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890
The ship of the sun
Is drawn by
The grateful dead.

# 1787. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 03:42:17 UTC
From: ggg@kepler.unh.edu
Message-ID: <273eip$aqs@mozz.unh.edu>
Source record: 21515
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'>lykec@westminster.ac.uk (lykec) writes:
'> flight sims:
'> You want more flight sims ?????

Of course! :) I want Aces of the Pacific, Falcon 3.0, Tornado. Not
to mention Aces Over Europe coming soon. Besides, how many of those FS's
were AGA? You expect me to play a 16 or 32 color FS? :)

'> RPG/adventure
'> + a whole lot more besides

What! No Ultima Underworld I or II. No Ultima 7 or Wizardry 7?
No Betrayal at Krondor? That's sad. It only gets worse as time goes by
also. No Stonekeep, Shadowcaster, or Forgotten Castle. Not to mention
no DOOM.

'> Wargames
'> ( Im not into these sort of games but my friend has a few )

Trust me, the selection is pathetic. Amiga users just don't like and
don't buy wargames. Look at The Perfect General. QQP released it for the
Amiga, lost big time, then dropped Amiga support. Same with SSI, SSG, 360
etc, etc.

'>Come on there are plenty of the sort of games you said arnt on the Amiga

My fault. I didn't mean to say there weren't ANY, just that there
weren't a wide selection of quality games.

Greg Greene
ggg@kepler.unh.edu

# 1788. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 05:00:57 UTC
From: garion@indirect.com
Message-ID: <1993Sep14.050057.22498@indirect.com>
Source record: 21516
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

R$E: SNES MK vs. Genesis MK

Are you kidding about the timing on the SNES version? It sucks!
It's nowhere even close to the arcade and combos are nearly extinct. And
the Genesis version looks so sad I couldn;t tell WHAT I was doing...

Let's face it folks, and quit trying to justify the $60 you spent.
The Mortal Kombats SUCKED. ALL FOUR. Arcade puritans will agree with me
110%. I was lucky to sell both my copies (Genesis and Gameboy) while the
hype was still high, try the SNES one, and sell *it* too!

Acclaim: read this loud and clear: those translations SUCKED. I
can only cringe at the thought of what you're doign to NBA JAM.

Mike/garion@indirect.com

# 1789. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 05:27:30 UTC
From: jimmy@uhunix.uhcc.Hawaii.Edu
Message-ID: <CDBwHv.25L@news.Hawaii.Edu>
Source record: 21517

In article <CCyyvJ.93@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:
>In article <CCxsqI.9Iu@lysator.liu.se> boberg@lysator.liu.se (Stefan Boberg) writes:
>> That was exactly my point. If you use properly written software, you
>>don't need memory protection. All pieces of software on my disks are
>>properly written, and thus won't need the protection. In fact, the Amiga
>>*benefits* from not having memory protection, making it faster than an
>>equivalent system WITH memory protection (less overhead).

>He he he he he he he he. Talk about making a virtue out of a necessity.
>
>You are still leaving it to chance. just cause you have not needed it
>yet does not mean you *wont* need it.
>
>Proper memory protection is a *must* for proper, robust multitasking.
>simple.

Does that mean Atari OS has memory protection? I haven't heard of memory
protection for the Atari OS though I've been out of touch with the Atari
market for awhile already.

If the Atari OS doesn't have memory protection so what are you hyping
about?

--
jimmy@uhunix.uhcc.hawaii.edu

"My A3000 runs Mac software better than Macs." -Marc Barrett

# 1790. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 05:35:33 UTC
From: jimmy@uhunix.uhcc.Hawaii.Edu
Message-ID: <CDBwv9.2A4@news.Hawaii.Edu>
Source record: 21518

In article <2c8c21f2@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>
>In a message of 06 Sep 93 13:04:58, Gavan Martin Moran wrote:
>GM> Certainly well in excess if 100 000 in the UK. I believe it has
>GM> sold very well in Germany too. I`d say that 250000 this reasonable,
>GM> buy does anyone have any hard facts they could post?
>
>Hard facts: DMZ (a Commodore paper in sweden) stated that *5000* A1200s had been
>sold here. (And that Commodore is dead BTW)

I come to read about the Jaguar and I get caught up in this ... 8-).

Rickard, I've seen it asked once before, so how many Falcons have they sold in Sweden? Considering the whole world isn't Sweden, I don't see where the numbers are wrong. Also, if DMZ is a C= Magazine, don't know what you mean by paper, then don't you also know that lead time of magazines are anywhere from 1-3 months? In plain language, that means that the stuff you read in the magazines, are news from 1-3 months ago.

--
jimmy@uhunix.uhcc.hawaii.edu

"My A3000 runs Mac software better than Macs." -Marc Barrett

# 1791. Re: A1200 15 pc Faster than Falcon? (RE: Photo CD)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 05:50:57 UTC
From: jimmy@uhunix.uhcc.Hawaii.Edu
Message-ID: <CDBxKy.2HB@news.Hawaii.Edu>
Source record: 21519

In article <9309071421.AA01028@ash22> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>rickard.troedsson@troed.ct.se (Rickard Troedsson) (the Swedish Lunatic)
>writes ...
>>Using Kodak-Photo CD for example ... have the A1200 got that? [laughter]
>
> sorry, has Atari licensed the technology? I gather you have to pay
>Kodak to use the `Photo CD compatability` banner with your system. I
>know utilities exist to read and convert photo CDs on the Amiga and
>other platforms. But I dont think anyone apart from apple has yet
>licensed the photo CD mark.

As far as I can gather, this comes from the Bandito in Amazing Computing, that for CD's the technology has been licensed to Philips from Kodak, you know the maker of the CD-I, I don't see C= going to them for licensing anytime soon. The one good thing is that CD32 will have MPEG for it. And Kodak Photo CD will be available for the Jaguar though no mention of MPEG.

--
jimmy@uhunix.uhcc.hawaii.edu

"My A3000 runs Mac software better than Macs." -Marc Barrett

# 1792. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 06:54:38 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15412@uqcspe.cs.uq.oz.au>
Source record: 21522

eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:

>Because the REASON the Falcon is considered crippled is its 16-bit bus!
>The test *I'd* like to do would compare a 32-bit Falcon with the current
>16-bit Falcon, caches off. Too bad there ain't no 32-bit Falcon around.

The TT comes pretty close to the mark. And tests have shown that the
TT is approximately twice as fast. Since the processor is twice as fast,
you could very fairly guess that when running at half the speed it would
operate at near to the speed of the Falcon... yet the Falcon has 16 bit
bus while the TT has a 32 bit bus.

(For those who doubt this last statement, the details as I understand
them are that there is a 32bit but from RAM to CPU in all except the
first machines which had a 16bit bus, and a 16MHz CPU [ie. the same
as the Falcon !!], the TT has a 64bit path from RAM to video, and there
is no measurable difference in performance in any mode [my experience])

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

# 1793. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 06:56:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15413@uqcspe.cs.uq.oz.au>
Source record: 21524

mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
>rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>>Benchmarks has been run on the BASE configurations, the Falcon was WAY faster
>>than the A1200. Final.

>The benchmarks were biased towards 030, display modes were chosen that make
>the Falcon look good and much information about the setup was missing.
>Real-world applications will be a complete different thing, so will be
>neutral benchmarks.

Post them then. The only way to argue that a benchmark is biased is to
give an example of what you consider is "neutral". In fact, try to find
some examples which show the A1200 in a brighter light - that's fine too.

Can you do it?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

# 1794. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 07:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c94c500@troed.ct.se>
Source record: 21520

In a message of 13 Sep 93 10:45:51, Eyvind Bernhardsen wrote:

EB> Because the REASON the Falcon is considered crippled is its 16-bit bus!
EB> The test *I'd* like to do would compare a 32-bit Falcon with the current
EB> 16-bit Falcon, caches off. Too bad there ain't no 32-bit Falcon around.

Okay, then I guess I'll have to write this for the THIRD time:

According benchmarks, the 16Mhz Falcon030 is 50% the speed of a 32Mhz TT030
(which has 32 bit FASTRAM).

Does that sound crippled to you?

Nope, not to me either.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1795. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 07:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c94c5ae@troed.ct.se>
Source record: 21521

In a message of 13 Sep 93 10:45:55, Eyvind Bernhardsen wrote:

EB> Hard facts, the A1200 hasn't even TRIED yet. Again, I ask you; how long
EB> have you been programming for the 1200? how do you know what it can/can't
EB> do?

Tell me how the 2.84 MIPS A1200 will be able to keep up with a DSP which runs
at a MINIMUM of 16 MIPS!

Can you rotate/scale 320*120 pixels in atleast 64 colours (probably 256 or even
more likely 65536) with an A1200? Think really hard, and you'll come up with
the answer - NO! -

EB> Nope. The guy who owned it couldn't get any software for it. Really
EB> impressive.

Tell him to call my BBS then. I've had plenty of Falcon software since 6-7
months back. (Before it even was released in Sweden .. )
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1796. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 07:03:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15415@uqcspe.cs.uq.oz.au>
Source record: 21523

mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:

>A _256 byte_ cache has not a very high hit rate except for these benchmarks.

Wrong. Grab some real-world code and COUNT the number of loops that are
less than 256 bytes. You will be amazed. Do you think Motorola just put
the 512 bytes of cache in the 68030 so it would run well on artificial
benchmarks? Motorola doesn't think the computer industry is full of fools
(unlike Intel, with their 8048638808286088 chunk of chip which has more
escape characters than a TV prison).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

# 1797. Re : F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 07:27:54 UTC
From: d3marten@dtek.chalmers.se
Message-ID: <d3marten.747991674@dtek.chalmers.se>
Source record: 21525

Sorry for interrupting your interesting discussion but as far as I know the A1200 got cache to ,if not why would C= put an option in the special start-up menu to disable CPU-caches (from what I heard this is a cache something like the cache in MegaSTE).

And again ,when testing moving longwords on Falcon it seemed to me that 32bit isn't crippled ,but the videl and all that DMA-shit on the bus is occupying the bus so much that moving bitmaps on Falcon isn't very fast(I estimated it to six busscycles). Also I've heard that you can get FastRam for the Falcon where the CPU can play for itself (something like the FastRam you can buy for the A1200).

Maarten Raange / d3marten@dtek.chalmers.se

# 1798. Re : Atari vs the .....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 09:28:45 UTC
From: d3marten@dtek.chalmers.se
Message-ID: <d3marten.747998925@dtek.chalmers.se>
Source record: 21534

In a message of 13 Sep 93 19:07:55, Ricardo Hernandez Muchado wrote:
RH> Ah, and try doing 64-bit wide sprites on the 65536 colors on the
RH> Falcon... ah,
RH> you can't.

If you by sprites mean those hardware sprites the Amiga got you are quite correct but if you just mean having a moving objekt on screen you are wrong.

Since the best part(and some times also the worst) with the 16bit mode is by moving a word to the screen you set the colour of one pixels(fast pixels routine).
This opens some interesting programming possibilities , I am of course talking of selfgenerating code , you analyse a BOB and if there is pixel which is non-black you do a move.w (a0)+,(a1)+ (where a0 is BOB ,a1 is screen) if there is two pixel beside each other which are none black you do a move.l (a0)+,(a1)+ ,if there is black pixels you jump over them (lea 2*n(a1),a1 where n is number of black pixels in a row)(of course you can think of situations where it better to use indexed addressing mode instead).

Of course you can add some more advanced sg code (this is the simplest example). When you done your analysing and created the code you one fast plot code for this BOB (if the `030 would run at it`s full speed ,it would be a very plot code).

====================== Maarten Raange / d3marten@dtek.chalmers.se
============================

P.S. Somebody got an OctaMED source for Amiga (or the most common eight channel replay routine on Amiga) since I`m thinking of making an 8channel replay routine for Amiga D.S.

# 1799. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 11:06:38 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c955e8c@troed.ct.se>
Source record: 21526

In a message of 13 Sep 93 19:07:53, Ricardo Hernandez Muchado wrote:

RH> Wich has a full 32-bit data bus to memory. It is exactly like
RH> an '020 except that it can only address 16 megs. What about the 16-bit
RH> data pathed '030 in the Falcon?

Faster, and with a PMMU.

RH> Ham8 let's you have virtually undistinguishable 24-bit screens with
RH> 1/3rd of the memory requirements with fullscreen animation.

"undistinguishable" to you maybe, not to me. (100% eyesight)

RH> ------------> BTW, let me remind you that the A1200 has sprites and
RH> dual-playfields
RH> which are darn essential for games. The Falcon
RH> doesn't.

It's not a games machine as the A1200 is.

I have yet to see an A1200 demo even come CLOSE to the Falcon030's demos ..

RH> |> Hehe ... there are more Falcon owners than A1200 owners here .. guess
RH> why?
RH>
RH> Because you lie. It isn't true.

How the H*LL do you know what's true for this area?

There ARE more Falcon owners here, because kids use consoles for playing! (Thus
they don't need an Amiga)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1800. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 11:06:38 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c955ed8@troed.ct.se>
Source record: 21527

In a message of 13 Sep 93 19:07:54, Ricardo Hernandez Muchado wrote:

RH> Animation in HAM8 looks like a 24-bit animation. I do this on a twice
RH> a week basis. Are you telling me I can't do what I usually already have
RH> been
RH> doing?

Cut out a square, in the middle of the picture, move it around on top of the
rest of the picture, rotate it, stretch it .... etc ....

Impossible to do on the Amiga.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1801. Rickard, have you seen an Amiga? was Re: Atari vs the EXPENSIVE world o

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 11:06:38 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c955f26@troed.ct.se>
Source record: 21528

In a message of 13 Sep 93 19:07:54, Ricardo Hernandez Muchado wrote:

RH> Oh, really? Then how you explain I have done that SINCE DAY 1 WHEN
RH> I BOUGHT MY A1200?

Cut out pieces of HAM pictures and moved them around? Sorry, but that would
ruin the picture in now time since you can't keep the original colourvalues!

RH> Have you seen an Amiga AT ALL? (particularly an AGA Amiga)

Yes, now I have. I'm NOT at all impressed.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1802. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 11:06:38 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c956006@troed.ct.se>
Source record: 21529

In a message of 13 Sep 93 19:07:55, Ricardo Hernandez Muchado wrote:

RH> Ha! Easy: for the same Falcon price I can get an A1200 with a 50Mhz
RH> 68030 with
RH> hardisk and 50Mhz 68882 FPU *and* 4 more megs ram for having a total of 6
RH> megs
RH> of Ram. Any questions? (Still the Falcon would be better for music)

Jupps. Publish where you can get that, and the exact figures. (An A1200 with a
40 Meg HD is almost as expensive as the Falcon 4/0 here, and that Amiga isn't
enchanced with ANYTHING)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1803. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 11:06:38 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c955f94@troed.ct.se>
Source record: 21530

In a message of 13 Sep 93 19:07:55, Ricardo Hernandez Muchado wrote:

RH> BTW, how do you make your shadebobs? Sounds like you have to limit the
RH> number of
RH> colors when you do a shadebob (or at least what I consider a shadebob).

Limit? 16 bit = 65536

Or has your Amiga got UNLIMITED colours?

RH> Ah, and try doing 64-bit wide sprites on the 65536 colors on the
RH> Falcon... ah,
RH> you can't.

Can't??? That's dead easy!

(Especially since you only have to OR.W #%1010101010101010,(a0) to set one
pixel in any of 65536 colours!)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1804. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 11:06:38 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c956074@troed.ct.se>
Source record: 21531

In a message of 13 Sep 93 19:07:55, Ricardo Hernandez Muchado wrote:

RH> So are you saying that the palette goes down from 18 bits to 16 bits?
RH> That's
RH> pathethic! (for Video production at least)

Nope. Either you have a palette OR you have 16 bits. There's no palette in the
16 bit mode.

RH> No, he mentioned that the A1200 can expand, and that if you can get a 1
RH> meg
RH> Falcon then the lower common standard for programming would become 1 meg.

Nope, ask ANY Falcon programmer. 4 meg is the lower limit, and alll buyers
knows it.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1805. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 11:06:38 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9560b2@troed.ct.se>
Source record: 21532

In a message of 13 Sep 93 19:07:56, Ricardo Hernandez Muchado wrote:

RH> That would be a waste of a wonderful processor, what about the Falcon?
RH>
RH> [silence]

Ofcoz it's possible, just that someone isn't selling them in your local store doesn't mean that it's NOT possible. I do agree that if the bus is limited to 16 bits it would be HARD, but not impossible.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1806. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 11:23:20 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2749j8$stc@sol.ctr.columbia.edu>
Source record: 21535

In article <CDBwHv.25L@news.Hawaii.Edu>, jimmy@uhunix.uhcc.Hawaii.Edu (Jimmy Chan) writes:
} In article <CCyyvJ.93@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:
} >
} >Proper memory protection is a *must* for proper, robust multitasking.
} >simple.
}
}
} Does that mean Atari OS has memory protection? I haven't heard of memory
} protection for the Atari OS though I've been out of touch with the Atari
} market for awhile already.
}
} If the Atari OS doesn't have memory protection so what are you hyping
} about?
}

An off-the-top-of-my-head list of what the Atari OS is/has:

o Multi-user
o Multi-tasking (adaptive, pre-emptive)
o Multi-threaded
o Shared text between executing programs
o Memory protection used if 030 or above detected
o Device drivers loadable at boot time
o Filesystems loadable at boot time

What is currently under way:

o TCP/ip in the kernel
o Full shared library capability
o Multi-threaded disk interface

Loadable fs mean that any partition can have any type of fs supported
on it, and all you have to do is write a few callable functions
which the OS will use whenever it has to use that type of partition.
In this manner, I have a 50Mb minix fs on one of my HD's.

One major PLUS is that the OS has its source code freely available
(you can download it form many bbs's or ftp sites). It's still
copyright Atari/Eric Smith, but there is a large number of people
who add features to it, the code goes back to Eric, and he releases
a new official version. This in addition to whatever Eric does at
Atari. There is also a large number of people working on the C
compiler libraries for the OS; in fact the traffic was so big they
split the maintainers for the OS and the libs - it was too much for
one person to manage :-)))

Another (IMHO - people may disagree :-) major plus point is the
unix-like nature of the OS - apart from the TCP socket stuff, it
is almost always possible to take source from comp.sources.unix and
compile it straight off: especially if you intend to use the minix
filesystem. Using the TOSfs is slightly more problematical for things
like shells (unix uses '/\ as a dir separator, TOSfs uses '\'). But
in general, all the unix calls are there and software compiles
with no hassle. Eg: flops20.c has a -DAMIGA compile option, but
I just compiled it with -DUNIX. (flops20 is a Mflops benchmark). This
will become far more useful when the sockets are implemented. Then
X windows/ client-server stuff ought to be almost trivial to compile.

Simon.

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 1807. Re: Jag vs everything...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 13:36:43 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep14.133643.25323@apgea.army.mil>
Source record: 21446

> The official CD-32 rollout seems to be October, it is being announced in the
>ongoing-at-this moment WOC in Pasadena (US).

And the price will be? And the games which will be included are?

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

# 1808. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 13:55:16 UTC
From: apski@bhars42a.bnr.co.uk
Message-ID: <274ig4INN4pg@bhars12c.bnr.co.uk>
Source record: 21536

In article 2966@rider.UUCP, tim@rider.UUCP (Tim Wilson) writes:
>>>Michael van Elst
>>- Andy.
>This is awfully funny...people are screaming "Let's see the benchmarks!" Then,
>when the benchmarks finally come out, they're not "good enough" for you. Give
>me a break!

I was not among those 'screaming' for benchmarks, although I was interested
in seeing results. If you felt that the benchmarks that were posted were
representative of 'real' performance then you are only deluding yourself.
The benchmarks would certainly show the Falcon in a somewhat better light
than they should. I'm saying this, and I'm a Falcon owner - figure out for
yourself if the benchmarks were really 'good enough'. Benchmark results are
always questionable anyway, but these benchmarks are definitely naive and
I would not place any wager on the accuracy of the results obtained.

- Andy.

# 1809. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 14:36:11 UTC
From: apski@bhars42a.bnr.co.uk.bnr.co.uk
Message-ID: <274ksrlNN4pg@bhars12c.bnr.co.uk>
Source record: 21437

In article 23135@rchland.ibm.com, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <26plhk$uod@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
> Well, let's see how fair are your benchmarks...
>|> Notes:
>|> The A1200 has NO FastRAM (if there is an Amiga-User with FastRAM: please
>|> type in the benchmarks und post the time the A1200 needs!). Sorry, but i
>|> can't get one with FastRAM.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Note this statement carefully.

>|> bench1:
[...]
>|> Problems that still make your benchmark not reliable:
[...]
> 3. You didn't try the benchmark with words on a lower resolution, less
> colors mode on the A1200 and F30.

Hmmm... Ok, I'll let you get away with this statement this time.

>|> bench2:
[...]
> 3. You ran *ALL* the benchmarks in at 60Hz, in which the bus contention
> on the A1200 starts to make a stronger mark. If you had Fast RAm
> the results would be damn different.

But I won't let you get away with it this time.

What resolution do _you_ suggest he runs the tests in? He has used the same resolutions on both machines - if the A1200 has bad bus contention in these modes and the Falcon doesn't then _TOUGH COOKIES_. The A1200 bus contention is obviously crippling its performance, and this is a factor that must be taken into account, as it would cripple its performance in real operation as well. You want benchmarks that show the 'crippling' effect of the Falcon's 16 bit bus in a bad light, but you want the same benchmarks to be run in a video mode that conceals the A1200's bus contention? That's _very_ hypocritical I'm afraid.

The A1200's bus contention is as much a factor in its performance as the Falcon's 16 bit memory bus.

I recall people in this group making a big thing about the Falcon's bus contention in its bigger video modes when it first appeared. Are you saying that the A1200's bus contention is _worse_ than the Falcon's in any given video mode unless you add Fast RAM?

Now before you start going on about how you can add x Megs of Fast RAM to the A1200 for the same price as a Falcon, the original poster stated very clearly, more than once, that he was using a base A1200 with no Fast RAM since he did not have access to an upgraded one. By all means run some benchmarks on an upgraded A1200 against a Falcon and tell us the results, just don't criticise the original poster for using what was available to him. I do concede that the Fast RAM will improve the A1200's performance, but let's just have a range of results that show how the machines fare given various different hardware configurations.

Before we proceed we must get straight in our minds what we are comparing? Are we comparing a base Falcon (1 Meg no HD) with a base A1200? Are we allowing the A1200 to be upgraded with FastRAM to make up the price differential?

[...]
>|> bench3:
> 3. Same comment of running @60Hz with no fast ram.

Tough. I agree that the benchmarks themselves are not representative, but this comment about the choice of video modes is just daft. If the video modes chosen are the same, then that aspect (at least) of the benchmark is fair. Period.

>|> I'm waiting for the figures of an Amiga 1200 with FastRAM...

See, I told you he stated clearly the conditions he was using. I would assume that he did not disable the 68EC020's instruction cache unless he states otherwise. :-)

- Andy.

# 1810. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 15:29:05 UTC
From: glens@natinst.com
Message-ID: <274o01$mnc@falcon.natinst.com>
Source record: 21438
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

Well, I have 2 more beefs with the Genesis version of Mortal Kombat
in addition to the original list that I posted yesterday. Eventually I will
rent a SNES and its version to see how it compares. I definately would not
buy the Genesis version.

1) Slowdown on the Pit. Could it be the clouds causing the strain
on the Genesis? And on a game such as MK slowdown could be a severe problem
(especially for those combo masters)

2) Not only are ALL the left-facing images just mirror images of the
right-facing ones (gives new meaning to the term 'Mirror Match') but
Sub-Zero uses Scorpions images!!! This is pitiful. (Sub-Zero's arm should
not be cocked up like Scorpions)

Oh well, in any event I will be Reptile hunting tonight. I am still
getting Reptile appearances in abundance. And for those of you sending me
the Arcade Mode (fatality) code, please stop. I already have it and it
does not help justify any of the problems I mention.

P.S. Can somebody tell me how to do Kano's fatality? (on the Genesis, I
know how it's done at the arcade and it don't work on the Genesis).

---
"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com
---

# 1811. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 15:36:13 UTC
From: mcookson@flute.aix.calpoly.edu
Message-ID: <1993Sep14.153613.102779@zeus.aix.calpoly.edu>
Source record: 21441
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

>Glen Sescila <glens@natinst.com> wrote:
>
>The lack of excessive violence is compensated because they keep the feel of
>the coin-op.

The genesis version can be placed in "violent" mode with a certain set
of keypad movements (like Street Fighter foir the SNES can be put in
enhanced mode). The SNES version cut out the violence all together.
(Well they are still fighting of course . . .)

# 1812. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 15:46:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDCp67.1En@barclays.co.uk>
Source record: 21450
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

Could some kind soul explain what the big deal with Mortal Kombat is? It seems like all the other beat-em-ups to me ie very dull.

```
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

# 1813. Re: EVERYONE DIES

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 15:54:03 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep14.155403.4098@btree.uucp>
Source record: 21444
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <26sncs$nbq@cville-srv.wam.umd.edu> cmedley@wam.umd.edu
('Flip') writes:
> But my point is... Every
>single time a machine is sold by a clone company, they are further entrenching
>themselves and that affects the Amiga whether it is a home machine or not.
>The same goes for the Mac... they have enough market share that they cannot
>disappear overnight.

If entrenchment meant continued market dominance, we would still be
driving horse-and-buggy, and arguing about the best feed.

-- George Crissman

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ************************************************************************
* Brooktree manufactures integrated circuits for video applications and *
* Automated Testing Equipment (ATE). Available from distributors/direct.*
**************************************************************************
--
```

# 1814. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 15:59:11 UTC
From: boberg@lysator.liu.se
Message-ID: <CDCpqr.AnA@lysator.liu.se>
Source record: 21445

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 09 Sep 93 21:11:15, Stefan Boberg wrote:

>SB> Once you try to get more than a couple of objects moving with collision
>SB> detection, motion "intelligence" and so on, it becomes obvious that the
>SB> CPU is underpowered.

>Well, then optimize your code .. :-) ..

What if it already is? Optimal code is by definition more than just a
little difficult to improve, isn't it?

>(Most amiga programmers never do .. I
>have to help a friend of mine with that every time he has written something ..
>:-)

I bet all Atari programmers produce optimal code.

>SB> Wouldn't you rather see a 68020 at 14MHz in there? If there had been

>68EC020 .... nope ... lousy processor ..

Duh.. Compared to what? It's faster than the 65816 by an order of
magnitude, and is definitely the better processor however you look
at it. And it's functionally equivalent to the 68030 in your wonderful
Falcon, so how can it be "lousy".

>SB> one, there would be a lot more variation in the games available for the
>SB> SNES. It would save the game programmers a lot of grief, too.

>Don't think so, looking at the games one can clearly see that the processor
>is doing it's job, and quite well too ..

Are you dyslexic? I said that there would be a greater variety of games
available if the machine hadn't been so underpowered. How can you claim
that is not true by referring to the games that are AVAILABLE? Sure beats
me.

>Anyway, what makes the SNES superiour is the custom graphics chips ... of
>which the CD32 has NONE ..

My god, you're right! Lisa, Alice, Paula and Akiko are not custom at all,
by god no! You can find them in any chip-shop, right?

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.

EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1815. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 15:59:27 UTC
From: jky@cs.bu.edu
Message-ID: <274pov$jge@news.bu.edu>
Source record: 21439
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

Someone send me the fatality code!!!

# 1816. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 16:35:56 UTC
From: jcrowe@zaphod.NoSubdomain.NoDomain
Message-ID: <1993Sep14.163556.8120@integrity.uucp>
Source record: 21443
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <272cga$p2@uniwa.uwa.edu.au>, ting@tartarus.uwa.edu.au (Tee Chuan Ng) writes:
|> morton@wam.umd.edu (Rob Morton) writes:
|>
|> >PageStream, and Deluxe Paint. Also make sure that I can get all 3 programs
|> >for less than $400. Sure if I get a Mac I can copy all of these from work,
|> >and many home users get their computer for this reason, but some of us like
|> >to buy the programs.
|>
|> You should really try out ClarisWorks 2.0, its cheap (about $165
|> Australian, or, with Aus $1 ~ US $0.66, about $110 US), not a RAM hog,
|> does pretty much of everything, and extremely well integrated - as opposed
|> to MS Works' different program for WP, Spreadsheet, Paint, Draw, Comms
|> etc since you have access to all of your tools, all of the time, so
|> allowing it to be a rudimentary DTP (you can link, move, edit .. etc the
|> text boxes in the regylar DTP way).

I will give you that ClarisWorks provides a consistent interface across its
implementations but....the functionality provided is extremely basic. The
comm bits just are totally unimpressive. The wordprocessing is blown away
by even Write Now. The spreadsheet would be more appropriate as a PD
offering, the drawing is very basic and so forth. And, I don't know what
you consider a RAM hog but when my sister cranks up Claris Works on
her nine Meg IIsi system, that's about all she can do. This somewhat
condemns the method by which Mac OS memory management is used
but still......

|> TC.

# 1817. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 16:41:41 UTC
From: ken@isgtec.com
Message-ID: <5644@isgtec.isgtec.com>
Source record: 21447
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <272n02$6pf@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
< Also I hate the control pad, but
< they do have more buttons than Sega so they are more faithful to the original'
< feel.
<
< > Hard to control (this one could be the fault of the standard
< >Genesis crappy controller, it seemed that I could hardly ever get the
< >straight directions up, down, left, right when I needed them; I would
< >end up with a diagonal instead) Although I thought they did a good job
< >with remapping the 5 buttons of the arcade to the 4 buttons of the
< >Genesis.

Uh, rent a clue? The Genesis version works with the 6-button Sega pad
if you have it plugged in.

--
Don't tell any big lies today. Small ones can be just as effective.

ken@isgtec.com [ ...!uunet.ca!isgtec!ken ] Ken Newman

# 1818. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 16:41:54 UTC
From: braham@csc.umist.ac.uk
Message-ID: <1993Sep14.164154.5103@nessie.mcc.ac.uk>
Source record: 21442
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I don't know about all of you out there but isn't this thread running a
little bare (excuse the pun). Who cares if the Amiga's faster or slower,
i don't as i don't intend to buy the Falcon and i'm sure many other feel
the same. Now if it gives you a nice macho feeling that your computer is
faster than his than fine. As for me i buy (as again i'm sure others do)
based on a number of things mainly involved around will it do the job(s) i
want it to ?

Nuff said

braham
--
j braham levy | Control Systems Centre,
email: braham@csc.umist.ac.uk | UMIST, PO Box 88,
Tel: +44-61-200-4672 | Manchester, M60 1QD, UK.
Fax: +44-61-200-4647 |

# 1819. [Genesis] Kano's fatality (was Re: Mortal Kombat for SNES vs. Jaguar)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 16:49:05 UTC
From: tang-nelson@cs.yale.edu
Message-ID: <274sm1INNc00@COBRA.ZOO2.CS.YALE.EDU>
Source record: 21440
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

In article <274o01$mnc@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
[...]
>P.S. Can somebody tell me how to do Kano's fatality? (on the Genesis, I
>know how it's done at the arcade and it don't work on the Genesis).

back, back, A.

Pretty lame, eh?

--Nelson, pretty disappointed in the Genesis version...

--
---
Nelson Tang, TC '94 tang-nelson@yale.edu
P.O. Box 3992, Yale Station
New Haven, CT 06520-3992 (203) 776-2614

# 1820. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 21:43:12 UTC
From: boberg@lysator.liu.se
Message-ID: <CDD5o2.Dzw@lysator.liu.se>
Source record: 21454

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 12 Sep 93 03:16:26, Eyvind Bernhardsen wrote:

>EB> You made money Typing/Programming/Exploring/Learning? Programming sure,
>EB> typing maybe... You made money learning? Exploring?

>Programming. So What? You said none of the above would raise money, well ofcoz
>programming can raise money! Why argue over that?

The point was, could you make money programming the Falcon? For a decent
pay? At least $10/hour, so you can make a living on it. I'd be surprised if
you could. You definitely can on the Amiga and SEGA. You would not believe
how much you can make programming games for these machines; it's almost
ridiculous.

>There's no Amiga CD32s in Sweden either as far as the local stores here can
>tell. (And no SegaCDs either!)

So I guess your store managers don't know much down there in Hassleholm.
I have a CD32, and I could buy myself a SegaCD at Stor&Liten here in
Linkoping, if I wanted/needed one. So both machines are definitely available.

>EB> > SB> either. The DSP is fast at some things, but unfortunately bitmap
>EB> > SB> scaling/warping isn't one of them.
>EB> >
>EB> > There's a demo out called "Speeder" which does EXACTLY this.
>EB>
>EB> In that case, the 1200 can do it too. A DSP is not a hardware scaling/
>EB> rotation engine. And what was your point about demos above?

>PLEEZE .. can't you accept the fact that the DSP can do some SERIOUS fast
>graphics work ...

I'm sure the DSP can do things fast, but the real problem is that before
the DSP can actually do it's thing, you have to transfer the data to the
DSP's local memory. That takes a lot of time. Moreover, there's nothing
a DSP can do for bitmap scaling that a 68030 could not. There's no
time-consuming math involved in scaling/rotating a bitmap, just data
shuffling.

>Do you know what's the real graphics engine in the SNES? The
>DSP!!! ...

That's a pretty interesting statement; The SNES doesn't even have a DSP.

>EB> Somehow I doubt that. How would YOU know, anyway? Doesn't seem like you
>EB> have much of a clue about anything...

>"A DSP is not a hardware scaling/rotation engine." .... Please tell that to
>Nintendo, they've succesfully used one in their SNES for quite a long time
>doing just this.

You're utterly clueless. The SNES doesn't even *have* a DSP in the base
unit.

>I suppose this means YOU know EVERYTHING better than ANYONE.

Probably not, but he seem to know a few things you don't.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 1821. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 22:10:43 UTC
From: e91sg@efd.lth.se
Message-ID: <275fh3$2v7@nic.lth.se>
Source record: 21456

In article <CDBwv9.2A4@news.Hawaii.Edu> jimmy@uhunix.uhcc.Hawaii.Edu (Jimmy Chan) writes:
>In article <2c8c21f2@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
>>
>>In a message of 06 Sep 93 13:04:58, Gavan Martin Moran wrote:
>>GM> Certainly well in excess if 100 000 in the UK. I believe it has
>>GM> sold very well in Germany too. I`d say that 250000 this reasonable,
>>GM> buy does anyone have any hard facts they could post?
>>
>>Hard facts: DMZ (a Commodore paper in sweden) stated that *5000* A1200s had been
>>sold here. (And that Commodore is dead BTW)
>
>
>I come to read about the Jaguar and I get caught up in this ... 8-).
>
>Rickard, I've seen it asked once before, so how many Falcons have they sold
>in Sweden? Considering the whole world isn't Sweden, I don't see where the
>numbers are wrong. Also, if DMZ is a C= Magazine, don't know what you mean
>by paper, then don't you also know that lead time of magazines are anywhere
>from 1-3 months? In plain language, that means that the stuff you read in
>the magazines, are news from 1-3 months ago.

I asked a local dealer about this about a month ago, and he had sold 3 (!)
(yes, that's three...) Falcons, and they have been availble since february..
He also stated that the Falcon had sold <500 is Sweden...so the A1200 is
outselling the Falcon 10:1...but as you said, "...the whole world isn't Sweden"
, and I hope that the Falcon WILL survive! (I think that the Amiga has better
price/performance & better OS, but the Falcon has some qualities too...)
(...but it's to expencive, really...)

/stefan


_____________________________________________________________________________
Stefan Gimeson / (e91sg@efd.lth.se) | Lund Institute Of Technology >
Tunavagen 39 B660/ --> (dr_dream@df.lth.se)| _/ _/_/_/_/ _/ _/ <
S-223 63 Lund / * |(Boing,Boom,Tsack!)| _/ /_\ _/ _/ _/ >
_____________/ U*MEN| (-=>KRAFTWERK<=-) | _/ /|_|\ _/ _/_/_/_/ <
Sweden | * |-------------------| _/_/_/ _/ _/ _/ >
Phone (0)46-394280 * * | (XTCIZNRG4U) |Let's build a nightmare-nation <
===EC in '94 ! Vote YES!!!==================|learn & work as never yet!======>
-----------------------------------------------------------------------------<

# 1822. Where does one find the JAGUAR Specs ?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-14 22:28:50 UTC
From: cheenu@iat.holonet.net
Message-ID: <CDD7s4.E93@iat.holonet.net>
Source record: 21448

Where does one find the Specs for the JAGUAR ? Is there a vido tape out
there ?

Thansk cheenu@holonet.net

TEAM INFINITY
P.O. BOX 952
Greenbelt, MD 20770 MD

# 1823. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 00:10:18 UTC
From: boberg@lysator.liu.se
Message-ID: <CDDCH7.F6w@lysator.liu.se>
Source record: 21453

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 10 Sep 93 19:21:39, Eyvind Bernhardsen wrote:

>EB> Well, since the entire point is to see how the Falcon is degraded by
>EB> its 16-bit memory access, using a cache defeats the purpose of the
>EB> benchmarks...

>The entire point is to show the Amiga fanatics that claim the A1200 to be
>*FASTER* than the Falcon that it's a GAMES MACHINE ..

And the Falcon is.... ? What is it, anyway?

Let's just say that they are both hobby machines. Both can be used as
tools for entertainment and programming.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 1824. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 00:16:55 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Sep15.001655.23527@mpifr-bonn.mpg.de>
Source record: 21451

In <15399@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
>What a crock. If the timeslice is, say, 200ms, then you've got 3 million
>clock cycles that can take advantage of locality of reference*.

Of course a timeslice is more 5..20 milliseconds and a multitasking system
usually makes more use of interrupts. With a small 256 Byte cache this
becomes noticable.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1825. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 00:24:14 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Sep15.002414.23685@mpifr-bonn.mpg.de>
Source record: 21452

In <15400@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
>mlelstv@speckled.mpifr-bonn.mpg.de (Michael van Elst) writes:
>>Real-life programs are larger than the cache.

>But real-life loops are not. Do you think they put caches in chips
>for no reason? Are you aware that many chips have over 1/3 of the
>silicon devoted to cache?
>Numerous experiments have been done with real-world code and found
>that a cache seriously enhances performance. There are a lot of other
>things you can do with 1/3 of your silicon (eg. shifters, fast multipliers,
>etc.)

And now back to reality. We were talking about 68020 and 68030 which have
_small_ caches. Nothing even close to 1/3 of your silicon.

If you do 'numerous experiments' on these CPUs you will see that you either
have loops larger than the cache or loops that extensively hit memory for
data with say a Mandelbrot set calculation being a rare exception.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1826. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 01:34:29 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDDGDH.6As@jonh.wimsey.bc.ca>
Source record: 21457
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>Atari has failed completely as a computer company; it's obvious that
>their attention is on the Jaguar now. The ~50 million they had in
>reserve for pushing the Falcon (which is what they told us when the
>'official' release aired on GEnie) is now ~30 million, and to be used
>for pushing the Jaguar. At least the Jaguar push might actually happen.

Interestingly, in the GEnie conference with Bob Brodie reprinted in
the last AEO, he says that Atari decided that pc sales were in a slump,
so there was no sense spending money promoting the Falcon. However,
twice in the last month, I've seen NewsBytes articles that claim the
opposite, that pc sales are booming, and the last article I saw said the
prediction was for 7% growth in already high sales in the coming year.
--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

# 1827. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 07:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c95e7b0@troed.ct.se>
Source record: 21455

I> |> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
I> What is RATSoft? I used to use this name for PD I did on the 8bit Atari

*THE* BBS program for Ataris (and soon PCs) written by Steve Hughey, he's also been around on the 8-bit and used the same name there .. (He used Rat Master as alias)

If you want more info on RATSoft, the best BBS program for ANY platform, please either call my BBS, or one of the support BBSs in US.
(I only have Steve's BBS number around right now, it's (909)/989-3381 .. )

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1828. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 08:57:00 UTC
From: ting@tartarus.uwa.edu.au
Message-ID: <276lcs$fn5@uniwa.uwa.edu.au>
Source record: 21459
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

gerald@seas.gwu.edu (Gerald G. Washington) writes:

>ting@tartarus.uwa.edu.au (Tee Chuan Ng) writes:
>>that is hanging about the popular ftp archives reveal a Wolf 3D type
>>game which plays well and whose screen can be resized to the maximum
>>size of your screen (typically 640x480) seemingly without simply
>>increasing the size of the graphic's pixels.

>To those thinking Mac games are unimpressive, you are generally correct. I
>just loaded Pathways Into Darkness on my Quadra to check out its full-screen
>capability. This is one of the few excellent Mac games, but not at full-
>screen on a 20" monitor. Pixels are huge, and the speed is unbearably slow
^^^^^^^^^^

Opps, sorry about that ... maybe I should have just said that it looks
very good at 640x480 resolution and left out the hyperbole.

Now for my nitpick :) :
From your opening sentence, are you saying that the majority of Mac
games are unimpressive? If so, then can't I also say that the majority
of games on most computers are "unimpressive"? I am quite certain that
the ratio of "impressive" to "unimpressive" games on the Mac isn't any
smaller than the ratio which you find for the PC or the Amiga.

What I think you should have said was that the total number of Mac games
is small when compared to other platforms - thus resulting in a smaller
"total" number of "impressive" games.

By the way, have you had a look at the demos of "StarTrek: 25th
Anniversary" and "F/18"?

TC

# 1829. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 09:07:07 UTC
From: apski@bhars42a.bnr.co.uk
Message-ID: <276lvrINNkrv@bhars12c.bnr.co.uk>
Source record: 21458

In article 0OML5k@semprini.tdkcs.waterloo.on.ca, cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>In <1993Sep10.155708.13685@btree.uucp>, George Crissman writes:

>> The Mandelbrot demo is considered to be the best indicator of overall
>> system performance. Nobody would pretend it's a "real world" application.
>What?!? Are you serious?!? The Mandlebrot demo shows that yes, you can
>use the DSP to get something done fast. That's about it. You can't use
>the DSP for desktop publishing, compiling your programs, or even
>raytracing (unless someone goes and translates thousands of lines of C
>into millions of lines of 56k assembler).

Yes you _can_ use the DSP for raytracing, and no you _don't_ have to convert the entire of something like POVray into 56k assembler to do it. The actual raytracing loop is an iterative procedure, the type of thing at which the DSP is very fast. You can leave the main code for something like POVray intact and running on the 68030, this includes the parsing etc. Even if you only wrote a DSP maths library to replace the maths functions you could still increase the speed of the raytracing massively. You don't have to use the DSP to do everything, you know - that's the whole idea. The DSP does not run entire programs, it's a parallel processor that can be used to offload tasks from the 68030.

It is very true that the DSP is not always useful. This should not be disputed by anyone. It is not a general purpose 'do anything' processor like the 68030.

Now I'm not volunteering to write the DSP floating point maths emulation required for something like POVray since I am not yet conversant with the 56k assembly language, but I know at least one person who would be capable of doing it.

I also understand that one of the products currently under development for the Falcon is a rendering/raytracing package using the DSP. I can probably find the article on it if you'd like...?

>Does that mean if I wait long enough, a nice, easy to use ray tracer
>will appear? Or POV-Ray will be translated into DSP assembler?

Very possibly. And maybe not that far in the future either...

Time will tell.

>Unfortunately, there is no easy way to develop for the Falcon and get
>any speed out of the machine. The DSP has to be programmed in
>assembler, and most developers use C and/or C++.

The DSP must be programmed in assembler, this is true, but there is nothing stopping people from developing libraries of DSP routines and making them available for use from within C or C++ programs. Think about it. C and C++ code generators for the PC will need to be rethought to take advantage of the Pentium when it appears - you always need some time to develop tools for any new addition...

>Your Falcon will be running at the speed of an ST then; MultiTOS seems
>to cut the speed of the machine in half (at least that's how it worked
>on my ST... don't expect the fabled DSP to help you multitask).

In half? Well it's not that bad. It does decrease the speed of the system noticeably. And OS/2 doesn't? And Windows doesn't?

All multitasking OSs incur some overhead somewhere...

>> When I see speed decreases, it's usually when comparing my machine
>> at home with my machine at work. It's pretty much a standing joke
>> around here that I can be seen tapping my MS-DOS box on the side,
>> saying "C'mon, c'mon, I've got an Atari at home faster than you are."
>I guess you don't do anything that requires real computing horsepower;
>even when I'm behaving, and only writing documentation or online help,
>the 386 is running rings around my ST for churning out the desired
>result. Word for DOS is certainly faster than PageStream on my ST.

It's very, very sad when programs running on a 386 at, what? 25 MHz? 33 MHz? do not cream programs running on an ST on a 68000 at 8 MHZ.

It's the old PC story. Throw more and more processor power at every problem.

Problem Solution
Word processor not fast enough? Buy a Pentium.
Graphic package too slow? Buy a Pentium.
Any other problem? You need a Pentium.

User Question
"Why is my software too slow?"

Dealer Answer.
"You're only using a 33MHz 486? That's yesterday's technology, friend. What you need is to upgrade your motherboard to a 66MHz system. Here, just sign this blank cheque and we'll laugh all the way to the...errrm... I mean we'll see to the upgrade of your old, horrible, slow PC to a brand spanking new one. See you next month for your next upgrade. Bye."

In the PC market, all the emphasis is on the customer spending more and more money to get a faster and faster computer so he can run his software at something approaching a reasonable rate of speed. The sad thing is that people put up with this sh*t. This is the only home computer market where this is the case. In markets such as the ST's or the Amiga's, software manufacturers compete to get their software running as fast as possible in order to attract customers. Speed problems are actually addressed by the programmers, whereas in the PC market they just

seem to say "Oh, this is a bit slow. Well, just make the minimum system requirement a 486DX2 66, and then it'll be passable."

Please note : I am not saying that _all_ programmers for the PC think this way by any means. What I am saying is that I can't see why it should be necessary to have such massive processing horsepower to run a word processor. Why?

The way the computer market is heading I can forsee a day when I might be _forced_ to purchase an IBM PC contemptible in order to get any software at all. This will certainly NEVER be done by choice, only by necessity.

I pray that this _never_ happens.

"If it looks like sh*t, smells like sh*t and performs like sh*t then it's probably sh*t..."

...Or an IBM PC compatible.

>And pretty much abandoning all the work they've put into the Falcon...
>and the Falcon040.

Time will tell. I personally can't see many inherent design problems in creating an 040 Falcon. It would definitely get rid of that 16 bit bus though, 'cause the 040 can't work with a 16 bit data bus to the best of my knowledge (unlike the 030 and 020)...

Cheers

- Andy.

# 1830. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 11:59:33 UTC
From: boberg@lysator.liu.se
Message-ID: <CDE9BC.L13@lysator.liu.se>
Source record: 21460

eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>In article <CD53L7.D49@lysator.liu.se>, boberg@lysator.liu.se (Stefan Boberg) writes:

> > If you had the choice of making $4000 on a Falcon game, and making
> > $100000 on the same game on the Amiga, which would you choose? (Somehow,
> > I know you're going to say Falcon ;-)

>Um, Stefan, by that logic you'd be programming PCs now.

By god NO! I make more than enough doing stuff for the Amiga, CD32 and
SEGA MegaDrive, and frankly, I don't think I would make more money doing
things for the PC. Fortunately, our stuff SELLS! (tons! ;-).

>(Hmm... Now we know why LhA2 is so DARN LATE ;)

;-) Blame that on the braindamaged swedish army. LhA V2 will be released
before christmas, at least. It depends a bit on how much work Team17 will
throw at me, and how quickly I can get my brain up to full speed again
in order to handle my exams and back-orders of LhA.

But what the hell has this got to do with Atari ? ;-)

> //| Eyvind Bernhardsen | eyvind@lise.unit.no

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

## 1831. Re: Jag vs everything...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 12:51:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDEBqL.HHL@barclays.co.uk>
Source record: 21474

In article <1993Sep14.133643.25323@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
|> > The official CD-32 rollout seems to be October, it is being announced in the
|> >ongoing-at-this moment WOC in Pasadena (US).

|> And the price will be? And the games which will be included are?
In the UK they are 299GBP and it comes with AFAIK 2 games. Neither looked remotely good. Maybe later stuff will use the hardware better.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 1832. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 12:56:36 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep15.125636.4708@apgea.army.mil>
Source record: 21467
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <CDCp67.1En@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>Could some kind soul explain what the big deal with Mortal Kombat is? It seems
>like all the other beat-em-ups to me ie very dull.
>
>+---------------+-----------------------------------------------------------+
>| Iain R Laskey | Atari Falcon user and very happy with it! |
>+---------------+-----------------------------------------------------------+

well, instead of your defeated oppient just fading away or blinking out,
you get to rip his/her spine out. Thats really all thats too it.

Idea for the Jaguar: Make a descent space fighter game based upon the
BattleStar Galatica universe. (or maybe just rip it off like wing commander
series did and call it Star Radiers 3)

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

# 1833. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 13:34:28 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Sep15.133428.5553@seas.gwu.edu>
Source record: 21466
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

ting@tartarus.uwa.edu.au (Tee Chuan Ng) writes:
>gerald@seas.gwu.edu (Gerald G. Washington) writes:
>>ting@tartarus.uwa.edu.au (Tee Chuan Ng) writes:
>>>that is hanging about the popular ftp archives reveal a Wolf 3D type
>>>game which plays well and whose screen can be resized to the maximum
>>>size of your screen (typically 640x480) seemingly without simply
>>>increasing the size of the graphic's pixels.
>
>>To those thinking Mac games are unimpressive, you are generally correct. I
>>just loaded Pathways Into Darkness on my Quadra to check out its full-screen
>>capability. This is one of the few excellent Mac games, but not at full-
>>screen on a 20" monitor. Pixels are huge, and the speed is unbearably slow
> ^^^^^^^^^^
>Opps, sorry about that ... maybe I should have just said that it looks
>very good at 640x480 resolution and left out the hyperbole.

Heh, then you are right. The game performs admirably at 640x480.

>Now for my nitpick :) :
>From your opening sentence, are you saying that the majority of Mac
>games are unimpressive? If so, then can't I also say that the majority
>of games on most computers are "unimpressive"? I am quite certain that
>the ratio of "impressive" to "unimpressive" games on the Mac isn't any
>smaller than the ratio which you find for the PC or the Amiga.
>
>What I think you should have said was that the total number of Mac games
>is small when compared to other platforms - thus resulting in a smaller
>"total" number of "impressive" games.

It is only the result that is significant. There are less impressive
games for the Mac than for the Amiga. My officemate, who also owns a
Mac, is very much impressed by such games as "Solarian II" and "Space
Madness". He would be blown away by "Hybris" on the Amiga.

This is really no big loss for the Mac. It is already used quite a
bit in the business world, and it has much better applications than
the Amiga.

>By the way, have you had a look at the demos of "StarTrek: 25th
>Anniversary" and "F/18"?

Nope. Are demos available?

-- Gerald

# 1834. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 17:31:33 UTC
From: Steph <CT80@music.mus.polymtl.ca>
Message-ID: <15SEP93.13528031.0038@music.mus.polymtl.ca>
Source record: 21468
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <CDCp67.1En@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>Could some kind soul explain what the big deal with Mortal Kombat is? It seems
>like all the other beat-em-ups to me ie very dull.
>
>+---------------+-----------------------------------------------------------+
>| Iain R Laskey | Atari Falcon user and very happy with it! |
>+---------------+-----------------------------------------------------------+
>.
>.

I wish I knew. I have never been a fan of the Street Fighters,
Streets of Rage, Mortal Kombat, Kick 'em Butts, etc etc games. It
amazes me that those games are getting so big. Heck, isn't there
a Street Fighter movie in the making or something by now?

Then again, it's my opinion. *I* just don't find any interest in
those games, so I don't play them, or once in a blue moon, no more.

Steph.

# 1835. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 19:43:18 UTC
From: micro@imada.ou.dk
Message-ID: <1993Sep15.194318.7657@imada.ou.dk>
Source record: 21470

mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
>Well, that would be true IF the 020 or 030 would fetch instructions
>individually. But in reality they always do 32bit prefetches. (On a 32bit
>bus the 030 would even burst in 4 32bit words in a row very quickly).

The '030 in the Falcon do have burst transfers enabled!
Which means that it "even burst in 8 16bit words in a row very quickly".
I think that this is the real reason that the Falcon is so much faster than
an A1200.

-Klaus

## 1836. Re: : Amiga vapour?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 20:03:13 UTC
From: micro@imada.ou.dk
Message-ID: <1993Sep15.200313.7829@imada.ou.dk>
Source record: 21471

mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
>The 56001 has some problems to handle a large dataset, you either have
>to feed it all the time keeping a host CPU busy or need some smart memory
>banking logic. The 3210 can use megabytes of memory quite easily.

The 56001 as fitted in the Falcon uses DMA. Because of realative large fifo-
queues in the DMA controler, the DMA don't hurt the CPU much.
A random access scheme as used by the 3210 will cust much (speed) because it
have to acquire the bus, do _the_ bustransfer, and release the bus again.

-Klaus

# 1837. Atari and Time-Warner

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 20:57:40 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.748126660@nova>
Source record: 21472

There was a thread of postings about 2 weeks ago, with several questions concerning Time-Warner's link to Atari. For those newer Atari people who don't know much of early Atari history, below is a short recap (as much as my memory serves me):

Atari was founded by Nolan Bushnell in 1972 with the invention of PONG, the first computer video game. Shortly thereafter, Bushnell sold Atari to Warner Communications (before the Time Warner merge).

Warner Communications pushed Atari to develop the video game. After the PC came to market in 1978 (I believe), Atari inc. developed the 8bit Atari 400/800 computers. This line was extremely successful in the early personal computing market, finding its way to several schools (yes, schools!) in California, Michigan, and Illinois.

Meanwhile, the Atari coin-op and 2600 video game market boomed in the early 1980's. Atari became a huge money-maker for Warner, dominating the video game market and a potent force in the PC market. However, a slump around 1984 dragged down Atari and several computer companies went out of business (Timex/Sinclair, Osborne, Adam, etc). Warner Communications sold Atari to the Tramiels for $350 million (I think).

Under Tramiel, Atari developed the ST, which was released in 1986. In the beginning, it was an instant success, and was the major factor bringing Atari back to profitability. With the revival of the video game market, Atari developed the XE game system (I remember TV was bombarded with commercials regarding this system in 87), and in the late 80's, the portable Lynx. As Atari developed other systems (the TT, Portfolio, Falcon, and now the Jaguar), the prominence of IBM compatible computers edged out the Atari market. This is where Atari is today. Struggling to keep PC's on the market and create a popular game system.

I was a loyal Atari follower for many years, and knew a large number of Atari computer users in my area. It is my sincere wish that development for the Jaguar succeed, so I can see an Atari prominence that I so fondly remember in the early days of the computer/video game system.

# 1838. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-15 23:05:35 UTC
From: garion@indirect.com
Message-ID: <1993Sep15.230535.28455@indirect.com>
Source record: 21473
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <15SEP93.13528031.0038@music.mus.polymtl.ca> Steph <CT80@music.mus.polymtl.ca> writes:
>In article <CDCp67.1En@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>>Could some kind soul explain what the big deal with Mortal Kombat is? It seems
>>like all the other beat-em-ups to me ie very dull.
>
>I wish I knew. I have never been a fan of the Street Fighters,
>Streets of Rage, Mortal Kombat, Kick 'em Butts, etc etc games. It
>amazes me that those games are getting so big. Heck, isn't there
>a Street Fighter movie in the making or something by now?
>
>Then again, it's my opinion. *I* just don't find any interest in
>those games, so I don't play them, or once in a blue moon, no more.

People who like the duel games don't necessarily like Streets of
Rage type games... personally I think that game sucks, same with the
Turtle and Final Fight whatever... too lame. But the one-on-one fighting
games have a depth technique of which many people are not aware. I did not
like them at all until I experienced Street Fighter II back in 1990.

- + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + -
Mike/garion@indirect.com/SD[MAX] Images & Words 1993/sydest2.com sysadmin
Samurai Shodown... the fighting game of the year. Galford/Hanzo/Tamtam/Ukyo/
Charlotte/Haohmaru/Nakoruru/Jubei/Kyoshiro/Gen-An/Wan-Fu/Earthquake/Amakuza
- + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + -

# 1839. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 03:51:52 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep16.035152.31974@rchland.ibm.com>
Source record: 21476
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <1993Sep15.133428.5553@seas.gwu.edu>, gerald@seas.gwu.edu (Gerald G.
Washington) writes:
|> ting@tartarus.uwa.edu.au (Tee Chuan Ng) writes:
|> >gerald@seas.gwu.edu (Gerald G. Washington) writes:
|> >>ting@tartarus.uwa.edu.au (Tee Chuan Ng) writes:
|> >>>that is hanging about the popular ftp archives reveal a Wolf 3D type
|> >>>game which plays well and whose screen can be resized to the maximum
|> >>>size of your screen (typically 640x480) seemingly without simply
|> >>>increasing the size of the graphic's pixels.
|> >
|> >>To those thinking Mac games are unimpressive, you are generally correct. I
|> >>just loaded Pathways Into Darkness on my Quadra to check out its full-screen
|> >>capability. This is one of the few excellent Mac games, but not at full-
|> >>screen on a 20" monitor. Pixels are huge, and the speed is unbearably slow
|> > ^^^^^^^^^^^
|> >Opps, sorry about that ... maybe I should have just said that it looks
|> >very good at 640x480 resolution and left out the hyperbole.

I would like to see it, although on a Quadra, having a '040 chip... well,
it better run!

|> Heh, then you are right. The game performs admirably at 640x480.
|>
|> >Now for my nitpick :) :
|> >From your opening sentence, are you saying that the majority of Mac
|> >games are unimpressive? If so, then can't I also say that the majority
|> >of games on most computers are "unimpressive"? I am quite certain that
|> >the ratio of "impressive" to "unimpressive" games on the Mac isn't any
|> >smaller than the ratio which you find for the PC or the Amiga.

I am quite sure the ratio is much smaller. I remember the very first
time I saw Shadow of the Beast I on the Amiga... I had to pick my Jaw
from the floor. I would like to see any Mac *attempting* to do the same.
Parallax scrolling with dual-playfields *and* stereo high-quality sound.

Most 'games' I have seen on the Mac so far are the 'educational' type.
'Very interesting'. I remember my Mac roommates in college: 'look, this
game is very cool' (Rogue). Or Chess, Or Shangai, etc. Yawn. NOT bad
games... but...

Now, I have to admit I have seen two games on the Mac that I have
to take my hats off to the programmers, considering the limitations
on the machine they were programming on (a Mac Plus or SE I think, and a
```

Mac and monochrome for that matter) the games are truly outstanding:

Dark Castle and Beyond Dark Castle. Very challenging and hilarious games.

|> >What I think you should have said was that the total number of Mac games
|> >is small when compared to other platforms - thus resulting in a smaller
|> >"total" number of "impressive" games.
|>
|> It is only the result that is significant. There are less impressive
|> games for the Mac than for the Amiga. My officemate, who also owns a
|> Mac, is very much impressed by such games as "Solarian II" and "Space
|> Madness". He would be blown away by "Hybris" on the Amiga.

And again, I strongly believe that the ratio of impressive games on
the Mac vs number of games is much smaller there than on the Amiga.

Can't beat custom hardware-> Amiga has sprites, dual-playfields, the
copper and all of that standard in the lowest denominator.

|> This is really no big loss for the Mac. It is already used quite a
|> bit in the business world, and it has much better applications than
|> the Amiga.

True, although Apple is trying to get more games developed these days.

|>
|> >By the way, have you had a look at the demos of "StarTrek: 25th
|> >Anniversary" and "F/18"?
|>
|> Nope. Are demos available?
|>
|> -- Gerald

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1840. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 03:54:58 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep16.035458.13603@rchland.ibm.com>
Source record: 21477

In article <1993Sep15.194318.7657@imada.ou.dk>, micro@imada.ou.dk (Klaus Pedersen) writes:
|> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
|> >Well, that would be true IF the 020 or 030 would fetch instructions
|> >individually. But in reality they always do 32bit prefetches. (On a 32bit
|> >bus the 030 would even burst in 4 32bit words in a row very quickly).
|>
|> The '030 in the Falcon do have burst transfers enabled!

How? Having a 16-bit datapath to memory defeats this Motorola capability.
Maybe you 'can enable' the '030, but that it works is another matter.

|> Which means that it "even burst in 8 16bit words in a row very quickly".

It is my understanding that this is *NOT SUPPORTED* by the 68030. You need
full 32-bit access for doing the burst.

|> I think that this is the real reason that the Falcon is so much faster than
|> an A1200.

That the Falcon is so much faster than the A1200 hasn't been proved yet.
If you belive in those benchmarks, I'll have a bridge to sell you.

|>
|> -Klaus

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1841. Re: : Amiga vapour?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 03:57:10 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep16.035710.44894@rchland.ibm.com>
Source record: 21478

In article <1993Sep15.200313.7829@imada.ou.dk>, micro@imada.ou.dk (Klaus Pedersen) writes:
|> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
|> >The 56001 has some problems to handle a large dataset, you either have
|> >to feed it all the time keeping a host CPU busy or need some smart memory
|> >banking logic. The 3210 can use megabytes of memory quite easily.
|>
|> The 56001 as fitted in the Falcon uses DMA. Because of realative large fifo-
|> queues in the DMA controler, the DMA don't hurt the CPU much.

That depends on how fast the 56001 is accessing the memory, wich also
has to be shared with the video.

|> A random access scheme as used by the 3210 will cust much (speed) because it
|> have to acquire the bus, do _the_ bustransfer, and release the bus again.
|>
|> -Klaus

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1842. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 07:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c974698@troed.ct.se>
Source record: 21475

In a message of 15 Sep 93 07:10:51, Stefan Boberg wrote:

SB> The point was, could you make money programming the Falcon? For a decent
SB> pay? At least $10/hour, so you can make a living on it. I'd be surprised
SB> if
SB> you could. You definitely can on the Amiga and SEGA. You would not believe
SB> how much you can make programming games for these machines; it's almost
SB> ridiculous.

So? I'm not INTERESTED in making a living programming games ... If I were I
would be programming the PC!

SB> So I guess your store managers don't know much down there in Hassleholm.
SB> I have a CD32, and I could buy myself a SegaCD at Stor&Liten here in
SB> Linkoping, if I wanted/needed one. So both machines are definitely
SB> available.

Is the CD32 available in Sweden? Where?

SB> I'm sure the DSP can do things fast, but the real problem is that before
SB> the DSP can actually do it's thing, you have to transfer the data to the
SB> DSP's local memory. That takes a lot of time. Moreover, there's nothing
SB> a DSP can do for bitmap scaling that a 68030 could not. There's no
SB> time-consuming math involved in scaling/rotating a bitmap, just data
SB> shuffling.

Then please explain to me why the DSP can rotate true colour screens in 50fps?
The 030 can not!

SB> That's a pretty interesting statement; The SNES doesn't even have a DSP.

It has.

SB> You're utterly clueless. The SNES doesn't even *have* a DSP in the base
SB> unit.

It has.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1843. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 09:38:19 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Sep16.093819.17836@mpifr-bonn.mpg.de>
Source record: 21480

In <1993Sep15.194318.7657@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>The '030 in the Falcon do have burst transfers enabled!
>Which means that it "even burst in 8 16bit words in a row very quickly".
>I think that this is the real reason that the Falcon is so much faster than
>an A1200.

Sorry, it can have burst transfers enabled as much as it wants with no
effect.

From the "Enhanced 32b-Bit Microprocessor User's Manual", Section 7.3.7,
Page 7-60 (in the 3rd edition).

"The MC68030 allows burst filling only from 32-bit ports that terminate bus
cycles with /STERM and respond to /CBREQ by asserting /CBACK..."

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1844. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c98010e@troed.ct.se>
Source record: 21479

In a message of 16 Sep 93 00:20:31, Ricardo Hernandez Muchado wrote:

RH> The Jaguar, as cool as it is, with no software jumps nowhere.

Do you want the list with the software houses that already are making games for
the Jaguar posted AGAIN?

RH> I would preffer a PC at that price.

I would like the PC's applications, but NEVER tha hardware ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1845. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 12:33:16 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.R1ZRa7YPwDA@semprini.tdkcs.waterloo.on.ca>
Source record: 21346

[Note that I took comp.sys.atari.st out of the newsgroups finally...]

In <1993Sep10.214505.29856@btree.uucp>, George Crissman writes:
> MultiTOS requires *lots* less: 10 Megabytes of disc and 4 Megabytes
> of RAM (according to my local Atari dealer), and that's allowing for
> a "lot" of RAM to run a "lot" of applications. BTW -- the dealer points
> out that MultiTOS does true multitasking, in that all applications get
> a share of processor time. Apparently, Microsoft Windows doesn't have
> this feature.

Unfortunately, STs don't have enough RAM or processor power to use
MultiTOS well (not really a complaint, they're obsolete machines
anyway).

Unfortunately, the Falcon030 doesn't support what whould be the _ideal_
RAM size for multitasking (and doing some more complex work with G++): 8
megs. That's how much RAM you want on a Windoze or OS/2 system, too.

Windows uses 'co-operative' multitasking, just like the ACCs can do on
an ST; Mac System 7 does the same thing. Truly pathetic when you have a
processor hogging task (like a ray-tracer).

--
-------------------==========================================-------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

# 1846. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 12:38:07 UTC
From: sys1@exnet.co.uk
Message-ID: <CDG5rL.Bv3@exnet.co.uk>
Source record: 21399

In article <275fh3$2v7@nic.lth.se> e91sg@efd.lth.se (Stefan Gimeson) writes:

>, and I hope that the Falcon WILL survive! (I think that the Amiga has better
>price/performance & better OS, but the Falcon has some qualities too...)
>(...but it's to expencive, really...)

Tha A1200 *may* have better price/performance ratio but the I/O of the
whole Amiga range is frankly pathetic. The falcon outguns all the
Amigas on I/O. (eg scsi, midi, lan,A to D, D to A, centronics, modem, DSP,
4 joy sticks, cartridge etc)

>
>/stefan

xavier

# 1847. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 12:42:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.2a4g31QTeA_@semprini.tdkcs.waterloo.on.ca>
Source record: 21347
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In <1993Sep13.155654.3865@btree.uucp>, George Crissman writes:
> We aren't discussing minimum installations. We're discussing
> complete installations. (That's like the difference between a merely
> "decent" '486 and a '486 that is able to give Falcon-like performance,
> a discussion that's already been discussed over in *.advocacy :-)

To get falcon-like performance, install Windoze on a '386/33; the Falcon
is a SLOW machine no matter how you look at it (unless you've been using
an ST all your life, and nothing else).

> >Windows does true pre-emptive multitasking... that dealer should read
> >a few magazine articles.
>
> My dealer _also_ sells MS-DOS machines, and invests the time to
> stay knowledgable on the technical details of both systems.

If Windows did pre-emptive multitasking, single applications wouldn't be
able to hog the system so easily. Also, when you install Windows, it
doesn't multitask DOS programs _at_all_, you have to change the default
settings to get that to work.

> True, there is a standard operating system that ships with *every*
> Atari. It's also true that you can get alternate operating systems
> (OS-9 springs to mind) that will run on the Atari. I see discussions
> of alternate file systems on other threads in this and other Atari
> groups, so I can assume there are a few more....

The alternate filesystem thread has almost nothing to do with operating
systems; it's about MiNT (which isn't a complete OS, since it relies on
the underlying TOS to get its work done).

> >Atari has been "rebuilding" its dealer network for the past seven years.
>
> Persistant, aren't they?

More like 'stupid', IMHO. The number of dealers just keeps shrinking.
You really can't call music shops 'dealers', since probably 99% of them
have no clue about computers, they just know that the Atari machines
have MIDI ports already, and a few good software packages.

> Based on this, Atari is:
> A) Actively marketing to the end user,

Hahahahahaha....

> B) Actively supporting their existing dealers, and

Hahahahahaha... That one's even better; have you forgotten what's
happened to Canadian dealers ever since Atari Canada was 'right-sized'
out of existance?

> C) Being actively supported by their existing dealers.

Atari's _needs_ to be held up by its dealers or it would've died
completely in the past four years.

> With this kind of support, there will be more dealers in the future.

But still no hardware for them to sell, and no one to sell it to because
the Falcon is not competitive with _anything_ else on the market.

> >The Jaguar was brought up because Atari has virtually abandoned the Falcon
> >already, putting (according to Bob Brodie, just to satisfy Warwick's
> >curiosity) all its resources ($35 million, down from the $50 million
> >they said they had to launch the Falcon) toward launching the Jaguar.
>
> It that were true, they wouldn't have been at the San Diego Computer
> Fair, actively demonstrating only the Falcon!

Yes it would, because they _can't_ demo the Jaguar yet, so the Falcon is
their only potential source of income right now. They certainly haven't
been demoing a more powerful Falcon anywhere, now have they?

--
------------------==========================================------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

# 1848. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 13:33:05 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Sep16.133305.22120@seas.gwu.edu>
Source record: 21393
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>
> Now, I have to admit I have seen two games on the Mac that I have
>to take my hats off to the programmers, considering the limitations
>on the machine they were programming on (a Mac Plus or SE I think, and a
>Mac and monochrome for that matter) the games are truly outstanding:
>
> Dark Castle and Beyond Dark Castle. Very challenging and hilarious games.

You do realize that these are also Amiga games, though I don't know which
versions came first.

> And again, I strongly believe that the ratio of impressive games on
>the Mac vs number of games is much smaller there than on the Amiga.

Yes, most Mac users are impressed with the latest version of Solitaire. Until
I see Street Fighter 2 Turbo for the Mac, it is nothing more than a business
machine. B^)

> Can't beat custom hardware-> Amiga has sprites, dual-playfields, the
>copper and all of that standard in the lowest denominator.

Macs are going the way of the clones by throwing lots of hardware at every
task. Of course, the price of Macs are getting better every day; 040 systems
are close to $1000.

-- Gerald

# 1849. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 13:42:31 UTC
From: Steph <CT80@music.mus.polymtl.ca>
Message-ID: <16SEP93.09405440.0040@music.mus.polymtl.ca>
Source record: 21481
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <1993Sep15.230535.28455@indirect.com> garion@indirect.com (Michael Bahr)
writes:
>In article <15SEP93.13528031.0038@music.mus.polymtl.ca> Steph <CT80@music.mus.polymtl.ca>
writes:
>>In article <CDCp67.1En@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>>>Could some kind soul explain what the big deal with Mortal Kombat is? It seems
>>>like all the other beat-em-ups to me ie very dull.
>>
>>I wish I knew. I have never been a fan of the Street Fighters,
>>Streets of Rage, Mortal Kombat, Kick 'em Butts, etc etc games. It
>>amazes me that those games are getting so big. Heck, isn't there
>>a Street Fighter movie in the making or something by now?
>>
>>Then again, it's my opinion. *I* just don't find any interest in
>>those games, so I don't play them, or once in a blue moon, no more.
>
> People who like the duel games don't necessarily like Streets of
>Rage type games... personally I think that game sucks, same with the
>Turtle and Final Fight whatever... too lame. But the one-on-one fighting
>games have a depth technique of which many people are not aware. I did not
>like them at all until I experienced Street Fighter II back in 1990.
>
>- + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + -
>Mike/garion@indirect.com/SD[MAX] Images & Words 1993/sydest2.com sysadmin
>Samurai Shodown... the fighting game of the year. Galford/Hanzo/Tamtam/Ukyo/
>Charlotte/Haohmaru/Nakoruru/Jubei/Kyoshiro/Gen-An/Wan-Fu/Earthquake/Amakuza
>- + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + - + -
>.
>.

Well, I spoke to fast it seems. I thought Streets of Rage was another
version of Street Fighter. Goes to show how much I know.

Hey, my girlfriend went to South Korea last summer -- they have a TV
show on Street Fighter over there. I believe they're up to 50
episodes or something. Sheeesh

Steph.

# 1850. Re: EVERYONE DIES (the old title of X-Men #142?)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 13:59:26 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309161356.AA01094@ash31>
Source record: 21482
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes...

>Please what is this home market that C= has for it self

It doesn`t have it to itself. In Europe C= competes with Atari and
some PC sales into this area

> Do you think C= is doing very well in the U.S. home market?

No. But its doing well in Europe which is where I live. I was
giving a European perspective.

> What is this mythical Amiga home market?

It`s about 1.5 million machines is the UK alone...

>The Mac doom? Shows how out of touch you are...How do I polute this group when
>I speak the truth..

By your own standards the Mac is doomed. Since when has apple
sold more macs than other companies have sold PCs? Show me some
systems where Macs are cheaper than the equivalent PC. Apple used to
get by on selling reltively few machines at a huge profit margin.
PC sales are cutting away at this margin - result: apple loses
profitability. And its getting worse all the time for the Mac.

>I speak the truth..

I notice you rarely answer points, normally you try and change the
subject if someone blasts one of your `truths` out of the water. If
you aren`t prepared to defend your verbal diarrorhea (sp?) then I`m
not going to keep arguing with you.

gavan

# 1851. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 14:02:14 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309161359.AA01099@ash31>
Source record: 21483

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes...

>The entire point is to show the Amiga fanatics that claim the A1200 to be
>*FASTER* than the Falcon that it's a GAMES MACHINE ..

better than being a NOTHING MACHINE...

gavan

# 1852. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 14:13:59 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309161411.AA01111@ash31>
Source record: 21484
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes ..

>Tell me WHY we should turn off the Falcon's caches, and add FASTRAM to the
>A1200, before we do benchmarks?

No one said you HAD to do that, just that to be fair those things
should be done AS WELL to give a better perspective.

>Benchmarks has been run on the BASE configurations, the Falcon was WAY faster
>than the A1200. Final.

Look at the marks. The F030 *WASN`T* `WAY faster`.

Base Amiga = 300 UKP

Base Falcon = 600 UKP (for the 1 meg model)
= 900 UKP (for the 4/65 RT claims is base)

Amiga =1/2 to 1/3 cost of Falcon

Remember the original `A1200 15pc faster post` Rickard?

You don`t seem to be able to follow the thread very well, nor do
seem to be able to retain information for longer than about the time
it takes you to read it....

gavan

# 1853. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 14:25:18 UTC
From: cmedley@wam.umd.edu
Message-ID: <279t0e$rqg@cville-srv.wam.umd.edu>
Source record: 21485
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309161411.AA01111@ash31>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>rickard.troedsson@troed.ct.se (Rickard Troedsson) writes ..
>
>>Tell me WHY we should turn off the Falcon's caches, and add FASTRAM to the
>>A1200, before we do benchmarks?
>
> No one said you HAD to do that, just that to be fair those things
>should be done AS WELL to give a better perspective.
>

I'm a little lost as to why one should cut off the Falcon's caches. I agree
the 1200 should have FastRAM thrown in just to see what this standard option
would do for performance.

>>Benchmarks has been run on the BASE configurations, the Falcon was WAY faster
>>than the A1200. Final.
>
>Look at the marks. The F030 *WASN`T* `WAY faster`.
>

I looked at it.. it certainly was faster than the A1200. The benchmarks
seemed to show that the 16-bit bus can be compensated for in some cases,
at least, by the onboard cache.

Now, of course, if we wanted to punish both machines, we should write a
large loop that exceeds the size of both machines' cache RAM and which
accesses longwords relative to some fixed address but at different offsets.
In fact, an excellent test of the system might be to play around with some
of the addressing modes with indirection and offset.

>Base Amiga = 300 UKP
>
>Base Falcon = 600 UKP (for the 1 meg model)
> = 900 UKP (for the 4/65 RT claims is base)
>
>Amiga =1/2 to 1/3 cost of Falcon
>

Also, Amiga with no HD and 2MB of no FastRAM. :)

The 900 ukp version of the Falcon has double the RAM and an 80MB IDE HD,
a 56001 DSP, SCSI-2 port, MIDI ports (standard), the usual serial and
parallel ports, two 9-pin joystick ports, two 15-pin jaguar compatible
joystick ports, and comes with AtariWorks, MultiTOS, and SpeedoGDOS.

Now, for some people, that's a lot of goodies, and might justify the price difference. For some, it won't.

Incidentally, I've noticed the only person doing benchmarks was an Atari Falcon user. Are the 1200 owners chicken? hehehehehee

P.S., has anyone tried benchmarking how fast these machines use their HDs? Just the IDE ones, that is. I'm curious to see what they can do. Also, it'd be nice to implement some kind of speed test for both machine's blitter chips.

# 1854. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 14:27:20 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309161424.AA01122@ash31>
Source record: 21486
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

crissman@btree.uucp (George Crissman) writes ....

>>The Jaguar was brought up because Atari has virtually abandoned the Falcon
>>already, putting (according to Bob Brodie, just to satisfy Warwick's
>>curiosity) all its resources ($35 million, down from the $50 million
>>they said they had to launch the Falcon) toward launching the Jaguar.

>It that were true, they wouldn't have been at the San Diego Computer
>Fair, actively demonstrating only the Falcon!

Possibly because they don`t have the Jaguar in a condition to
actually display ;-)

Worrying if it is supposed to launch next month.....

gavan

# 1855. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 14:39:39 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309161437.AA01136@ash31>
Source record: 21387
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

apski@bhars42a.bnr.co.uk.bnr.co.uk (A.S.C.Pomianowski) writes..

> The A1200's bus contention is as much a factor in its performance as the
>Falcon's 16 bit memory bus.

NO ITS NOT!!!!!!

I can add FastRAM to my A1200 and eliminate the Bus contention

Can you add a 32 bit CPU<->memory bus to the Falcon??

> By all means run some
>benchmarks on an upgraded A1200 against a Falcon and tell us the results,
>just don't criticise the original poster for using what was available to him.
>I do concede that the Fast RAM will improve the A1200's performance, but
>let's just have a range of results that show how the machines fare given
>various different hardware configurations.

I have no criticism with the original poster. I agree with your
above remark.

gavan

# 1856. The CD32

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 14:49:17 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309161446.AA01145@ash31>
Source record: 21388

Still no replies from Jaguar owners ;-)

gavan

# 1857. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 15:09:45 UTC
From: gerald@seas.gwu.edu
Message-ID: <1993Sep16.150945.27890@seas.gwu.edu>
Source record: 21394
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip') writes:
>
>Now, of course, if we wanted to punish both machines, we should write a
>large loop that exceeds the size of both machines' cache RAM and which
>accesses longwords relative to some fixed address but at different offsets.
>In fact, an excellent test of the system might be to play around with some
>of the addressing modes with indirection and offset.

A better test would be to run some useful software. That is what the
machines are used for.

-- Gerald

# 1858. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 16:15:52 UTC
From: braham@csc.umist.ac.uk
Message-ID: <1993Sep16.161552.2217@nessie.mcc.ac.uk>
Source record: 21395
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Oh dear oh dear, here we go again, macho men and macho figures. I really thought i'd killed this thread a few days ago but no someone out there keeps on going.

Once again i think this thread has had more than a adequate airing here and has really gone on too long. Surely you can continue this via direct email if you really wanna argue such things as MIPs (Meaningless Information Produced by ....). I'm certain other agree with me/ Lets get back to talking Amiga.

braham
--
j braham levy | Control Systems Centre,
email: braham@csc.umist.ac.uk | UMIST, PO Box 88,
Tel: +44-61-200-4672 | Manchester, M60 1QD, UK.
Fax: +44-61-200-4647 |

# 1859. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 16:34:19 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep16.163419.34662@rchland.ibm.com>
Source record: 21396
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309161411.AA01111@ash31>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes ..
|>
|> >Tell me WHY we should turn off the Falcon's caches, and add FASTRAM to the
|> >A1200, before we do benchmarks?
|>
|> No one said you HAD to do that, just that to be fair those things
|> should be done AS WELL to give a better perspective.
|>
|> >Benchmarks has been run on the BASE configurations, the Falcon was WAY faster
|> >than the A1200. Final.

Rickard, again: On - real - world- applications- the - caches- are-
shit- compared -to - their- effect- in - those-
benchmarks.

Maybe saying it slower you might be able to understand it.

|>
|> Look at the marks. The F030 *WASN`T* `WAY faster`.

Hell no. I am even starting to doub Rickard is a good programmer
at all. A good programmer will understand that those benchmark
give *tons* of bias since the fit in all the cache.

|>
|> Base Amiga = 300 UKP
|>
|> Base Falcon = 600 UKP (for the 1 meg model)
|> = 900 UKP (for the 4/65 RT claims is base)
|>
|> Amiga =1/2 to 1/3 cost of Falcon
|>
|> Remember the original `A1200 15pc faster post` Rickard?

Ah, not to mention that now the A1200 go a drop in price as well.
$400 US dollars, $640 gets you one with 65 meg hardisk. Just $199
and you have fast ram. Just $600 and you have 4 megs fast ram + 68030 @ 50Mhz

|>
|> You don`t seem to be able to follow the thread very well, nor do
|> seem to be able to retain information for longer than about the time
|> it takes you to read it....
|>

|> gavan

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1860. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 16:34:51 UTC
From: cmedley@wam.umd.edu
Message-ID: <27a4jb$d3@cville-srv.wam.umd.edu>
Source record: 21390
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309161424.AA01122@ash31>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>crissman@btree.uucp (George Crissman) writes ....
>
>
>>It that were true, they wouldn't have been at the San Diego Computer
>>Fair, actively demonstrating only the Falcon!
>
> Possibly because they don`t have the Jaguar in a condition to
>actually display ;-)
>

And what about Commodore? We've heard CD^32 is out there but I have only
seen one post from someone who owns it. I've seen more posts from people
who've seen Jaguars. :)

'

# 1861. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 16:36:28 UTC
From: cmedley@wam.umd.edu
Message-ID: <27a4mc$db@cville-srv.wam.umd.edu>
Source record: 21391
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309161437.AA01136@ash31>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>Can you add a 32 bit CPU<->memory bus to the Falcon??
>

Yes. It's easy. Add the 33mhz 68030 board which has up to 128MB FastRAM
available and away you go.

# 1862. Re: The CD32

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 16:38:53 UTC
From: cmedley@wam.umd.edu
Message-ID: <27a4qt$dg@cville-srv.wam.umd.edu>
Source record: 21392

In article <9309161446.AA01145@ash31>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>Still no replies from Jaguar owners ;-)
>
>gavan

Ok, since no one else will pick up the gauntlet... I'll tell you that I've got a friend who has reserved one of the first batches of Jaguars and his is due "1st week of October". He's also got a 3DO on order from the same place.

I'm sure that I'll be over his house during that month for the fun. :)

So, the moment I see it... I'll get back to you. :) I really am looking forward to the 3DO as well because my favorite sports game, Madden Football, is coming out with the 3DO in the first batch of releases for it.

# 1863. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 16:41:44 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep16.164144.24660@btree.uucp>
Source record: 21400
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

In article <H.eg.SCeP_0OML5k@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:

>In <1993Sep10.155708.13685@btree.uucp>, George Crissman writes:
>> The Mandelbrot demo is considered to be the best indicator of overall
>> system performance. Nobody would pretend it's a "real world" application.
>
>What?!? Are you serious?!? The Mandlebrot demo shows that yes, you can
>use the DSP to get something done fast. That's about it. You can't use
>the DSP for desktop publishing, compiling your programs, or even
>raytracing (unless someone goes and translates thousands of lines of C
>into millions of lines of 56k assembler).

The DSP is a general-purpose coprocessor. Suggested uses include
low-cost fax/data modems, voice mail systems, and direct-to-disc
digital audio recorders (suggested by Atari in their Falcon brochure).
The fact that you're surmising it's also used in the Mandelbrot
demo shows how versatile it is.

>Funny, I use a disk, and I don't have DOS on my system at work. I know
>better; I use OS/2. I don't have DOS on my system at home, either; it's
>running TOS.

OS/2 (short for "Operating System/Two") is a Disc Operating System
(DOS).

>Sure, TOS has disk-access calls, but it's certainly not running DOS (be
>it MS-DOS, PC-DOS, DR-DOS or whatever).

TOS (short for "The Operating System) contains a Disc Operating
System (DOS) called GEMDOS. It is not MS-DOS, although it uses
MS-DOS file formats.

>Does that mean if I wait long enough, a nice, easy to use ray tracer
>will appear? Or POV-Ray will be translated into DSP assembler?

Are you asking for a prediction? Predictions are easy to make!
However, I don't know of anyone working on a ray tracer that makes
use of the Falcon's specific hardware. And anyone who is working
on such a project probably has a Non Disclosure Agreement keeping
their mouth shut and their fingers occupied.

C bindings for the DSP are being discussed in other threads, and
it probably won't be long until such support will be available in
high level languages like Basic.

>Unfortunately, there is no easy way to develop for the Falcon and get
>any speed out of the machine. The DSP has to be programmed in
>assembler, and most developers use C and/or C++.

(See previous paragraph)

>I'll bet you that 99.9% of that "Falcon" software is
>"Falcon-compatible", not "Falcon-specific". I can think of, hmm, let's
>see... GEM-View can use the DSP to load JPEGs real fast; can't think of
>any other useful programs (ie, not demos) that actually take advantage
>of the Falcon's DSP. And looking at pictures is only handy for so long...

Compatibility is important! Ask any user of the MS-DOS machines! :-)
Regarding the current dearth of Falcon-specific software, let me repeat:

>> Good software takes time.

>Atari has failed completely as a computer company; it's obvious that
>their attention is on the Jaguar now.

Most of their attention is on the Jaguar -- it has attracted an
amazing amount of interest (read: potential business and sales).
But just this last weekend, Atari was present with a booth at the
San Diego Computer Fair demonstrating Falcons to an estimated
20,000 attendees.

There were no Jaguars to be seen.

Nope, the facts don't support you here, because Atari is still
actively showing and selling the Falcon.

> The ~50 million they had in
>reserve for pushing the Falcon (which is what they told us when the
>'official' release aired on GEnie) is now ~30 million, and to be used
>for pushing the Jaguar. At least the Jaguar push might actually happen.

And when the Jaguar is a massive success (here's hopin'!), they'll
have a large marketing budget for the Falcon. And the Lynx. And
the TT. And whatever projects they've got under development now.

> My point was that Atari seems to be only able to
>build/market one machine at a time, instead of say, two (the Falcon and
>Jaguar).

With limited resources, they have to pick and choose carefully.
As they grow, they might just surprise you with new stuff and
support for the existing lines.

>I can compile code on my ST that you couldn't compile on a '486/66
>_at_all_; does that make it a better machine? Certainly not.

Sorry, I didn't mean to start a compiled-code shootout here. I was
attempting to show that the inefficient architecture of the MS-DOS
machines caused an expansion in executable code size when compared
to the source code, while the efficient TOS architecture caused
a reduction in code size.

>> I had 10K of "C" source code that compiled to about 5K on the Atari ST,
>> but ballooned up to 19K on an MS-DOS machine. Sure, features add space,
>> but the inefficiency of the clones adds unnecessary space.

> There
>isn't anything else the Falcon can do faster than a '486 of any speed,
>except (possibly) load JPEG images and play MPEG animation (though if
>you're using a real OS, '486s can do some wickedly good multimedia
>stuff).

"Atari vs The EXPENSIVE World Of DOS" it says in the subject line. It
takes a $2500.00 '486 @ 66 MHz to keep up with the capabilities of
the $1500.00 Falcon. I'd rather save the $1,000 and use it for
other things. Like a week-long vacation at Disneyland/Knott's Berry
Farm/Medieval Times.

> All the code I compile on my ST is the same size
>compiled for OS/2. Actually, the C++ code I compile on my ST is about
>70k larger than the same code compiled on my '386 at work.

Now it's beginning to sound like two programmers with differing coding
styles arguing over technique. I'm certainly not going to comment on
your claim or your coding style. If it works for you, do it!

>I guess you don't do anything that requires real computing horsepower;
>even when I'm behaving, and only writing documentation or online help,
>the 386 is running rings around my ST for churning out the desired
>result. Word for DOS is certainly faster than PageStream on my ST.

Comparing a word processor (Microsoft Word) to a desktop publisher
(PageStream) will certainly make the word processor look good in the
speed department! :-) Have you tried comparing software that runs
on both machines (Microsoft Write springs to mind)?

>And pretty much abandoning all the work they've put into the Falcon...
>and the Falcon040.

Nope -- see the report about the San Diego Computer Fair, noted
above.

-- George Crissman

**********************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************
* Brooktree manufactures integrated circuits for video applications and *
* Automated Testing Equipment (ATE). Available from distributors/direct.*
**********************************************************************
--

## 1864. Does Commodore read any of this?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 16:43:47 UTC
From: kruger@mhd1.moorhead.msus.edu
Message-ID: <1993Sep16.104347.5478@msus1.msus.edu>
Source record: 21389
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

It has come to my understanding that C= has an internet connection.

My question is:
Does Commodore read any of these posts on here.

The answer:
probably not, but I would like to be proved wrong by
either a response from someone associated w/ the company
or a better attitude towards the US market (if I owned C=
and saw how many U.S. users I was screwing over due to
any desire to obtain recognition for the Amiga, I would
feel pretty damn terrible)

Then again, they probably don't post because they would be subjected
to major flamage from those who are sick of their marketing strategies.

BTW-- Someone told me that C= fired their sales staff and replaced them
with the staff from NewTek. Is this true, or is this just a rumor?

# 1865. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 16:49:20 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep16.164920.25343@rchland.ibm.com>
Source record: 21398
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <279t0e$rqg@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <9309161411.AA01111@ash31>,
|> Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
|> >rickard.troedsson@troed.ct.se (Rickard Troedsson) writes ..
|> >
|> >>Tell me WHY we should turn off the Falcon's caches, and add FASTRAM to the
|> >>A1200, before we do benchmarks?
|> >
|> > No one said you HAD to do that, just that to be fair those things
|> >should be done AS WELL to give a better perspective.
|> >
|>
|>
|> I'm a little lost as to why one should cut off the Falcon's caches. I agree
|> the 1200 should have FastRAM thrown in just to see what this standard option
|> would do for performance.

Because it shows how fast the Falcon access the memory. Flip, I agree
that chaches are a benefit to a CPU, but when you have those 'benchmarks'
that FIT ENTIRELY IN BOTH CACHES (almost), DO YOU THINK THIS IS THE
REAL LIFE SITUATION?

Ask me, I have a '030. How much I benefit from the caches? An
average of 12% In the test where the guy cutted off the cache, the
Falcon was 75% slower. Hey! If my machine with the '030 benefited
with a 75% improvement on real-applications, I would never like upgrading
to a '040! (which is not true).

|> >>Benchmarks has been run on the BASE configurations, the Falcon was WAY faster
|> >>than the A1200. Final.
|> >
|> >Look at the marks. The F030 *WASN`T* `WAY faster`.
|> >
|>
|>
|> I looked at it.. it certainly was faster than the A1200. The benchmarks
|> seemed to show that the 16-bit bus can be compensated for in some cases,
|> at least, by the onboard cache.

The benchmark DIDN'T SHOW A DAMN THING! It all fits in both CACHES!
THIS IS NOT A REAL LIFE SITUATION.

AGAIN, I HAVE A '030 AND THE CACHES DO NOT GIVE 75% PERFORMANCE BOOST!

|>
|> Now, of course, if we wanted to punish both machines, we should write a
|> large loop that exceeds the size of both machines' cache RAM and which
|> accesses longwords relative to some fixed address but at different offsets.
|> In fact, an excellent test of the system might be to play around with some
|> of the addressing modes with indirection and offset.

Good. Another thing you can do is do a code that is Greater than
256 bytes, jump to another area after the main part has been executed
to flush the icache (instruction cache) and see what happens. This is
a more real-life situation: some instructions get cached others not.

|>
|>
|> >Base Amiga = 300 UKP
|> >
|> >Base Falcon = 600 UKP (for the 1 meg model)
|> > = 900 UKP (for the 4/65 RT claims is base)
|> >
|> >Amiga =1/2 to 1/3 cost of Falcon
|> >
|>
|> Also, Amiga with no HD and 2MB of no FastRAM. :)

It's not that much to add fast ram or hardisk. Here in the US
I can add for $600 a 68030 @ 50Mhz with 4 megs fast ram. That will
blow the Falcon out of the water performance wise, except where DSP
applications are concerned. And it's still way under the Falcon price.
Add the hardisk and is still cheaper than the Falcon.

|> The 900 ukp version of the Falcon has double the RAM and an 80MB IDE HD,
|> a 56001 DSP, SCSI-2 port, MIDI ports (standard), the usual serial and
|> parallel ports, two 9-pin joystick ports, two 15-pin jaguar compatible
|> joystick ports, and comes with AtariWorks, MultiTOS, and SpeedoGDOS.
|>

Read above.

|>
|> Now, for some people, that's a lot of goodies, and might justify the price
|> difference. For some, it won't.
|>
|>
|>
|> Incidentally, I've noticed the only person doing benchmarks was an Atari
|> Falcon user. Are the 1200 owners chicken? hehehehehee

No. I am not. But as you see, I can't get hold of a Falcon. I'm
in the US where the Falcon is virtually non-existant.

|>
|>
|> P.S., has anyone tried benchmarking how fast these machines use their HDs?
|> Just the IDE ones, that is. I'm curious to see what they can do. Also,

|> it'd be nice to implement some kind of speed test for both machine's blitter
|> chips.

Well, if we ever test blitters, let me remind of that doing some
graphic objects with the A1200 is easy with the HARDWARE sprites and
DUAL-PLAYFIELDS.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1866. Re: Jaguar? Seems more like Pussycat to me... (WAS: Re: CD32)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 16:51:32 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep16.165132.27583@monu6.cc.monash.edu.au>
Source record: 21397

Adam Nash (anash@hpldsla.sid.hp.com) wrote:
: I have never read so much pseudo-technical bullshit from a more ignorant
: group of posters. The 64-bit MIPs chip is the reason the Jaguar flies w/
: it's 64-bit bus support. This thing according to the onlt info we
: have can render 850 million pixels/second (probably page-blit) compared
: to 64 million for the 3do, and 1 million for the Genesis and SNES.

[...]

: The 68000 is an AUXILLIARY controller. That's it. This is GRAPHICs hardware,
: where the "co"processors are really doing the work, while the 68000 is not
: a CPU, but a general-purpose aid, for simple tasks that might be less of a
: priority than other things.
:
: If this post has been too difficult for anyone, I'm sorry. I tried to use
: small words for you all.

Was this some sort of joke that none of us got?

Pseudo-technical bullshit? Seems like your the one shovelling the bullshit
Atari feeds you. As for ignorance, if you think believing everything you
see is not ignorant, then I've got lots of Elvis Lives and UFO's stole my
cat stories for you.

In what way is the 68000 auxillary?

Running the game engine? Or do you think Atari have written an operating
system, compiler, libraries, binaries and cross development tools for the
Jaguar-risc chip?

Where's the 64 bit Jaguar-risc chip binaries live? In a 32 bit ROM chip?
If it does, then it's not going to be running at peak speed, executing
perhaps compressed binaries and at best, 32 bit code on a 64 bit cpu.

Or do you believe that it will copy the entire game engine from the 32 bit
ROM to the 64bit RAM? If it does copy to RAM, then it has to live with
the 1.5MB (or there abouts) of video graphics (which is 32bit of colour
at max resolution). Things are going to get tighter, even tighter when
you consider that RISC binary executables are anywhere from 20% to 500%
bigger than a comparable CISC program.

What about the developers? Are there lots of Jaguar-risc gurus, who know
how to program an unnamed processor which is not have a wide body of
documentation available? Other risc processors, like the ARM and MIPS
range have been available and documented. Or is one risc like another
one and more easily to get to grips with, than going from 680x0 to 80x86?

: -Adam

Now, if you can answer the questions posed above, then I'll believe you have "proved" that the Jaguar-risc-chip is the CPU and the 68000 is an auxilary chip. If not, then I guess my hypotheiss that the 68000 is the cpu is maintained (until the Jaguar is releasd, then we'll all know).

- Jim

# 1867. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 17:17:24 UTC
From: boberg@lysator.liu.se
Message-ID: <CDGIpD.D1p@lysator.liu.se>
Source record: 21408

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 10 Sep 93 21:13:28, Stefan Boberg wrote:

>SB> Well, I wish you good luck with it then. Chances are it will be a
>SB> massive
>SB> disaster for Atari, but it might be successful - who knows? If it's a
>SB> success we will probably develop stuff for it, too. I don't have anything
>SB> against Atari per se.

>A 64-bit console, blasting EVERYTHING on the market (including arcades) away,
>selling for $199 ..... DISASTER?

If nobody buys it, it doesn't matter how impressive the hardware is. What
it boils down to is marketing, marketing and games.

>Since I don't work for this BIG company with 10000000 emplyees, I don't have
>to sell 30.000 copies .... Let's say I make only 50 SEK on each copy myself,
>and that it sells 1.000 copies .. that's 50.000 SEK .. while it may not be
>much for a big games company - I'm very satisifed with it.

If you put maybe a man-year into developing the game, you wouldn't
(shouldn't) be satisfied with that. It would be a waste of time. And
selling 1,000 copies of a game for a platform with only 20,000 units
sounds pretty darn optimistic if you ask me ;-) Why not make the same
game for, say, Amiga or PC and make fifty times as much?

>SB> If you had the choice of making $4000 on a Falcon game, and making
>SB> $100000
>SB> on the same game on the Amiga, which would you choose? (Somehow, I know
>SB> you're going to say Falcon ;-)

>Too bad the Amiga doesn't have the capabilities then.

It sure has money-making capability at least. Considering the swedish
development (three persons) team of Team17 has made more than two million
swedish kronor ($250000) in royalties on the last three games we have made
for the Amiga, and that's not counting additional income from console/PC
conversions.

This is getting old. I'm bored with this discussion, and since you
seem to have your mind made up about everything already, this is leading
nowhere. I will let you continue playing with your Falcon undisturbed,
and go back to doing something productive with my time, instead of
arguing with an infantile narrow-minded fool.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 1868. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 17:25:46 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <27a7iqINNrb5@flipper.pvv.unit.no>
Source record: 21401
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <27a4mc$db@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
> In article <9309161437.AA01136@ash31>,
> Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
> >Can you add a 32 bit CPU<->memory bus to the Falcon??
>
> Yes. It's easy. Add the 33mhz 68030 board which has up to 128MB FastRAM
> available and away you go.

Yeah, but you could do THAT for the (16-bit) A500. I'm not impressed.
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!
```

# 1869. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 17:27:36 UTC
From: boberg@lysator.liu.se
Message-ID: <CDGJ66.D4C@lysator.liu.se>
Source record: 21407

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 13 Sep 93 10:45:55, Eyvind Bernhardsen wrote:

>EB> Hard facts, the A1200 hasn't even TRIED yet. Again, I ask you; how long
>EB> have you been programming for the 1200? how do you know what it can/can't
>EB> do?

>Tell me how the 2.84 MIPS A1200 will be able to keep up with a DSP which runs
>at a MINIMUM of 16 MIPS!

And we all know how much a MIPS rating is worth, don't we? Your 16-MIPS DSP
is not a general-purpose processor, so it is pretty meaningless to compare
it to the 68020, which is capable of much more than the DSP. The DSP is good
at performing mathematical operations on large arrays of data, but hardly
very good at performing more general-purpose operations.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 1870. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 17:37:51 UTC
From: boberg@lysator.liu.se
Message-ID: <CDGJn8.D6o@lysator.liu.se>
Source record: 21409

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 13 Sep 93 19:07:55, Ricardo Hernandez Muchado wrote:

>Jupps. Publish where you can get that, and the exact figures. (An A1200 with a
>40 Meg HD is almost as expensive as the Falcon 4/0 here, and that Amiga isn't
>enchanced with ANYTHING)

That's a load of crap. You can get an A1200 with 40M HD for less than
5500SEK from any mail-order company. Considering that you in an earlier
post said that the Falcon 4/60(85?) cost half as much as an A4000/040,
which costs 23000SEK, we quickly arrive at a price of approximately
11000SEK for a Falcon 4/x. For the 5500SEK difference in price you
can get quite a lot of stuff for the A1200 before we arrive at the Falcon
price level.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 1871. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 17:55:27 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CDGKGG.32v@ecf.toronto.edu>
Source record: 21402
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <1993Sep15.125636.4708@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>Idea for the Jaguar: Make a descent space fighter game based upon the
>BattleStar Galatica universe. (or maybe just rip it off like wing commander
>series did and call it Star Radiers 3)

That's already been done on the Atari though...just look at Epic!
Even the old Star Raiders had some similarities (ie Zylons = Cylons ...)
Ah well, it would be great though...I happen to love Battlestar Galactica...
Except when they reached Earth...sorta got really lousy then...

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

# 1872. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 19:13:51 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Sep16.191351.28754@mpifr-bonn.mpg.de>
Source record: 21403

In <CDG5rL.Bv3@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:
>Tha A1200 *may* have better price/performance ratio but the I/O of the
>whole Amiga range is frankly pathetic. The falcon outguns all the
>Amigas on I/O. (eg scsi, midi, lan,A to D, D to A, centronics, modem, DSP,
>4 joy sticks, cartridge etc)

Maybe in terms of quantity in the stock machine. But most Amigas with HDs use SCSI, MIDI is a $70 adapter box, Ethernet/Arcnet is available (and better than the 'LAN' you find in the Falcon but also more expensive), A to D is called 'sound sampler' and exists for some years, D to A is built in (4 channels), centronics is standard (also bidirectional like the Falcon), modem is standard (and you can get various RS232 cards), DSP is not really an I/O device, 4 joysticks require a $10 adapter and cartridges exist in the form of PCMCIA on some Amigas and in the form of expansion boards on others.

Pathetic ? I beg to differ.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1873. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 19:13:53 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDGo36.3nM@jonh.wimsey.bc.ca>
Source record: 21413

gerald@seas.gwu.edu (Gerald G. Washington) writes:

>A better test would be to run some useful software. That is what the
>machines are used for.

As has been suggested before. I agree. I think a relatively good
test would be to compile zoo on both machines with GNU C, then time
compressing and uncompressing the same large file on both machines.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

# 1874. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 19:15:53 UTC
From: cmedley@wam.umd.edu
Message-ID: <27ae19$2fi@cville-srv.wam.umd.edu>
Source record: 21404
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep16.164920.25343@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <279t0e$rqg@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>|> In article <9309161411.AA01111@ash31>,
>|> Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>|> >rickard.troedsson@troed.ct.se (Rickard Troedsson) writes ..
>|> >
>|> >>Tell me WHY we should turn off the Falcon's caches, and add FASTRAM to the
>|> >>A1200, before we do benchmarks?
>|> >
>|> > No one said you HAD to do that, just that to be fair those things
>|> >should be done AS WELL to give a better perspective.
>|> >
>|>
>|>
>|> I'm a little lost as to why one should cut off the Falcon's caches. I agree
>|> the 1200 should have FastRAM thrown in just to see what this standard option
>|> would do for performance.
>
> Because it shows how fast the Falcon access the memory. Flip, I agree
>that chaches are a benefit to a CPU, but when you have those 'benchmarks'
>that FIT ENTIRELY IN BOTH CACHES (almost), DO YOU THINK THIS IS THE
>REAL LIFE SITUATION?
>

Well, with a "real-life" situation we'd be using compiled C code that
would probably call the operating system if moving screen memory on
an Atari (hence, using the Blitter) or *could* use a small loop to
copy the memory over (hence, fit in the cache).

I'm not saying the cache is a real replacement for not giving the
CPU full 32-bit access to RAM, but consider this... most loops that
are that large won't be a series of move instructions, will they?
If you want to move 32,000 bytes, you could do:

```
move.w #31999,d0
.loop
move.b (a0)+,(a1)+
dbra d0,.loop
```

This will definitely fit in the cache. It'll also take advantage
of the special dbra 3-inst. loop capability in all 68010 or better
CPUs.

Now, I could break a cache if I do this:

```
REPT 32000
move.b (a0)+,(a1)+
ENDR
```

And this would probably be at LEAST as fast as the other set of instructions on a 68000... in fact it would easily roast the dbra method because there is no need for loop control. But how often are we going to see this method implemented?

So let's say many loops are implmented with a hybrid approach, where perhaps we jump into a "tower" of move instructions relative to the PC when we determine the number of bytes/words/longs, etc.. to move. If all of the code fits in the cache, it's going to look great on a 68030.

Also, let's think about what the code that creates relatively large uncacheable loops is doing.. is that code doing a lot of move ops? Will there be a lot of addresses to decode or will it be using the registers? Most compilers will optimize something that difficult to utilize the registers, and we're not using an 8086 but a Motorola, so we've got enough registers, even with compiler overhead, to generate some decent code.

How about this.. since we all can't agree on the original benchmarks, why not do a GCC compile on both platforms with 4MB of RAM on an IDE drive and see which one finishes compiling the same code first?

(this'll test "real world" use...right?)

```
>
> The benchmark DIDN'T SHOW A DAMN THING! It all fits in both CACHES!
>THIS IS NOT A REAL LIFE SITUATION.
>
```

Well, let's find a "real life" situation. Geez.. calm down. :)

```
> AGAIN, I HAVE A '030 AND THE CACHES DO NOT GIVE 75% PERFORMANCE BOOST!
>
```

For all I know you may just have a bum '030 upgrade. :) Chill. :)

```
>|>
>|> Now, of course, if we wanted to punish both machines, we should write a
>|> large loop that exceeds the size of both machines' cache RAM and which
>|> accesses longwords relative to some fixed address but at different offsets.
>|> In fact, an excellent test of the system might be to play around with some
>|> of the addressing modes with indirection and offset.
>
> Good. Another thing you can do is do a code that is Greater than
>256 bytes, jump to another area after the main part has been executed
>to flush the icache (instruction cache) and see what happens. This is
>a more real-life situation: some instructions get cached others not.
>
```

Isn't that what I said? Run a loop of code that exceeds the size of
the cache?

And for all this talk of caching... doesn't the A1200 have a cache
on the 68020? Isn't this cache essentially the same as the '030s?
Even without FastRAM it shouldn't be too much slower than the
Falcon.

>|> Also, Amiga with no HD and 2MB of no FastRAM. :)
>
> It's not that much to add fast ram or hardisk. Here in the US
>I can add for $600 a 68030 @ 50Mhz with 4 megs fast ram. That will
>blow the Falcon out of the water performance wise, except where DSP
>applications are concerned. And it's still way under the Falcon price.
>Add the hardisk and is still cheaper than the Falcon.
>

This I'd like to see. :) The cheapest I've seen A1200s is $430 with
2MB of FastRAM and no hard drive. RAM ain't cheap right now, so
I'm leery of saying you can jack up your RAM cheaper than what
comes standard on a Falcon (i.e., the price on the Falcon hasn't
changed a bit since RAM went up).

Whose 68030 board? I asked about the CSA Shotgun in your .signature
at Buried Treasure in Rockville, MD and you know what they told me?
They said that in their experience, CSA boards aren't exactly the
most reliable and that they stopped carrying them. So what works
for you might not be available or possible for everyone else,
especially if their dealer advises against it.

>|>
>|> Incidentally, I've noticed the only person doing benchmarks was an Atari
>|> Falcon user. Are the 1200 owners chicken? hehehehehee
>
> No. I am not. But as you see, I can't get hold of a Falcon. I'm
>in the US where the Falcon is virtually non-existant.
>

That's funny. I'm in the USA too, and I have no problem seeing Falcons.

>
> Well, if we ever test blitters, let me remind of that doing some
>graphic objects with the A1200 is easy with the HARDWARE sprites and
>DUAL-PLAYFIELDS.
>

Hardware Sprites: in "real life" great for... the mouse cursor and
maybe animated icons?

Dual playfields: useful for... what? large virtual desktops or
something of that ilk. How often do you see that in a C compiler?

I'm not saying it ain't useful, but part of what makes the machine
look good on paper may not be the right solution for someone whose

uses would never utilize it. Remember when a lot of people were saying "nice DSP in the Falcon but I'd never use it"?

# 1875. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 19:21:22 UTC
From: cmedley@wam.umd.edu
Message-ID: <27aebi$2k2@cville-srv.wam.umd.edu>
Source record: 21405
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <27a7iqINNrb5@flipper.pvv.unit.no>,
Eyvind Bernhardsen <eyvind@Lise.Unit.NO> wrote:
>In article <27a4mc$db@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
> > In article <9309161437.AA01136@ash31>,
> > Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
> > >Can you add a 32 bit CPU<->memory bus to the Falcon??
> >
> > Yes. It's easy. Add the 33mhz 68030 board which has up to 128MB FastRAM
> > available and away you go.
>
>Yeah, but you could do THAT for the (16-bit) A500. I'm not impressed.

True. But that A500 wouldn't have 32-bit custom chips, each with 32
bit access to the "chipRAM" would it? It also would lack all of
the associated I/O ports and the DSP. It also would be running into
a 7.16mhz 16-bit bottleneck when it tried to go to "chipRAM" whereas
the Falcon's 33mhz 68030 board would go to a 16mhz 16-bit bottleneck.
Wow. That's real similar. :)

<the A500 would be 2X slower going to chipRAM than the Falcon just
based on clock speed alone!>

In fact, let's say the Falcon IS 15% slower than an A1200. How
much faster is an A1200 w/o FastRAM over an A500? Now, if you
jack up the A1200 to 33mhz 68030 and added some FastRAM I bet you
and all the whalers in your neck of the woods might be impressed. :)

<so chill..and don't be so biased... in fact, i might have an A1200
this Friday (tomorrow).. before i get my Falcon, even... if things
go right for me. :) it's all a matter of getting the right tool
for the right job, mon ami!>

# 1876. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 19:25:37 UTC
From: cmedley@wam.umd.edu
Message-ID: <27aejh$2kc@cville-srv.wam.umd.edu>
Source record: 21406

In article <1993Sep16.150945.27890@seas.gwu.edu>,
Gerald G. Washington <gerald@seas.gwu.edu> wrote:
>
>A better test would be to run some useful software. That is what the
>machines are used for.
>

Name some useful software for either platform... :)

<just kidding>

Well, that would be nice, but what would we run that both have?
WordPerfect 4.2? PageStream 2.x? Dr. T's KCS 1.8? What would we
benchmark? How fast they scroll a screen of text? How many
simultaneous MIDI events they can catch at a timing resolution of
368 ppq?

The best comparison (imho) that both could do would be to compile some
C code on both using the "widely available" GNU C. We should even
use the standard, built-in IDE drives so that we get a feel for
how useful both machines are out of the box....

(of course, the Amiga owner will probably need 2 more MB of RAM to
get the A1200 up to 4MB to run the compiler... )

In fact, after the code is compiled... we can further test both
by making the code that IS compiled a benchmark. :) Then we can
see who is making the better port of their compiler. :)

# 1877. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 21:16:32 UTC
From: cmedley@wam.umd.edu
Message-ID: <27al3g$4am@cville-srv.wam.umd.edu>
Source record: 21410

In article <1993Sep16.191351.28754@mpifr-bonn.mpg.de>,
Michael van Elst <mlelstv@speckled.mpifr-bonn.mpg.de> wrote:
>In <CDG5rL.Bv3@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:
>>Tha A1200 *may* have better price/performance ratio but the I/O of the
>>whole Amiga range is frankly pathetic. The falcon outguns all the
>>Amigas on I/O. (eg scsi, midi, lan,A to D, D to A, centronics, modem, DSP,
>>4 joy sticks, cartridge etc)
>
>Maybe in terms of quantity in the stock machine. But most Amigas with HDs use
>SCSI, MIDI is a $70 adapter box, Ethernet/Arcnet is available (and better
>than the 'LAN' you find in the Falcon but also more expensive), A to D is
>called 'sound sampler' and exists for some years, D to A is built in (4
>channels), centronics is standard (also bidirectional like the Falcon),
>modem is standard (and you can get various RS232 cards), DSP is not really
>an I/O device, 4 joysticks require a $10 adapter and cartridges exist in the
>form of PCMCIA on some Amigas and in the form of expansion boards on others.
>
>Pathetic ? I beg to differ.
>
>Regards,
>--
>Michael van Elst

I agree with you that the options exist and are quite nice for the A1200,
but I think the important thing to the original poster is that all of
those items are included, standard, on a stock Falcon.

As for the DSP not being an I/O device... that depends... you could indeed
use it as a processor to handle "streams" of I/O and affect them. That's
what happens in voice recognition but also in more "down-to-earth" uses
like audio digitizing (and the industry buzzword, direct-to-disk recording).

# 1878. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 21:56:46 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CDGvMM.JEF@freenet.carleton.ca>
Source record: 21414

In a previous article, mlelstv@speckled.mpifr-bonn.mpg.de (Michael van Elst) says:

>Maybe in terms of quantity in the stock machine. But most Amigas with HDs use
>SCSI, MIDI is a $70 adapter box, Ethernet/Arcnet is available (and better
>than the 'LAN' you find in the Falcon but also more expensive), A to D is
>called 'sound sampler' and exists for some years, D to A is built in (4

No matter what you do you will not be able to equal the Falcons sound
system on your A1200.

>channels), centronics is standard (also bidirectional like the Falcon),
>modem is standard (and you can get various RS232 cards), DSP is not really
>an I/O device, 4 joysticks require a $10 adapter and cartridges exist in the

There is a seperate DSP port on MY Falcon....:)And mine should be
the same as everyone elses....(ie STANDARD!)
Can be used as a D2D interface; DAT/CD digital out to DSP in.

--
---
!! Computer Engineering at CCC; Carleton U. Ottawa Ontario Canada!!
----------ac382@freenet.carleton.ca----------

# 1879. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 22:00:54 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <27anmmINNoo2@uwm.edu>
Source record: 21411
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <27a4mc$db@cville-srv.wam.umd.edu>, 'Flip' (cmedley@wam.umd.edu) wrote:
: In article <9309161437.AA01136@ash31>,
: Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
: >Can you add a 32 bit CPU<->memory bus to the Falcon??

: Yes. It's easy. Add the 33mhz 68030 board which has up to 128MB FastRAM
: available and away you go.

In other words, yes, as long as you move the CPU off the motherboard, and
make that ram local.

Which isn't at all like adding fast ram to a 1200, and wouldn't do
anything to test the Falcon's architecture, invalidating the point.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: Jurassic Park II :)
(: Crazed scientists at an upstate New York engineering school use :)
(: DNA to recreate a man-eating lesbian separatist from the 1970s... :)
(: -Wayne Bryant :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1880. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 22:06:00 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <27ao08INNoo2@uwm.edu>
Source record: 21412
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <27aebi$2k2@cville-srv.wam.umd.edu>, 'Flip' (cmedley@wam.umd.edu) wrote:
: True. But that A500 wouldn't have 32-bit custom chips, each with 32
: bit access to the "chipRAM" would it? It also would lack all of

Which doesn't affect the benchmark, which is the point: Adding a new CPU
with local ram has nothing to do with the architecture of the Falcon
unless it's accessing motherboard ram--that depends on the architecture
of the CPU/RAM card.

If you're going to compare a Falcon to an A1200, then you're stuck with
the Falcon's processor, and the a1200's processor. ANYONE can toss in an
accelerator card into either system, and have local ram, and get a
performance increase, but then you're benchmarking the card, and not the
system.

Get it?

: Wow. That's real similar. :)

Very similar, despite the narrow-minded attempt at brushing it off. The
parallels exist, architecturally, and that was the point of the statement.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: Jurassic Park II :)
(: Crazed scientists at an upstate New York engineering school use :)
(: DNA to recreate a man-eating lesbian separatist from the 1970s... :)
(: -Wayne Bryant :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 1881. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 23:09:42 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep16.230942.13412@rchland.ibm.com>
Source record: 21417
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep16.133305.22120@seas.gwu.edu>, gerald@seas.gwu.edu (Gerald G. Washington) writes:
|> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> >
|> > Now, I have to admit I have seen two games on the Mac that I have
|> >to take my hats off to the programmers, considering the limitations
|> >on the machine they were programming on (a Mac Plus or SE I think, and a
|> >Mac and monochrome for that matter) the games are truly outstanding:
|> >
|> > Dark Castle and Beyond Dark Castle. Very challenging and hilarious games.
|>
|> You do realize that these are also Amiga games, though I don't know which
|> versions came first.

The Mac versions came first.

|>
|> > And again, I strongly believe that the ratio of impressive games on
|> >the Mac vs number of games is much smaller there than on the Amiga.
|>
|> Yes, most Mac users are impressed with the latest version of Solitaire. Until
|> I see Street Fighter 2 Turbo for the Mac, it is nothing more than a business
|> machine. B^)

AGREED! :-)

|>
|> > Can't beat custom hardware-> Amiga has sprites, dual-playfields, the
|> >copper and all of that standard in the lowest denominator.
|>
|> Macs are going the way of the clones by throwing lots of hardware at every
|> task. Of course, the price of Macs are getting better every day; 040 systems
|> are close to $1000.
|>
|> -- Gerald

True, still sprites + dual-playfields != '040 @ 40Mhz
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1882. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-16 23:37:57 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep16.233757.8808@rchland.ibm.com>
Source record: 21418
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <27ae19$2fi@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Sep16.164920.25343@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <279t0e$rqg@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> >|> In article <9309161411.AA01111@ash31>,
|> >|> Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
|> >|> >rickard.troedsson@troed.ct.se (Rickard Troedsson) writes ..
|> >|> >

[stuff deleted]

|> > Because it shows how fast the Falcon access the memory. Flip, I agree
|> >that chaches are a benefit to a CPU, but when you have those 'benchmarks'
|> >that FIT ENTIRELY IN BOTH CACHES (almost), DO YOU THINK THIS IS THE
|> >REAL LIFE SITUATION?
|> >
|>
|>
|> Well, with a "real-life" situation we'd be using compiled C code that
|> would probably call the operating system if moving screen memory on
|> an Atari (hence, using the Blitter) or *could* use a small loop to
|> copy the memory over (hence, fit in the cache).

Yep.

|>
|> I'm not saying the cache is a real replacement for not giving the
|> CPU full 32-bit access to RAM, but consider this... most loops that
|> are that large won't be a series of move instructions, will they?

Ah, but most things you do are not necesarily loops and when they are
they are over a huge area (when moving memory). Not like those stupid
benchmarks so that the data could fit in the cache.

|> If you want to move 32,000 bytes, you could do:
|>
|> move.w #31999,d0
|> ..loop
|> move.b (a0)+,(a1)+
|> dbra d0,.loop
|>
|>
|> This will definitely fit in the cache. It'll also take advantage
|> of the special dbra 3-inst. loop capability in all 68010 or better
|> CPUs.

```
|>
|> Now, I could break a cache if I do this:
|>
|> REPT 32000
|> move.b (a0)+,(a1)+
|> ENDR
|>
|> And this would probably be at LEAST as fast as the other set of
|> instructions on a 68000... in fact it would easily roast the dbra
|> method because there is no need for loop control. But how often
|> are we going to see this method implemented?
```

Read above.

```
|>
|>
|> So let's say many loops are implmented with a hybrid approach, where
|> perhaps we jump into a "tower" of move instructions relative to the
|> PC when we determine the number of bytes/words/longs, etc.. to
|> move. If all of the code fits in the cache, it's going to look great
|> on a 68030.
```

True, wich is why the benchmark is misleading.

```
|> Also, let's think about what the code that creates relatively large
|> uncacheable loops is doing.. is that code doing a lot of move ops?
```

No, but again, you are not doing loops all the times. *EVEN* when
you do loops, you have to break from it if the loop is long. Remember
the Vertical blanks interrupts? And if you are Multi-OSing then you have
to do context switches, etc. THOSE BENCHMARKS ARE NOT A REAL LIFE SITUATION.

```
|> Will there be a lot of addresses to decode or will it be using the
|> registers? Most compilers will optimize something that difficult to
|> utilize the registers, and we're not using an 8086 but a Motorola,
|> so we've got enough registers, even with compiler overhead, to
|> generate some decent code.
```

Read above again Flip.

```
|>
|> How about this.. since we all can't agree on the original benchmarks,
|> why not do a GCC compile on both platforms with 4MB of RAM on an IDE
|> drive and see which one finishes compiling the same code first?
|>
|> (this'll test "real world" use...right?)
```

That would be a good test mixed with I/O. I would say this would
be a very good test but not a definitive one (as it check IDE performance,
which is true for some applications and not true for others). I AM SAYING
THIS NOW EVEN IF THE A1200 turns out to be faster, ok? Your proposed test
sounds like a good one where applications need to look for hardisk access.

|> > The benchmark DIDN'T SHOW A DAMN THING! It all fits in both CACHES!
|> >THIS IS NOT A REAL LIFE SITUATION.
|> >
|> Well, let's find a "real life" situation. Geez.. calm down. :)
|>

Ok, I'll calm down :-) But tell 'Rickard' to stop saying non-sense...

|>
|> > AGAIN, I HAVE A '030 AND THE CACHES DO NOT GIVE 75% PERFORMANCE BOOST!
|> >
|>
|>
|> For all I know you may just have a bum '030 upgrade. :) Chill. :)

Flip: THE CSA accelerator is the FASTEST and one of the very best designed
accelerators available for the A1200. It was designed by CSA wich is
a Motorola consulting company and has been in business for more than 10 years.
The 12 Gauge is not their first design on the Amiga either. I CAN'T
BELIEVE IS A BAD DESIGN.

[stuff deleted]

|> Isn't that what I said? Run a loop of code that exceeds the size of
|> the cache?

More or less :-)

|>
|> And for all this talk of caching... doesn't the A1200 have a cache
|> on the 68020? Isn't this cache essentially the same as the '030s?
|> Even without FastRAM it shouldn't be too much slower than the
|> Falcon.

It has an instruction cache. It doesn't have a data cache.
And your fellow Atarian Heiko didn't mention whether he was running
with the '020 cache on or off, wich is another reason why I am so
skeptical.

But BTW, it still proves nothing. Hey, if the A1200 had a 68030
at the same speed of the Falcon, both machines should do almost
exactly the same result. Would this be fair even if this theoretical
A1200 with a '030 had 32-bit access to memory and the Falcon still
the 16-bit access on a real-life situation ? NO!

|> >|> Also, Amiga with no HD and 2MB of no FastRAM. :)
|> >
|> > It's not that much to add fast ram or hardisk. Here in the US
|> >I can add for $600 a 68030 @ 50Mhz with 4 megs fast ram. That will
|> >blow the Falcon out of the water performance wise, except where DSP
|> >applications are concerned. And it's still way under the Falcon price.
|> >Add the hardisk and is still cheaper than the Falcon.
|> >
|>

|>
|> This I'd like to see. :)

Well, see it. Which company do you want me to tell the phone #?

|> The cheapest I've seen A1200s is $430 with
|> 2MB of FastRAM and no hard drive.

It's now $399. (US)

|> RAM ain't cheap right now, so
|> I'm leery of saying you can jack up your RAM cheaper than what
|> comes standard on a Falcon (i.e., the price on the Falcon hasn't
|> changed a bit since RAM went up).

Call Memory World and see for yourself.

|> Whose 68030 board? I asked about the CSA Shotgun in your .signature
|> at Buried Treasure in Rockville, MD and you know what they told me?
|> They said that in their experience, CSA boards aren't exactly the
|> most reliable and that they stopped carrying them.

Baloney. Mine works just fine. The only problem I have seen is
the temperature, which all requires is that you have either a fan
or the machine in an air conditioning environment.

The Board I told you up the was the Microbotics, wich can be had
for $600 with 4 megs fast ram and a 50Mhz '030. Actually checking out
the last AmiWorld: $349 + $139 = $488. Hey, it's even $112 less than
I said! You want to call them? Memory World: 1-800-CSA-XLR8.

|> So what works
|> for you might not be available or possible for everyone else,
|> especially if their dealer advises against it.

No. This board works fine. Same goes for any expansion of the Falcon
too anyway (those that actually exist).

How much is the US Falcon? With what?

|> >|> Incidentally, I've noticed the only person doing benchmarks was an Atari
|> >|> Falcon user. Are the 1200 owners chicken? hehehehehee
|> >
|> > No. I am not. But as you see, I can't get hold of a Falcon. I'm
|> >in the US where the Falcon is virtually non-existant.
|> >
|>
|>
|> That's funny. I'm in the USA too, and I have no problem seeing Falcons.

Well, if you are talking about the real bird.... I mean, the one that
actually exists :-)

|> > Well, if we ever test blitters, let me remind of that doing some
|> >graphic objects with the A1200 is easy with the HARDWARE sprites and

|> >DUAL-PLAYFIELDS.
|> >
|>
|>
|> Hardware Sprites: in "real life" great for... the mouse cursor and
|> maybe animated icons?

And games...

|>
|> Dual playfields: useful for... what? large virtual desktops or
|> something of that ilk. How often do you see that in a C compiler?

For games, dude, for games.

|>
|> I'm not saying it ain't useful, but part of what makes the machine
|> look good on paper may not be the right solution for someone whose
|> uses would never utilize it. Remember when a lot of people were
|> saying "nice DSP in the Falcon but I'd never use it"?

True, but in my case I was one of those first to admit that the
Falcon's sound is awesome, and that the DSP is a very nice feature
indeed.

And, ok, I'll chill out :-)

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1883. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 02:29:24 UTC
From: cmedley@wam.umd.edu
Message-ID: <27b7e4$8lj@cville-srv.wam.umd.edu>
Source record: 21415
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep16.233757.8808@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> I'm not saying the cache is a real replacement for not giving the
>|> CPU full 32-bit access to RAM, but consider this... most loops that
>|> are that large won't be a series of move instructions, will they?
>
> Ah, but most things you do are not necesarily loops and when they are
>they are over a huge area (when moving memory). Not like those stupid
>benchmarks so that the data could fit in the cache.
>

Ok, my point is this:

1) if we're moving a large chunk of memory, especially graphic data, both
machines will use their Blitters, which have 32-bit access to RAM. No
crippling for the Falcon in that case.

2) if the loop being used to move a chunk of memory is a simple dbra loop
that fits in the cache, the Falcon will do fine.

Now if both of those possibilities don't exist in the code, the Falcon may
be punished. But then it becomes a matter of whether the compiler generates
code for #2 as opposed to unrolling the loops whenever possible. If it
doesn't unroll the loops, most of these loops will fit in the cache and
the Falcon would burn the A1200 in those cases.

<my real expectations: on a decent mix of code, i'd expect them to run
roughly equal...>

>|>
>|> So let's say many loops are implmented with a hybrid approach, where
>|> perhaps we jump into a "tower" of move instructions relative to the
>|> PC when we determine the number of bytes/words/longs, etc.. to
>|> move. If all of the code fits in the cache, it's going to look great
>|> on a 68030.
>
> True, wich is why the benchmark is misleading.
>

Well, please check the argument i have above.. basically it is determined
by the compiler's method for loops, and whether or not it unrolls it....

In fact, one interesting thing about GNU C will be that if we compile a
benchmark C program on both, and do an -funroll_all_loops (i think that
is it) it should generate code that works better on the A1200 provided
the 32-bit vs. 16-bit buss problem is as extreme as believed.

But on normal loops (which would fit in the CPU cache) the Falcon should
be a bit faster.

> No, but again, you are not doing loops all the times. *EVEN* when
>you do loops, you have to break from it if the loop is long. Remember
>the Vertical blanks interrupts? And if you are Multi-OSing then you have
>to do context switches, etc. THOSE BENCHMARKS ARE NOT A REAL LIFE SITUATION.
>

That's true, especially about the multitasking OS. However it's a fact
that even now, some people would run a Falcon single-tasking to eek out
performance for some applications that are memory or CPU hungry. After
all, MultiTOS is loadable.

>|> How about this.. since we all can't agree on the original benchmarks,
>|> why not do a GCC compile on both platforms with 4MB of RAM on an IDE
>|> drive and see which one finishes compiling the same code first?
>|>
>|> (this'll test "real world" use...right?)
>
> That would be a good test mixed with I/O. I would say this would
>be a very good test but not a definitive one (as it check IDE performance,
>which is true for some applications and not true for others). I AM SAYING
>THIS NOW EVEN IF THE A1200 turns out to be faster, ok? Your proposed test
>sounds like a good one where applications need to look for hardisk access.
>

Ok. I think it's agreeable that this be it. How about we all look for
a nice, large, gigantic, monolithic C program to compile?

In fact, one of those Obfuscated C code contest winners would probably
make the pre-processor do all kinds of contortions to figure out what
is going on. :)

<if we're really pressed, we could just bring down the source to a decent
sized unix app and go from there>

>|> Well, let's find a "real life" situation. Geez.. calm down. :)
>|>
>
> Ok, I'll calm down :-) But tell 'Rickard' to stop saying non-sense...
>

Ok... RICKARD! STOP SAYING NON-SENSE! :)

>The 12 Gauge is not their first design on the Amiga either. I CAN'T
>BELIEVE IS A BAD DESIGN.
>
>

Ok, well i am just repeating what i heard from a C= dealer who may or may
not have bias as to which accelerator is better.

>
> The Board I told you up the was the Microbotics, wich can be had

>for $600 with 4 megs fast ram and a 50Mhz '030. Actually checking out
>the last AmiWorld: $349 + $139 = $488. Hey, it's even $112 less than
>I said! You want to call them? Memory World: 1-800-CSA-XLR8.
>

Actually, i'll check them out to see if i can help my friend (and possibly
me, too) pick up a decent Ami setup.

<tomorrow i might wind up with a 1.7 Gb HD to throw on the ST... so...
this is all up in the air>

>|>
>|> Hardware Sprites: in "real life" great for... the mouse cursor and
>|> maybe animated icons?
>
> And games...

True.... but... GNU C (as a benchmark) wouldn't be a game. :)

>
>|>
>|> Dual playfields: useful for... what? large virtual desktops or
>|> something of that ilk. How often do you see that in a C compiler?
>
> For games, dude, for games.

But... Ricardo... I *have* a SNES and a Sega Genesis! :)

>

# 1884. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 02:37:00 UTC
From: cmedley@wam.umd.edu
Message-ID: <27b7sc$8pv@cville-srv.wam.umd.edu>
Source record: 21416
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <27ao08INNoo2@uwm.edu>,
Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>In article <27aebi$2k2@cville-srv.wam.umd.edu>, 'Flip' (cmedley@wam.umd.edu) wrote:
>: True. But that A500 wouldn't have 32-bit custom chips, each with 32
>: bit access to the "chipRAM" would it? It also would lack all of
>
>Which doesn't affect the benchmark, which is the point: Adding a new CPU
>with local ram has nothing to do with the architecture of the Falcon
>unless it's accessing motherboard ram--that depends on the architecture
>of the CPU/RAM card.
>

Which benchmark are we talking about? The A1200 vs. Falcon one or just
general usage?

Surely having a 32-bit path from custom chips to RAM improves their speed.

The point is, the A500 with an 030 accelerator has 16-bit data path
from the custom chips to RAM, and a 16-bit path from the 030 to the
chipRAM (or any 16-bit fastRAM) and a 32-bit access to its local fastRAM.

The Falcon would have all custom chips operating 32-bits to/from chipRAM.
On a 16mhz buss, as opposed to a 7.16mhz buss. Clock speed is more than
doubled and buss width is doubled.

The CPU would have one similarity...the 68030 would have 16-bit access to
chipRAM but 32-bit access to the local fastRAM.

Now, there is that one similarity... but remembr that the 68030 is likewise
accessing that RAM off a 16mhz board. That means it's running at LEAST
2X faster than the '030 expansion on the A500, right?

(i.e., same bus width, > 2X increase in bus speed)

Factor in the fact that the Falcon's custom chips are running 32-bit to
RAM and are running more than 2X faster than the A500s chips and you'll
see the throughput is definitely way beyond an expanded A500.

>If you're going to compare a Falcon to an A1200, then you're stuck with
>the Falcon's processor, and the a1200's processor. ANYONE can toss in an
>accelerator card into either system, and have local ram, and get a
>performance increase, but then you're benchmarking the card, and not the
>system.
>

So if I compile something with a 33mhz 68030 in a Falcon in 3 seconds,
I shouldn't be happy?

Maybe you should talk to Ricardo and ask him about how he can't benchmark
his A1200 with the CSA 68030@50mhz, huh?

I say, if he's got it, and it works, it's admissable. He uses it, and
it works for him. If a Falcon owner has a 33mhz 68030, let him bench it.

(for now, if we compare base systems, which no one has done yet, both should
be interesting!)

# 1885. Re: Does Commodore read any of this?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 07:16:06 UTC
From: farren@netcom.com
Message-ID: <farrenCDHLIv.Ky1@netcom.com>
Source record: 21419
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

kruger@mhd1.moorhead.msus.edu (Daniel M. Kruger) writes:

>It has come to my understanding that C= has an internet connection.

Of a sort, yes. You can't do ftp to cbmvax, however.

>My question is:
> Does Commodore read any of these posts on here.

Do you mean: Commodore engineering staff? Definitely yes. Do you mean:
Commodore upper management? Probably not. Not unusual - there are very
few companies whose upper management reads Usenet.

>Then again, they probably don't post because they would be subjected
>to major flamage from those who are sick of their marketing strategies.

Why do you think they're not? Remember where "post" comes from - as
in Office.

>BTW-- Someone told me that C= fired their sales staff and replaced them
>with the staff from NewTek. Is this true, or is this just a rumor?

Sure, right, NewTek would just let their marketing staff go.

Of *course* that's only a rumor.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 1886. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 07:43:08 UTC
From: farren@netcom.com
Message-ID: <farrenCDHMrx.2L8@netcom.com>
Source record: 21420
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip') writes:

>The Falcon would have all custom chips operating 32-bits to/from chipRAM.
>On a 16mhz buss, as opposed to a 7.16mhz buss. Clock speed is more than
>doubled and buss width is doubled.

Are you saying that the Falcon's memory bus is 32 bits wide? If so,
what possible excuse could they have for limiting the CPU access
to memory to 16 bits, especially when the chosen CPU was designed
with a 32 bit bus from the beginning?

If your statement is true, my opinion of Atari Engineering goes from
feeling that they're not very good to feeling that they're completely
incompetent.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 1887. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 08:21:25 UTC
From: rpowers@panix.com
Message-ID: <27bs25$461@panix.com>
Source record: 21429
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

[What a funny Subject: line! Everyone knows how expensive clones are.
*laugh*]

In <1993Sep16.164144.24660@btree.uucp> crissman@btree.uucp (George Crissman) writes:

>"Atari vs The EXPENSIVE World Of DOS" it says in the subject line. It
>takes a $2500.00 '486 @ 66 MHz to keep up with the capabilities of
>the $1500.00 Falcon. [...]

You must be joking. Where do you get crazy prices like that? Try
$1200 for a 486DX2/66. $2500? You're just making that up! You can
get a slower 486 for under $1000.

Rich.

--
...with a cherry on top.
---
--><-- (rpowers@panix.com) \X/

# 1888. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 10:03:45 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Sep17.100345.15316@mpifr-bonn.mpg.de>
Source record: 21431

In <CDGvMM.JEF@freenet.carleton.ca> ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>No matter what you do you will not be able to equal the Falcons sound
>system on your A1200.

Well, I'm no musician but I believe that real music isn't made on a
home computer with DSP. So I would use some MIDI setup.

>Can be used as a D2D interface; DAT/CD digital out to DSP in.

Possible. But you can buy that for Amiga too.

After all you have to pay for such items in the Falcon too.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1889. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 10:06:07 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Sep17.100607.15394@mpifr-bonn.mpg.de>
Source record: 21430

In <2c99521a@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>Not, since it's bullshit. Why the H*LL do you think Motorola started using
>chaches? Coz they speed up the processing power, in real world applications
>ALSO!

No, they just make it possible to reduce the slow down caused by slow
memory systems.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1890. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 10:08:44 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9950d6@troed.ct.se>
Source record: 21421

In a message of 16 Sep 93 11:19:34, Ricardo Hernandez Muchado wrote:

RH> That the Falcon is so much faster than the A1200 hasn't been proved yet.
RH> If you belive in those benchmarks, I'll have a bridge to sell you.

As long as no other benchmarks appear (The amigoids doesn't seem to WANT to do
the benchmarks .. ) these are the ones to judge by.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

PS: Is that bridge red?

# 1891. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 10:08:44 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c995104@troed.ct.se>
Source record: 21422

In a message of 16 Sep 93 19:02:46, Gavan Martin Moran wrote:

GM> I can add FastRAM to my A1200 and eliminate the Bus contention
GM>
GM> Can you add a 32 bit CPU<->memory bus to the Falcon??

Ofcoz, we can also add FastRAM!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1892. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 10:08:44 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c99521a@troed.ct.se>
Source record: 21423

In a message of 16 Sep 93 21:12:55, Ricardo Hernandez Muchado wrote:

RH> Rickard, again: On - real - world- applications- the - caches- are-
RH> shit- compared -to - their- effect- in - those-
RH> benchmarks.
RH>
RH> Maybe saying it slower you might be able to understand it.

Not, since it's bullshit. Why the H*LL do you think Motorola started using
chaches? Coz they speed up the processing power, in real world applications
ALSO!

RH> Hell no. I am even starting to doub Rickard is a good programmer
RH> at all. A good programmer will understand that those benchmark
RH> give *tons* of bias since the fit in all the cache.

I'm writing my own (assembler) programs to fit in the cache, so do all the
other ASM programmers .. The benchmarks are valid ..

(You wouldn't believe the speed of my newly developed 030-line routine in true
colour .. ahem .. )

RH> Ah, not to mention that now the A1200 go a drop in price as well.
RH> $400 US dollars, $640 gets you one with 65 meg hardisk. Just $199
RH> and you have fast ram. Just $600 and you have 4 megs fast ram + 68030 @
RH> 50Mhz

Where's the SCSI II, LAN, MIDI, 16 bit SOUND .. (just to name a few ...)

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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1893. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 10:08:44 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c99527a@troed.ct.se>
Source record: 21424

In a message of 16 Sep 93 21:13:39, 'Flip' wrote:

'> Yes. It's easy. Add the 33mhz 68030 board which has up to 128MB FastRAM
'> available and away you

Saw in AEO15 that Wizztronics was developing a ONE GIGABYTE FASTRAM board for
the Falcon ...

One Gig? Oops ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
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+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1894. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 10:08:44 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9952b6@troed.ct.se>
Source record: 21425

In a message of 16 Sep 93 21:13:46, J Braham Levy wrote:

JB> Information Produced by ....). I'm certain other agree with me/ Lets get
JB> back to talking Amiga.

then move to an Amiga newsgroup

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1895. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 10:08:44 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c995330@troed.ct.se>
Source record: 21426

In a message of 17 Sep 93 00:20:09, Ricardo Hernandez Muchado wrote:

RH> Well, if we ever test blitters, let me remind of that doing some
RH> graphic objects with the A1200 is easy with the HARDWARE sprites and
RH> DUAL-PLAYFIELDS.

Oh. but then we must compare sound-quality, and by all means, we must rotate
some true colour pictures ..

BTW; What do you think I get if I split the True Colour mode into two
8-bitplane playfields?

Dual Playfield in 256 colours.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1896. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 10:08:44 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9954e4@troed.ct.se>
Source record: 21427

In a message of 17 Sep 93 00:21:54, Stefan Boberg wrote:

SB> If nobody buys it, it doesn't matter how impressive the hardware is.
SB> What
SB> it boils down to is marketing, marketing and games.

Since I said I maight import the Jaguar I've had (keep the hat on) 123 calls/letters from different persons wanting one before christmas .... If that's the situation all over the world (and why shouldn't it be .. and then remember that the public hasn't seen it yet) the Jaguar IS a killer!

If your team was so interested in doing games etc, you would already have signed up for it.

SB> If you put maybe a man-year into developing the game, you wouldn't
SB> (shouldn't) be satisfied with that. It would be a waste of time. And
SB> selling 1,000 copies of a game for a platform with only 20,000 units
SB> sounds pretty darn optimistic if you ask me ;-) Why not make the same
SB> game for, say, Amiga or PC and make fifty times as much?

coz I *HATE* PCs, and the Amigas CAN'T DO WHAT I WANT TO DO ON THEM ...

SB> It sure has money-making capability at least. Considering the swedish
SB> development (three persons) team of Team17 has made more than two million
SB> swedish kronor ($250000) in royalties on the last three games we have made
SB> for the Amiga, and that's not counting additional income from console/PC
SB> conversions.

Yup, good for you. I really don't care though.

SB> arguing with an infantile narrow-minded fool.

Oh, you're SOOOO mature ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1897. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 10:08:44 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c99551a@troed.ct.se>
Source record: 21428

In a message of 17 Sep 93 00:21:54, Stefan Boberg wrote:

SB> That's a load of crap. You can get an A1200 with 40M HD for less than
SB> 5500SEK from any mail-order company. Considering that you in an earlier

I asked, WHERE!

I've seen 7995:- ads, nothing else!

(And that's 40Mb .. I have 160Mb in my Falcon .. )

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1898. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 13:16:40 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <27cdbo$ivv@info2.rus.uni-stuttgart.de>
Source record: 21432

In article <1993Sep12.034700.23135@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
> Well, let's see how fair are your benchmarks...

Well, let's see if you can write a becnhmark which considers every
eventuality...
By the way: I didn't mention that this is a perfect benchmark. How could i?

> Problems that still make your benchmark not reliable:
>
> 1. Benchmark is short. Fits entirely inside the instruction cache
> of the '030, and some data inside the data cache. In this benchmark
> the effects of the cache are just too generous.

Yes this is a problem. In normal programms there is a cache hit rate of
70-80%. Maybe you can write a benchmark with these hit rates?

> 2. No mention if the '020 cache of the A1200 was turned on or off

The caches in both machines were turned on. I don't know anyone turning
his caches off when he wants to run time-intensive programs.

> 3. You didn't try the benchmark with words on a lower resolution, less
> colors mode on the A1200 and F30.

Sorry! I didn't have the time (after 3 hours you want to make other things
than benchmarks). You can calculate the times if you want.

> 3. You ran *ALL* the benchmarks in at 60Hz, which the bus contention
> on the A1200 starts to make a stronger mark. If you had Fast RAm
> the results would be damn different.

Sure. What's your point?
Both machines were in 60Hz-mode. Where is the problem?

> I did, check my comments. The information you present is not reliable. Did
>you see what happened when you turned the Falcon caches off? The machine
>ran 75% slower in the first test. If you are telling me that on a real-world
>application (Word processor, DTP, Database, etc.) you gain 75% more speed
>on a '030, I have a bridge to sell for you.

Most programs gain 50% or more (see my earlier posting).
Without caches, the test has needed 43.1 s, with caches 21.3 s. This is an
improvement of 50.5800464...% but never 75%.
It is very hard to write a program which does not fit in the caches :)

Ciao, Heiko.
(zcam1121@rpool9.rus.uni-stuttgart.de)

# 1899. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 13:36:59 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <27cehr$kvb@info2.rus.uni-stuttgart.de>
Source record: 21433
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <279t0e$rqg@cville-srv.wam.umd.edu>,
'Flip' <cmedley@wam.umd.edu> wrote:
>The 900 ukp version of the Falcon has double the RAM and an 80MB IDE HD,
>a 56001 DSP, SCSI-2 port, MIDI ports (standard), the usual serial and
>parallel ports, two 9-pin joystick ports, two 15-pin jaguar compatible
>joystick ports, and comes with AtariWorks, MultiTOS, and SpeedoGDOS.

Don't forget that the A1200 only has a DD floppy drive :-)

I soon will present my 4. benchmark:
It is a 257 MByte loop which surely will exceed the internal caches. I will
post it soon...

>Incidentally, I've noticed the only person doing benchmarks was an Atari
>Falcon user. Are the 1200 owners chicken? hehehehehee

Ouh, hard...
Aehem... i am still waiting for the A1200 with FastRAM figures.

>P.S., has anyone tried benchmarking how fast these machines use their HDs?
>Just the IDE ones, that is. I'm curious to see what they can do. Also,
>it'd be nice to implement some kind of speed test for both machine's blitter
>chips.

Make it so Number one...

Ciao, Heiko.
(zcam1121@rpool9.rus.uni-stuttgart.de)

# 1900. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 13:47:41 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <27cf5t$k03@info2.rus.uni-stuttgart.de>
Source record: 21434
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep16.164920.25343@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
> Ask me, I have a '030. How much I benefit from the caches? An
>average of 12% In the test where the guy cutted off the cache, the
>Falcon was 75% slower. Hey! If my machine with the '030 benefited
>with a 75% improvement on real-applications, I would never like upgrading
>to a '040! (which is not true).

Here is the reply form the "guy":
The test without caches neede 43.1 s and the test with caches needed 21.3 s.
That means: the F30 is 100% slower without caches or 50% faster with caches.
The improvement is 50%. I don't know how to get 75% with these figures...
Nearly all programs that i have tested get a 50% improvement caused by
the caches. These tests are not as easy as it seems because you only have to
check the calculation time (many programs spend a lot of time with I/O).

Ciao, Heiko.
(zcam1121@rpool9.rus.uni-stuttgart.de)

# 1901. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 14:23:08 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep17.142308.41128@rchland.ibm.com>
Source record: 21339
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <27b7e4$8lj@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Sep16.233757.8808@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >|> I'm not saying the cache is a real replacement for not giving the
|> >|> CPU full 32-bit access to RAM, but consider this... most loops that
|> >|> are that large won't be a series of move instructions, will they?
|> >
|> > Ah, but most things you do are not necesarily loops and when they are
|> >they are over a huge area (when moving memory). Not like those stupid
|> >benchmarks so that the data could fit in the cache.
|> >
|>
|>
|> Ok, my point is this:
|>
|> 1) if we're moving a large chunk of memory, especially graphic data, both
|> machines will use their Blitters, which have 32-bit access to RAM. No
|> crippling for the Falcon in that case.

Don't assume that much. If you are making an animation you'll have
to use the CPU to move memory regardless of how wonderfull the blitter is.
And second, you have to take into consideration that the Falcon's blitter
has to do (for bobs) I think it was twice or three operations per one
Amiga blitter operation.

|> 2) if the loop being used to move a chunk of memory is a simple dbra loop
|> that fits in the cache, the Falcon will do fine.

For the instruction cache yes, but not for the data cache, wich is
what happens in those 'benchmarks'. And again, this is not the
real-world situation, as programs do not consist of this.

|> Now if both of those possibilities don't exist in the code, the Falcon may
|> be punished.

AND IT IS BEING PUNISHED. Why? Because in a real-life situation
this is not the case.

And you know what? NO MATTER HOW MUCH ATARI PEOPLE ARGUE ABOUT THIS
BENCHMARKS, THEY SHOW NOTHING. AGAIN, I GOT A '030 COMPUTER AND
THE CACHES DO NOT GIVE IT 75% IMPROVEMENT THAT IN THE FIRST BENCHMARK
THE CACHES GAVE TO THE FALCON. THIS CLEARLY SHOWS THAT THE BENCHMARKS
DO NOT SHOW ACTUAL WORLD PERFORMANCE WITH REAL APPLICATIONS.

Sorry Flip, but I can't see nothing more *OBVIOUS* that what I am saying
with the above.

|> But then it becomes a matter of whether the compiler generates
|> code for #2 as opposed to unrolling the loops whenever possible. If it
|> doesn't unroll the loops, most of these loops will fit in the cache and
|> the Falcon would burn the A1200 in those cases.

God, read above!

|>
|> <my real expectations: on a decent mix of code, i'd expect them to run
|> roughly equal...>

I doubt it.. Maybe equal if the A1200 has no fast ram, if the A1200
has fast ram , I really doubt it.

|> >|> So let's say many loops are implmented with a hybrid approach, where
|> >|> perhaps we jump into a "tower" of move instructions relative to the
|> >|> PC when we determine the number of bytes/words/longs, etc.. to
|> >|> move. If all of the code fits in the cache, it's going to look great
|> >|> on a 68030.
|> >
|> > True, wich is why the benchmark is misleading.
|> >
|>
|> Well, please check the argument i have above.. basically it is determined
|> by the compiler's method for loops, and whether or not it unrolls it....

Flip, A REAL WORLD APPLICATION DOES NOT CONSIST OF A STUPID LOOP.
And again, no matter how people here want to justify those benchmarks,
I have SHOWN THEY ARE NOT VALID! NO MATTER HOW MUCH SPECULATION!

MY COMPUTER DOESN'T GET 75% IMPROVEMENT!

|> In fact, one interesting thing about GNU C will be that if we compile a
|> benchmark C program on both, and do an -funroll_all_loops (i think that
|> is it) it should generate code that works better on the A1200 provided
|> the 32-bit vs. 16-bit buss problem is as extreme as believed.
|>
|> But on normal loops (which would fit in the CPU cache) the Falcon should
|> be a bit faster.
|>
|>
|> > No, but again, you are not doing loops all the times. *EVEN* when
|> >you do loops, you have to break from it if the loop is long. Remember
|> >the Vertical blanks interrupts? And if you are Multi-OSing then you have
|> >to do context switches, etc. THOSE BENCHMARKS ARE NOT A REAL LIFE SITUATION.
|> >
|>
|>
|> That's true, especially about the multitasking OS. However it's a fact
|> that even now, some people would run a Falcon single-tasking to eek out
|> performance for some applications that are memory or CPU hungry. After

|> all, MultiTOS is loadable.

Flip, you still have to deal with interrupts and if I am correct,
the Falcon as all computers as a VBLANK interrupt. That's 1/60 of a second
it get's interrupted + any other possible interrupts.

|>
|>
|> >|> How about this.. since we all can't agree on the original benchmarks,
|> >|> why not do a GCC compile on both platforms with 4MB of RAM on an IDE
|> >|> drive and see which one finishes compiling the same code first?
|> >|>
|> >|> (this'll test "real world" use...right?)
|> >
|> > That would be a good test mixed with I/O. I would say this would
|> >be a very good test but not a definitive one (as it check IDE performance,
|> >which is true for some applications and not true for others). I AM SAYING
|> >THIS NOW EVEN IF THE A1200 turns out to be faster, ok? Your proposed test
|> >sounds like a good one where applications need to look for hardisk access.
|> >
|>
|>
|> Ok. I think it's agreeable that this be it. How about we all look for
|> a nice, large, gigantic, monolithic C program to compile?

That depends on what you say by 'that this be it.' I said it would
be a good test of a situation where programs use hardisk I/O. IT ISN'T
A GOOD BENCHMARK FOR SAY, A WORDPROCESSOR OR A DESKTOP PUBLISHER, OR
A SPREADSHEET BECAUSE THOSE DON'T USE I/O A LOT.

Sorry for 'shouting' but I just wanted to make clear that I agree
depending on what you mean by the 'that this be it.' I don't think
that this test alone will prove everything, but a particular set
of applications. I say do this test and others.

For example, say that you use a SCSI hardisk on the Falcon, I would
expect the Falcon to blow away the A1200 IDE. But that still doesn't mean
that the A1200 (this is all theoretical, just to show you my point)
would be slower using a wordprocessor, ray tracing or something like that
because the I/O is not involved in these other applications.

You proved that the Falcon is faster compiling when using a SCSI
hardisk.

Do you understand what I am saying? (no flames, no irony intended)

|> In fact, one of those Obfuscated C code contest winners would probably
|> make the pre-processor do all kinds of contortions to figure out what
|> is going on. :)

He he...

[stuff deleted]

|> >
|> > Ok, I'll calm down :-) But tell 'Rickard' to stop saying non-sense...
|> >
|>
|>
|>
|> Ok... RICKARD! STOP SAYING NON-SENSE! :)

Ah, thanks, I needed you to tell him that :-) I feel better now :-)

|>
|>
|> >The 12 Gauge is not their first design on the Amiga either. I CAN'T
|> >BELIEVE IS A BAD DESIGN.
|> >
|> Ok, well i am just repeating what i heard from a C= dealer who may or may
|> not have bias as to which accelerator is better.

And I am just telling you my experience with it and the company that
manufactures it :-)

|> > The Board I told you up the was the Microbotics, wich can be had
|> >for $600 with 4 megs fast ram and a 50Mhz '030. Actually checking out
|> >the last AmiWorld: $349 + $139 = $488. Hey, it's even $112 less than
|> >I said! You want to call them? Memory World: 1-800-CSA-XLR8.
|> >
|>
|> Actually, i'll check them out to see if i can help my friend (and possibly
|> me, too) pick up a decent Ami setup.
|>
|> <tomorrow i might wind up with a 1.7 Gb HD to throw on the ST... so...
|> this is all up in the air>
|>
|>
|> >|>
|> >|> Hardware Sprites: in "real life" great for... the mouse cursor and
|> >|> maybe animated icons?
|> >
|> > And games...
|>
|>
|> True.... but... GNU C (as a benchmark) wouldn't be a game. :)

:-) True.

|>
|>
|> >
|> >|>
|> >|> Dual playfields: useful for... what? large virtual desktops or
|> >|> something of that ilk. How often do you see that in a C compiler?
|> >
|> > For games, dude, for games.

|>
|>
|> But... Ricardo... I *have* a SNES and a Sega Genesis! :)

Well, I have an SNES too, so what? :-) AGA can make awesome
games, and they are just finally starting to come out :-)

|>
|>
|> >

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1902. Rickard, HEY YOU! was Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 14:26:52 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep17.142652.34042@rchland.ibm.com>
Source record: 21340

In article <2c9950d6@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 16 Sep 93 11:19:34, Ricardo Hernandez Muchado wrote:
|>
|> RH> That the Falcon is so much faster than the A1200 hasn't been proved yet.
|> RH> If you belive in those benchmarks, I'll have a bridge to sell you.
|>
|> As long as no other benchmarks appear (The amigoids doesn't seem to WANT to do
|> the benchmarks .. ) these are the ones to judge by.

Why? BECAUSE THE BENCHMARKS PROVE NOTHING!

DON'T YOU JUST GET IT? I have a '030 setup and enabling the caches
on my applications DO NOT GIVE ME A 75% PERFORMANCE BOOST THAT THE
FIRST BENCHMARK DID TO THE FALCON. THEY GIVE ME LIKE 12% ON AVERAGE.

NO MATTER HOW MUCH YOU SAY: "DUH, Amigoids don't WANT to do
the benchmarks", ETC. IS BECAUSE IT PROVES NOTHING!

ARE YOU A REAL PROGRAMMER OR WHAT? ISN'T MY EXPLANATION ABOVE
SO HARD TO UNDERSTAND?

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>
|> PS: Is that bridge red?

Any color you want, I just want to get your money by selling it to you.
It seems I'll be able to very easily...

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1903. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 14:38:31 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep17.143831.34429@rchland.ibm.com>
Source record: 21341

In article <2c99521a@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 16 Sep 93 21:12:55, Ricardo Hernandez Muchado wrote:
|>
|> RH> Rickard, again: On - real - world- applications- the - caches- are-
|> RH> shit- compared -to - their- effect- in - those-
|> RH> benchmarks.
|> RH>
|> RH> Maybe saying it slower you might be able to understand it.
|>
|> Not, since it's bullshit. Why the H*LL do you think Motorola started using
|> chaches? Coz they speed up the processing power, in real world applications
|> ALSO!

Read my other postings... They speed up performance but not by 75%!!!
This is how much it sped it up for the Falcon in the first 'benchmark.'

|>
|> RH> Hell no. I am even starting to doub Rickard is a good programmer
|> RH> at all. A good programmer will understand that those benchmark
|> RH> give *tons* of bias since the fit in all the cache.
|>
|> I'm writing my own (assembler) programs to fit in the cache, so do all the
|> other ASM programmers .. The benchmarks are valid ..

A word processor? A Spreadsheet? A ray tracer? An Image processing
program? No way you can fit those in a 256-byte cache. Are you using
MultiTos? Kiss the caches good bye on a lot of occasions.

Have you ever heard of Vertical Blank interrupts?

|> (You wouldn't believe the speed of my newly developed 030-line routine in true
|> colour .. ahem .. )

Ah, a demo? Good show of a real-world application.

And I guees your routine gets called from elsewhere, which again flushes
the cache at some point. THis is not to say that the '030 doesn't benefit,
but that it's not the way you put it.

|>
|> RH> Ah, not to mention that now the A1200 go a drop in price as well.
|> RH> $400 US dollars, $640 gets you one with 65 meg hardisk. Just $199
|> RH> and you have fast ram. Just $600 and you have 4 megs fast ram + 68030 @
|> RH> 50Mhz
|>
|> Where's the SCSI II, LAN, MIDI, 16 bit SOUND .. (just to name a few ...)

LAN-> get the CSA card then. Add about $200 and you'll get arcnet.
Leaps and bound faster than your Lan. Midi? Add $50.

I'm missing the SCSI II and 16-bit sound but then,

You have to add sprites and dual-playfields to your system anyway
and a 24-bit color card or something better than the stupid
64k colors 'true color'

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1904. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 14:41:03 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep17.144103.24523@rchland.ibm.com>
Source record: 21342

In article <2c995330@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 17 Sep 93 00:20:09, Ricardo Hernandez Muchado wrote:
|>
|> RH> Well, if we ever test blitters, let me remind of that doing some
|> RH> graphic objects with the A1200 is easy with the HARDWARE sprites and
|> RH> DUAL-PLAYFIELDS.
|>
|> Oh. but then we must compare sound-quality, and by all means, we must rotate
|> some true colour pictures ..

True. Every machine has its strengths.

|>
|> BTW; What do you think I get if I split the True Colour mode into two
|> 8-bitplane playfields?
|>
|> Dual Playfield in 256 colours.

BZZZZZZZZZT! Thanks for playing.

Good luck doing that. YOu know, dual-playfields is not just
separating 'bit planes'. It's like having a whole screen on top
of another which is like a huge sprite in top of the other.

THERE's NO WAY THE FALCON CAN DO THE SAME.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1905. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 14:58:52 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep17.145852.21723@mpifr-bonn.mpg.de>
Source record: 21337
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <27cehr$kvb@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>I soon will present my 4. benchmark:
>It is a 257 MByte loop which surely will exceed the internal caches. I will
>post it soon...

It's probably a 257 _Byte_ loop. This does exceed the cache but as the
020 and 030 instruction cache is direct mapped it will just have to reload
a single longword in each pass through the loop. You need a loop size of
>= 512 Bytes to make any caching effects invisible.. but then you could
simply turn the caches off.

If the 257 Byte loop doesn't use any 030 pecularities, doesn't use data
memory and keeps the first loop instruction longword aligned you should
see exactly the time needed to prefetch a longword. This is one 32bit
access for the A1200 and two 16bit accesses for the F30.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1906. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 15:02:07 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep17.150207.21847@mpifr-bonn.mpg.de>
Source record: 21338
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <27cf5t$k03@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>Here is the reply form the "guy":
>The test without caches neede 43.1 s and the test with caches needed 21.3 s.
>That means: the F30 is 100% slower without caches or 50% faster with caches.
>The improvement is 50%.

Well, halving the time needed is surely an improvment by 100%. Anyway, the
caches become more valuable (for small programs) the slower the memory is.
For large programs the memory speed becomes more important.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1907. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 15:05:57 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep17.150557.21943@mpifr-bonn.mpg.de>
Source record: 21436

In <27cdbo$ivv@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>Yes this is a problem. In normal programms there is a cache hit rate of
>70-80%. Maybe you can write a benchmark with these hit rates?

In normal programs you have a hit rate of about 50%.

>It is very hard to write a program which does not fit in the caches :)

Well. That says something about the size of programs you write.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1908. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 15:20:37 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Sep17.152037.11765@news.uit.no>
Source record: 21435

In article <2c9950d6@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>As long as no other benchmarks appear (The amigoids doesn't seem to WANT to do
>the benchmarks .. ) these are the ones to judge by.

*Sigh*

Ok, as I intended to do it anyway I can just as well promise it now:
I'll write a set of benchmarks that will test just about every part of the architecture that I can think of. Some of it will be F030 positive, some will be 030 positive, some will perhaps be 1200 positive. What do I know, I only have a 68000 on my Amiga right now. (But rest assured, I'll upgrade very soon.)

Then you people can go back and test the programs, ok?

(I guess it might be as many as 64-128 different benchmarks, but with a few macros it shouldn't be too hard to squeeze into an article.)

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
--
|/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
|// Box 218, 9001 Tromsoe, Norway | Remember to :-) when needed \\|
|/ The worlds northernmost university | Life is worth living. \|
#Disclaimer: This university does not speak for me.

# 1909. Re: EVERYONE EXCEPT MICROSOFT IS DEAD - OFFICAL FROM `INSIDER`

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 16:12:38 UTC
From: ting@tartarus.uwa.edu.au
Message-ID: <27cnlm$bp1@uniwa.uwa.edu.au>
Source record: 21343
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

gerald@seas.gwu.edu (Gerald G. Washington) writes:

>Mac, is very much impressed by such games as "Solarian II" and "Space
>Madness". He would be blown away by "Hybris" on the Amiga.
^^^^^^
Yeah ... that is a cool game having no equal on the Mac side - *sigh*. I
think, if I remember correctly, SWIV was my absolute favourite from that
style of game.

>>By the way, have you had a look at the demos of "StarTrek: 25th
>>Anniversary" and "F/18"?

>Nope. Are demos available?

I can't remember where I saw the FA/18 demo but the Star Trek one is
available from sumex. For convenience I have copied the following
snippet of info from the sumex game directory:

---

#### BINHEX star-trek-demo.hqx ****

From "Bill Dugan <interpla@orion.oac.uci.edu>" Tue Aug 24 23:09:00 1993
Date: Tue, 24 Aug 93 01:27:31 -0700
From: Bill Dugan <interpla@orion.oac.uci.edu>

StarTrekDemo.sea.hqx

This file is a playable demonstration of MacPlay's new game for the Mac,
"Star Trek: 25th Anniversary". You need a color Macintosh with System
6.0.7 or later. A 68030 or later is recommended; the faster, the
better.
The demo lets you play through one ship-to-ship combat in the space
simulator part of the game -- you get to pilot the Enterprise against
another Constitution-class vessel in a simulation -- and then you can
play through one room of the "ground-side missions," the adventure-game
aspect of the game which constitutes the majority of the game.

Please go ahead and distribute this demo everywhere.

It is copyright (C)199 Interplay Productions.
"Star Trek" is a regis red trademark and copyright to Paramount
Pictures.

interpla@orion.oac.uci

---

Enjoy,
TC

# 1910. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 17:13:18 UTC
From: nyberg@ctron.com
Message-ID: <27cr7elNNmgr@ctron-news.ctron.com>
Source record: 21353
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
/Here is the reply form the "guy":
/The test without caches neede 43.1 s and the test with caches needed 21.3 s.
/That means: the F30 is 100% slower without caches or 50% faster with caches.

Using your data for time: F30 is 50% slower without cache than with, and
100% faster with cache than without.

/The improvement is 50%. I don't know how to get 75% with these figures...
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
I can see why...
The improvement in speed due to cache is 100%.

/Nearly all programs that i have tested get a 50% improvement caused by
/the caches. These tests are not as easy as it seems because you only have to
/check the calculation time (many programs spend a lot of time with I/O).

Speaking of checking your calculations...

--
These are the thoughts and words of Jason Nyberg (nyberg@ctron.com)
\ /
_______/O___/____ In aerodynamics we trust!
__//_/

## 1911. PC lordship

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 17:15:40 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep17.171540.15599@apgea.army.mil>
Source record: 21356
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Here is a question for you.

Why did the IBM (or Intel if you wish) PC become so dominate?

Its already taken over in the US and I've heard that clones are threating
the europe market to.

My computer history includes from a Commadore Vic-20,Colleco Adam, Atari 400
(used), Commadore 128 (used), Tandy 1000ex, 386 sx, 486 dx

In highschool, I needed a more powerful computer, so my dad went out looking.
The choices were a Clone, and a Mac. This was 1986 and you couldn't find
a store that sold an Amiga nor a Atari st. So, we got a clone. And even
back then, it seemed that 80% of the new software was IBM. (there were
more Amiga and St games out. And they just HAD to show those pictures instead
of the sucky IBM versions on the back of the box. Every game purchase was
an adventure)
Then came 1990. I was in college, had a good paying job, I wanted a better
computer. So this time I went out to look. I couldn't find an atari
dealer, in fact I could find an atari st owner period. Besides, everyone said
atari would be dead in a year. So I looked at amigas. I wanted to get one
with some memory and a hard drive. The only amiga that had thoses was close to
$3000. (I didn't know the 500 could be upgraded to a hard drive and neither did
the dealers that I talked too) and most of the games weren't even hard drive
installable. But the worst part was that most amiga deallers were working
in dirty stores and really didn't seem to care if you bought one or not.
Then Wing Commander came out for the clones. I was sold to a PC without even
really looking at one. (well, I did shop for awhile) And when I got it home,
I began the experience thew nightware that was dos 4.01 but this isn't the
place for that discussion..

fall 92. I once again decided upgrade to a 486. However, I did find a
few deallers that seemed professional. Anyways I waited for the
Falcon and the Amiga 1200 to give them a fair shot. And I waited, and waited..
Eventually the Amiga guy told be to buy the 486 but remember the amiga when
I want to upgrade again in a few years and talk to him. He is doing well
the last time I talked with him. I might by a used Amiga 500 off of him soon
for a toy. Anyways, I called the Atari dealer and he was highly upset to be
not getting my business, and he said aoon he'd become a clone dealer
soon if this continued. I looked at macs but wasn't impressed.

Anyways, my point is, I never really had a prefance towards the pc, however, it
seemed all the factors FORCED me into a PC clone.
(BTW, when I say PC, I mean those based on the Intel format)
So is it simple the lack of availablity the reason the other formats aren't

doing well?
And now both companies apear to be activly becoming videogame companies. So
is it true that in 95 or so, that the pc will be the ONLY choice?
Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

# 1912. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 17:24:40 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep17.172440.2452@btree.uucp>
Source record: 21345

In article <H.eg.SCeP_0OML5k@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>Atari has failed completely as a computer company; it's obvious that
>their attention is on the Jaguar now. The ~50 million they had in
>reserve for pushing the Falcon (which is what they told us when the
>'official' release aired on GEnie) is now ~30 million, and to be used
>for pushing the Jaguar. At least the Jaguar push might actually happen.

[ Edits ]

> My point was that Atari seems to be only able to
>build/market one machine at a time, instead of say, two (the Falcon and
>Jaguar).
[ Edits ]

>> According to the Atari Annual Report, Atari considers itself to be in
>> both the video game and computer markets. They put a lot of work into
>> the Falcon, now they're putting a lot of work into the Jaguar (and
>> using it with the Lynx, as well!).
>
>And pretty much abandoning all the work they've put into the Falcon...
>and the Falcon040.

Here's news that the Falcon is *not* being abandoned by Atari, as reported
by Atari Explorer Online:

------------------------ Quotation Begins --------------------------

||| The Second Batch of Twenty Questions to Atari
||| Courtesy: The Atari Forums on CompuServe
/ | \ ----------------------------------------------------------------
---------------------------------------------------------------

[ Edits ]

Q: At the most recent shareholders meeting, Sam Tramiel commented that
although the Falcon030 was not selling as well as anticipated, Atari
is nonetheless committed to staying in the computer market and that
there will be additional Falcon models. Can you please tell us about
some of the models under consideration?

>From Bob Brodie:
Sorry, it is not our policy to discuss unannounced products. I am
happy to confirm for you that as we stated when we announced the Atari
Falcon030, there is a new family of computers being produced by Atari.
The Falcon030 is the first of that family of computers. I've seen
prototypes of future machines, and I believe that you'll be pleased

with the results.

[ Many Edits ]

---------- Quotation Ends ----------

Just be patient!

-- George Crissman

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
**************************************************************************
--
```

# 1913. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 17:52:47 UTC
From: micro@imada.ou.dk
Message-ID: <1993Sep17.175247.11240@imada.ou.dk>
Source record: 21344

mlelstv@speckled.mpifr-bonn.mpg.de (Michael van Elst) writes:
>Sorry, it can have burst transfers enabled as much as it wants with no
>effect.

Yes, you are right, unless the Falcon is real strange - 4 latches should
do, but then why not a 32 bit bus in the first case.

Because there wasn't any gain in throughput to speak of?

I concluded that the Falcon used burst fill because it's cacr read 0x3111,
which means write-allocate, data-cache, instruction-cache, data-burst,
instruction-burst.

It is probaly a leftover from the TT...

-Klaus

# 1914. Re: Atari and Time-Warner

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 20:03:14 UTC
From: phyd@interaccess.com
Message-ID: <1993Sep17.200314.10614@interaccess.com>
Source record: 21354

>
>Under Tramiel, Atari developed the ST, which was released in 1986. In the

I believe the ST was developed in late 1984 (when the signed an agreement
with Digital Research) and released in 1985.

Brian Leake.
--

---
Image Art "No problems... Only Solutions"
Brian Leake phyd@interaccess.com
---

# 1915. Re: The CD32

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 20:05:14 UTC
From: phyd@interaccess.com
Message-ID: <1993Sep17.200514.10707@interaccess.com>
Source record: 21355

>
>So, the moment I see it... I'll get back to you. :) I really am looking
>forward to the 3DO as well because my favorite sports game, Madden Football,
>is coming out with the 3DO in the first batch of releases for it.
>

Yawn. One day EA will actually start doing interesting games again.
I also have it on reliable authority that EA are very interested in the
Jaguar and are taking it very seriously. So you could see Madden Football
on Atari hardware yet.

Brian Leake.
--

---
Image Art "No problems... Only Solutions"
Brian Leake phyd@interaccess.com
---

## 1916. Atari, IBM, and Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 20:20:01 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.748297201@nova>
Source record: 21352

In the September 1993 issue of Computer Shopper, the article on page 110, "Summer Sundries at PC Expo", mentions a $500 million deal with IBM to manufacture the Jaguar. Obviously, with $500 million put into this project, Atari is going for the big push to bring the Jaguar into homes and carve a big chunk of the computer game market for itself. Hopefully this effort will succeed... if it doesn't, I can't see Atari coming out of a $500 million disaster alive.

(Actually, I remember a time when Atari had the resources and manpower to manufacture all of its own products.)

# 1917. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 23:28:58 UTC
From: cmedley@wam.umd.edu
Message-ID: <27dh7q$p4v@cville-srv.wam.umd.edu>
Source record: 21348
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

In article <27bs25$461@panix.com>, Wrongway <rpowers@panix.com> wrote:
>[What a funny Subject: line! Everyone knows how expensive clones are.
>*laugh*]
>
>In <1993Sep16.164144.24660@btree.uucp> crissman@btree.uucp (George Crissman) writes:
>
>>"Atari vs The EXPENSIVE World Of DOS" it says in the subject line. It
>>takes a $2500.00 '486 @ 66 MHz to keep up with the capabilities of
>>the $1500.00 Falcon. [...]
>
>You must be joking. Where do you get crazy prices like that? Try
>$1200 for a 486DX2/66. $2500? You're just making that up! You can
>get a slower 486 for under $1000.
>
>Rich.
>

Rich, I'll say the PCs have the best price:performance ratio, but I've
thumbed through the latest computer shopper (usa) and I don't see any
"usable" 486DX2/66 machines for $1200.

I do see a ton of 486SX-25 and SX-33 machines in the $1000 area with monitor.

But what are we getting for that $1200? I've seen a complete DX2/66 box for
$1500-$2500. With most of the nicer options i'd like on it, it's usually
around $1800 and up... (4MB, Localbus IDE or SCSI, 340MB HD, 24-bit video
on localbus, etc...).

# 1918. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 23:38:51 UTC
From: cmedley@wam.umd.edu
Message-ID: <27dhqb$p9h@cville-srv.wam.umd.edu>
Source record: 21349
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep17.142308.41128@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <27b7e4$8lj@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>|> In article <1993Sep16.233757.8808@rchland.ibm.com>,
>|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> >|> I'm not saying the cache is a real replacement for not giving the
>|> >|> CPU full 32-bit access to RAM, but consider this... most loops that
>|> >|> are that large won't be a series of move instructions, will they?
>|> >
>|> > Ah, but most things you do are not necesarily loops and when they are
>|> >they are over a huge area (when moving memory). Not like those stupid
>|> >benchmarks so that the data could fit in the cache.
>|> >
>|>
>|>
>|> Ok, my point is this:
>|>
>|> 1) if we're moving a large chunk of memory, especially graphic data, both
>|> machines will use their Blitters, which have 32-bit access to RAM. No
>|> crippling for the Falcon in that case.
>
> Don't assume that much. If you are making an animation you'll have
>to use the CPU to move memory regardless of how wonderfull the blitter is.
>And second, you have to take into consideration that the Falcon's blitter
>has to do (for bobs) I think it was twice or three operations per one
>Amiga blitter operation.
>

Can you be more specific about these instances?

What I'm talking about is just the simple blit from a single-source to a
single destination. That's the most common operation on most machines,
right?

>|> 2) if the loop being used to move a chunk of memory is a simple dbra loop
>|> that fits in the cache, the Falcon will do fine.
>
> For the instruction cache yes, but not for the data cache, wich is
>what happens in those 'benchmarks'. And again, this is not the
>real-world situation, as programs do not consist of this.
>

Well, geez, WHAT THE HECK DO PROGRAMS DO IF THEY DON'T USE A DBRA LOOP?

Either a program HAS a loop or it unrolls the loop. Period. What else can
it do?

If the loop is unrolled, it may not fit in the cache... the Falcon's (and
A1200's) instruction cache takes a hit.

It it is NOT unrolled, then it might just fit in the cache.

That's it.

Try this and see what happens with a decent disassembler:

```
#include <stdio.h>

main()
{
int i=0;

for(;i<1000;i++)
printf("%ld\n",i);
}
```

Go ahead.

>|> Now if both of those possibilities don't exist in the code, the Falcon may
>|> be punished.
>
> AND IT IS BEING PUNISHED. Why? Because in a real-life situation
>this is not the case.
>

Ricardo, GET THEE TO A DISASSEMBLER and tell me what new method we have
for looping that either:

a) doesn't unroll the loop and create towers (which break caches)
or:
b) keeps it the same, as a loop, which may indeed fit inside the cache for
many operations.

Do you realize how many times your CPU is asked to do string compares, copies,
etc. in the course of a typical execution?

Now, if you have a fairly sophisticated algorithm, it probably won't fit into
a 256 byte instruction cache. That's a given. But if it is indeed composed
of smaller parts that DO (like string compares... etc...) you will find that
those sub-parts are speed up tremendously!

> And you know what? NO MATTER HOW MUCH ATARI PEOPLE ARGUE ABOUT THIS
>BENCHMARKS, THEY SHOW NOTHING. AGAIN, I GOT A '030 COMPUTER AND
>THE CACHES DO NOT GIVE IT 75% IMPROVEMENT THAT IN THE FIRST BENCHMARK
>THE CACHES GAVE TO THE FALCON. THIS CLEARLY SHOWS THAT THE BENCHMARKS
>DO NOT SHOW ACTUAL WORLD PERFORMANCE WITH REAL APPLICATIONS.
>

I never said the original benchmarks were accurate for real world apps....
only that in optimal circumstances a stock Falcon does perform much better

than expected (and actually beats the A1200 handily with no FastRAM.

## 1919. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 23:41:52 UTC
From: cmedley@wam.umd.edu
Message-ID: <27di00$p9o@cville-srv.wam.umd.edu>
Source record: 21350

In article <1993Sep17.144103.24523@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>
>
> Good luck doing that. YOu know, dual-playfields is not just
>separating 'bit planes'. It's like having a whole screen on top
>of another which is like a huge sprite in top of the other.
>
> THERE's NO WAY THE FALCON CAN DO THE SAME.

Go buy a Jaguar if you wanna play games. :)

# 1920. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-17 23:45:55 UTC
From: cmedley@wam.umd.edu
Message-ID: <27di7j$pe3@cville-srv.wam.umd.edu>
Source record: 21351
Body handling: HTML body converted to readable text

In article <1993Sep17.100345.15316@mpifr-bonn.mpg.de>,
Michael van Elst wrote:
>In ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>>No matter what you do you will not be able to equal the Falcons sound
>>system on your A1200.
>
>Well, I'm no musician but I believe that real music isn't made on a
>home computer with DSP. So I would use some MIDI setup.
>

You're dead wrong. The music is created the MIDI equipment but the actual
audio signals are recorded (digitally) from the mixer back to the computer
(which is currently also sequencing the midi!) directly to the hard drive.

This yields pure, 16-bit digital audio versions of your songs. Most budget
musicians don't even have 16-bit keyboards BUT if you
want to maintain the character of your sound, and get it just the way it
sounds from your mixer's headphones on your final version... this method is
superior to say, going to a 4-track.

>>Can be used as a D2D interface; DAT/CD digital out to DSP in.
>
>Possible. But you can buy that for Amiga too.
>

And what program would I use on the Amiga for this? Cubase Audio? :)

This is about as ludicrous as me saying that just because the ST line has
some nice high rez graphics cards, the Toaster is meaningless. The platforms
are aimed at two different markets and that is the final fact.

# 1921. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 00:15:11 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDIwpC.2E5@jonh.wimsey.bc.ca>
Source record: 21364

mlelstv@speckled.mpifr-bonn.mpg.de (Michael van Elst) writes:

>In <2c99521a@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>>Not, since it's bullshit. Why the H*LL do you think Motorola started using
>>chaches? Coz they speed up the processing power, in real world applications
>>ALSO!

>No, they just make it possible to reduce the slow down caused by slow
>memory systems.

Which means they speed up real world applications. If you're going
to argue, at least come up with a point that supports your argument.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

# 1922. Re: The CD32

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 05:33:27 UTC
From: cmedley@wam.umd.edu
Message-ID: <27e6j7$svk@cville-srv.wam.umd.edu>
Source record: 21358

In article <1993Sep17.200514.10707@interaccess.com>,
Brian Leake <phyd@interaccess.com> wrote:
>>
>>So, the moment I see it... I'll get back to you. :) I really am looking
>>forward to the 3DO as well because my favorite sports game, Madden Football,
>>is coming out with the 3DO in the first batch of releases for it.
>>
>
>Yawn. One day EA will actually start doing interesting games again.
>I also have it on reliable authority that EA are very interested in the
>Jaguar and are taking it very seriously. So you could see Madden Football
>on Atari hardware yet.
>

Why would EA, whose president founded 3DO, publish ANY software for the Jaguar?
I would think they would be too busy trying to eradicate any competition,
particularly from a company that is already challenging their standards.

# 1923. Re: PC lordship

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 05:39:51 UTC
From: das9674@ucs.usl.edu
Message-ID: <1993Sep18.053951.14758@usl.edu>
Source record: 21357
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep17.171540.15599@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>Here is a question for you.
>
>Why did the IBM (or Intel if you wish) PC become so dominate?

Three reasons, as I see it:
1)Head Start
2)Lotus 1-2-3
3)WordPerfect

>Its already taken over in the US and I've heard that clones are threating
>the europe market to.

maybe so

>Anyways, my point is, I never really had a prefance towards the pc, however, it
>seemed all the factors FORCED me into a PC clone.
>(BTW, when I say PC, I mean those based on the Intel format)
>So is it simple the lack of availablity the reason the other formats aren't
>doing well?

I'd say it was the numbers in *business* that gave them the edge. The rest
(VLB, supra vieo, GUS,etc) followe with the market.

>Rob Merritt
>email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
--
Dan Stephenson
das9674@usl.edu
Mechanical Engineering Dept.
University of Southwestern Louisiana

# 1924. Re: PC lordship

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 07:54:48 UTC
From: arcardw@indsvax1.indstate.edu
Message-ID: <CDJHzF.9yH@onyx.indstate.edu>
Source record: 21359
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I doubt the PC will be the *only* PC choice in 1995...Businesses use all types of computers...an IBM clone isn't the only choice and doesn't serve all business needs.

Remember the PowerPC is coming, which is once again a new era in computing -- it is going to shake computing and win over IBM cloners. Given a choice of running all popular software off one computer is "cool" and by itself warrants the move to PowerPC. True OS/2 2.1 is currently doing this, an OS that provides 32bit processing power and can run not only applications of its own, but Windows 3.1 and DOS. It will be interesting to see how the PowerPC is accepted.

Technology constantly changes and evolves into new concepts and standards...we are human, we are never satisfied, we always want to improve what we create.

Paul

.-------------------------------------------------------------------------.
| Arc Wave, real life: Paul Cardwell | INet Address: arc@judy.indstate.edu |
|____________________________/\/\/\/\/\/\/\/\/_____________________________|
`--------------------------A4000/040,Linux,OS/2---------------------------'

# 1925. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 14:44:21 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep18.144421.10055@mpifr-bonn.mpg.de>
Source record: 21363

In <27di7j$pe3@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
>You're dead wrong. The music is created the MIDI equipment but the actual
>audio signals are recorded (digitally) from the mixer back to the computer
>(which is currently also sequencing the midi!) directly to the hard drive.

Which has nothing to do with a 'sound' system in the computer or having a
DSP at all. If your MIDI equipment is purely digital you just want some
data aquisition port, if your MIDI equipment is analog you want a high
quality ADC port.

I'm also not that convinced that the Falcon's analog input can be compared
with the much more expensive samplers used in studios. If you have digital
music instruments this is not so much of a problem though but then such
a digital port isn't very exciting.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1926. Re: Rickard, HEY YOU! was Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 15:17:48 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep18.151748.23042@ida.liu.se>
Source record: 21368

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

>12% average increase with caches .. hmm .. I'll check that immideately ... get
>back to you later with the result ..

>(How do you measure something as exact as 12% in real world applications ..
>using a clock?)

You do something that takes a long time. That simple.

Alternatively, you use a program to do the timing for you using the built-in
timers. That way you can get at least 100us accuracy.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 1927. Re: Rickard, HEY YOU! was Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 15:22:28 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep18.152228.10412@mpifr-bonn.mpg.de>
Source record: 21365

In <2c9b0fd4@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>I have a 16Mhz 68000 acc. on my 8Mhz 68000 STE .. it boost 80-90% average, and
>100% on math. There's no reason for me to believe you when you claim that a 030
>acc. only gives you a 12% boost!

Your 16MHz 68000 has probably a 16kByte cache.. this is a large cache compared
to the 512 Byte cache of the 68030. Also, the cache is twice as fast as the
memory system, for a reasonably designed memory system the cache is just 50%
faster and even less if the memory system supports burst mode. In this case
the cache just helps for the few bus conflicts (where the CPU wants to fetch
data and read instructions at the same time), it also decreases bus-usage in
multi-processor systems.

So it is very easy to explain that you see a large boost while he sees only
a small boost.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1928. Re: Atari, IBM, and Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 15:32:26 UTC
From: phyd@interaccess.com
Message-ID: <1993Sep18.153226.598@interaccess.com>
Source record: 21381

In article <khaley.748297201@nova>, Kevin Haley <khaley@nova.gmi.edu> wrote:
>In the September 1993 issue of Computer Shopper, the article on page 110,
>"Summer Sundries at PC Expo", mentions a $500 million deal with IBM to
>manufacture the Jaguar. Obviously, with $500 million put into this project,
>Atari is going for the big push to bring the Jaguar into homes and carve a
>big chunk of the computer game market for itself. Hopefully this effort
>will succeed... if it doesn't, I can't see Atari coming out of a $500
>million disaster alive.

I shouldn't think they actually spent $500.M. all at once, probably a
forecast for the next twelve months in payments to IBM if production
is ramped up.

>(Actually, I remember a time when Atari had the resources and manpower
>to manufacture all of its own products.)
>
Given the press coverage, I'de say they have a more than fair chance of
making a go of this one. What they must do is get a 'Mario' or 'Sonic'
style character to market the machine. It mustn't be some half-baked
obvious attempt to copy these character either, a good marketing company
could definately help out at Atari with some cool ideas here.

Brian Leake.
--

---
Image Art "No problems... Only Solutions"
Brian Leake phyd@interaccess.com
---

# 1929. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 15:49:36 UTC
From: cmedley@wam.umd.edu
Message-ID: <27famg$7bm@cville-srv.wam.umd.edu>
Source record: 21366

In article <1993Sep18.144421.10055@mpifr-bonn.mpg.de>,
Michael van Elst <mlelstv@specklec.mpifr-bonn.mpg.de> wrote:
>In <27di7j$pe3@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
>>You're dead wrong. The music is created the MIDI equipment but the actual
>>audio signals are recorded (digitally) from the mixer back to the computer
>>(which is currently also sequencing the midi!) directly to the hard drive.
>
>Which has nothing to do with a 'sound' system in the computer or having a
>DSP at all. If your MIDI equipment is purely digital you just want some
>data aquisition port, if your MIDI equipment is analog you want a high
>quality ADC port.
>

It has nothing to do with the Falcon's sound system, eh?

So how do we play back what we just recorded to the hard drive? Buy a Video
Toaster? :)

The thing is, the Falcon has a built-in 16-bit 4-channel stereo DMA sound
system. It also has a DSP that can perform *real-time* operations on the
stream of data going to and from that sound system.

Now, the actual quality of the DACs probably can't hang with a good pro DAT.

But that's where the DSP port comes in as a low-cost, standard, high-speed
connection for such DACs.

Also, I have yet to see a MIDI keyboard with digital outs, i.e., the optical
in/out you see on some CD players and MiniDisc units.

<although some are certainly going to sport this in the future>

>I'm also not that convinced that the Falcon's analog input can be compared
>with the much more expensive samplers used in studios. If you have digital
>music instruments this is not so much of a problem though but then such
>a digital port isn't very exciting.
>

Perhaps to you it isn't. :)

# 1930. Rickard, HEY YOU! was Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 16:12:36 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9b0fd4@troed.ct.se>
Source record: 21360

RH> Why? BECAUSE THE BENCHMARKS PROVE NOTHING!

THEN DO SOME *YOU* LIKE!

RH> DON'T YOU JUST GET IT? I have a '030 setup and enabling the caches
RH> on my applications DO NOT GIVE ME A 75% PERFORMANCE BOOST THAT THE
RH> FIRST BENCHMARK DID TO THE FALCON. THEY GIVE ME LIKE 12% ON AVERAGE.

I have a 16Mhz 68000 acc. on my 8Mhz 68000 STE .. it boost 80-90% average, and
100% on math. There's no reason for me to believe you when you claim that a 030
acc. only gives you a 12% boost!

Maybe the A1200 has a VERY poor architecture .. I seem to recall your 030 acc.
to be 50Mhz too? If that's the case, the Falcon030 at 16Mhz seems to be faster
than an A1200 with a 50Mhz 030 acc!

RH> ARE YOU A REAL PROGRAMMER OR WHAT? ISN'T MY EXPLANATION ABOVE
RH> SO HARD TO UNDERSTAND?

Yup. If you don't like these benchmarks - do your own. Or maybe you're afraid
to see the results?

RH> |> PS: Is that bridge red?
RH>
RH> Any color you want, I just want to get your money by selling it to you.
RH> It seems I'll be able to very easily...

Sure, I need one. It's taken Sweden and Denmark too long to build the bridge
between Malmoe and Copenhagen, I think I'll do it for them.

<this is drifting away .. I can FEEL it .. >

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 1931. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 16:12:36 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9b1182@troed.ct.se>
Source record: 21361

In a message of 17 Sep 93 10:35:09, 'Flip' wrote:

'> > Ok, I'll calm down :-) But tell 'Rickard' to stop saying non-sense...
'>
'> Ok... RICKARD! STOP SAYING NON-SENSE! :)

Oh, but then this newsgroup would die ... ;)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1932. Rickard, HEY YOU! was Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 16:12:36 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9b1642@troed.ct.se>
Source record: 21362

In a message of 17 Sep 93 21:39:23, Ricardo Hernandez Muchado wrote:

RH> DON'T YOU JUST GET IT? I have a '030 setup and enabling the caches
RH> on my applications DO NOT GIVE ME A 75% PERFORMANCE BOOST THAT THE
RH> FIRST BENCHMARK DID TO THE FALCON. THEY GIVE ME LIKE 12% ON AVERAGE.

Aha ... don't care flaming me for my letter about your slow accelerator ... I read "enabling the acc" instead of "enabling the caches" .. sorry 'bout that one .. ;)

12% average increase with caches .. hmm .. I'll check that immideately ... get back to you later with the result ..

(How do you measure something as exact as 12% in real world applications .. using a clock?)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1933. Re: Rickard, HEY YOU! was Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 17:35:02 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep18.173502.24750@rchland.ibm.com>
Source record: 21369

In article <2c9b0fd4@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> RH> Why? BECAUSE THE BENCHMARKS PROVE NOTHING!
|>
|> THEN DO SOME *YOU* LIKE!
|>
|> RH> DON'T YOU JUST GET IT? I have a '030 setup and enabling the caches
|> RH> on my applications DO NOT GIVE ME A 75% PERFORMANCE BOOST THAT THE
|> RH> FIRST BENCHMARK DID TO THE FALCON. THEY GIVE ME LIKE 12% ON AVERAGE.
|>
|> I have a 16Mhz 68000 acc. on my 8Mhz 68000 STE .. it boost 80-90% average, and
|> 100% on math. There's no reason for me to believe you when you claim that a 030
|> acc. only gives you a 12% boost!

Rickard, READ AGAIN! I am talking about the CACHES, NOT THE '030!

|> Maybe the A1200 has a VERY poor architecture .. I seem to recall your 030 acc.
|> to be 50Mhz too? If that's the case, the Falcon030 at 16Mhz seems to be faster
|> than an A1200 with a 50Mhz 030 acc!

What a jerk. Read again. Let me quote myself for you:

|> RH> DON'T YOU JUST GET IT? I have a '030 setup and enabling the caches
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> RH> on my applications DO NOT GIVE ME A 75% PERFORMANCE BOOST THAT THE
|> RH> FIRST BENCHMARK DID TO THE FALCON. THEY GIVE ME LIKE 12% ON AVERAGE.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
/ This refers to the caches
of the '30, not the '030 itself.

My '030 is several times faster than my stock A1200, wich is why I bought
it.

|>
|>
|> RH> ARE YOU A REAL PROGRAMMER OR WHAT? ISN'T MY EXPLANATION ABOVE
|> RH> SO HARD TO UNDERSTAND?
|>
|> Yup. If you don't like these benchmarks - do your own. Or maybe you're afraid
|> to see the results?

I am not. Like I said, no matter how much ATARIANS try to justify them
I have SHOWN they show nothing. You can't get 75% improvement on '30 caches
on real world applications.

Ah, BTW, I was wrong... the improvement on the Falcon by using the caches
was about 100% not 75%, wich means the machine was twice as slow when

accessing the memory, which makes sense since the Falcon as a 16-bit crippled
data path.

```
|>
|> RH> |> PS: Is that bridge red?
|> RH>
|> RH> Any color you want, I just want to get your money by selling it to you.
|> RH> It seems I'll be able to very easily...
|>
|> Sure, I need one. It's taken Sweden and Denmark too long to build the bridge
|> between Malmoe and Copenhagen, I think I'll do it for them.
|>
|> <this is drifting away .. I can FEEL it .. >
|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 1934. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 17:37:38 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep18.173738.11942@mpifr-bonn.mpg.de>
Source record: 21367

In <CDIwpC.2E5@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>>In <2c99521a@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>>>Not, since it's bullshit. Why the H*LL do you think Motorola started using
>>>chaches? Coz they speed up the processing power, in real world applications
>>>ALSO!

>>No, they just make it possible to reduce the slow down caused by slow
>>memory systems.

> Which means they speed up real world applications. If you're going
>to argue, at least come up with a point that supports your argument.

I wanted to emphasize the point that Motorola did _not_ start using caches
because it 'speeds up the processing power in real world applications'.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1935. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 17:39:53 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep18.173953.12040@mpifr-bonn.mpg.de>
Source record: 21370

In <27famg$7bm@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
>>music instruments this is not so much of a problem though but then such
>>a digital port isn't very exciting.

>Perhaps to you it isn't. :)

Well, I can buy such an interface for about $100 or make it myself for $30.
But then I don't have a digital audio source :)

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1936. Re: PC lordship

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 18:30:37 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <27fk4d$71f@Tut.MsState.Edu>
Source record: 21371
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep17.171540.15599@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>Here is a question for you.
>
>Why did the IBM (or Intel if you wish) PC become so dominate?

I prefer to call them "Clones" instead of IBM's or PC's as they are not all built by IBM and PC covers Amigas, Macs, and other machines as well. Some have argued that "clone" is more appropriate, however, I prefer to think of "Clone" as being a proper name of sorts. :-)

Anyway, enough of my babbling. I believe that one of the main reasons that Clones have become dominant is because they are clones. That is, the vast number of people competing for sales of similar machines have driven prices downward at an unbelievable rate. In recent years we have seen prices for the 386 and now the 486 drop to the point where it is difficult if not impossible for non-Clones to compete. Apple appeared to be immune for a while, but even they are having to slash prices and develop "cheap" machines. The Amiga used to offer more bang for the buck than the Clones, but Commodore has not kept pace with the price drops and the current Amigas, especially the A4000's, look a bit silly in a hardware vs. hardware comparison.

Now, before anyone jumps to conclusions, let me state that I do not feel that the Clones are better than the Amigas or Macs, at least in their original forms. Anyone who has ever had to deal with a Clone for any length of time will have horror stories to tell, especially if they have been involved in configuring or programming the beasts. But, it is also the case that things have not stood still for the Clones, and perhaps their inherent "badness" is what has caused them to improve so much in so short of time. If the Amigas of today had improved as much as Clones have in the same timeframe, we would now be using >=50MHz 040 or 060 machines with post-AAA chipsets and who knows what else. Just compare an AT from 1985 with one of the DX2-66 or Pentium machines and you'll see what I mean.

>Its already taken over in the US and I've heard that clones are threating
>the europe market to.

Well, it has taken over the US, but there is still some hope that the PowerPC will be able to change this in the future. I really don't have much hope in the Amiga ever seriously mounting a challenge to the Clones in anything but a few areas, but it could manage to survive if Commodore figures out what they want to do with it and quits

sitting on their hands.

>My computer history includes from a Commadore Vic-20,Colleco Adam, Atari 400
>(used), Commadore 128 (used), Tandy 1000ex, 386 sx, 486 dx

Yikes, sounds like an orphanage! :-)

>In highschool, I needed a more powerful computer, so my dad went out looking.
>The choices were a Clone, and a Mac. This was 1986 and you couldn't find
>a store that sold an Amiga nor a Atari st. So, we got a clone. And even
>back then, it seemed that 80% of the new software was IBM. (there were
>more Amiga and St games out. And they just HAD to show those pictures instead
>of the sucky IBM versions on the back of the box. Every game purchase was
>an adventure)

I was lucky in that there was an Amiga dealer nearby in 1986, heck,
there used to be several Amiga dealers in this state at that time!
Most are now either out of business or have converted to Clone shops,
with the occasional piece of old Amiga software on the shelves. :-(

>Then came 1990. I was in college, had a good paying job, I wanted a better
>computer. So this time I went out to look. I couldn't find an atari
>dealer, in fact I could find an atari st owner period. Besides, everyone said
>atari would be dead in a year. So I looked at amigas. I wanted to get one

What's an Atari? I think I heard about them a few years ago... :-)

>with some memory and a hard drive. The only amiga that had thoses was close to
>$3000. (I didn't know the 500 could be upgraded to a hard drive and neither did
>the dealers that I talked too) and most of the games weren't even hard drive
>installable. But the worst part was that most amiga deallers were working
>in dirty stores and really didn't seem to care if you bought one or not.

What do you mean by "dirty stores"? I would guess that you mean the
little hole-in-the-wall type shops that many Amiga dealers end up in.

>Then Wing Commander came out for the clones. I was sold to a PC without even
>really looking at one. (well, I did shop for awhile) And when I got it home,
>I began the experience thew nightware that was dos 4.01 but this isn't the
>place for that discussion..

MSDOS 6.0 is also a nightmare of sorts. A coworker (also an Amiga
dude) has had tons of trouble because of the DoubleSpace virus that
MSDOS 6.0 is infected with.

>fall 92. I once again decided upgrade to a 486. However, I did find a
>few deallers that seemed professional. Anyways I waited for the
>Falcon and the Amiga 1200 to give them a fair shot. And I waited, and waited..

If you had been an Amiga owner already, the wait wouldn't have been so
tough. Most of us now have the patience of Job. :-)

>Eventually the Amiga guy told be to buy the 486 but remember the amiga when
>I want to upgrade again in a few years and talk to him. He is doing well

>the last time I talked with him. I might by a used Amiga 500 off of him soon
>for a toy. Anyways, I called the Atari dealer and he was highly upset to be
>not getting my business, and he said aoon he'd become a clone dealer
>soon if this continued. I looked at macs but wasn't impressed.
>
>Anyways, my point is, I never really had a prefance towards the pc, however, it
>seemed all the factors FORCED me into a PC clone.
>(BTW, when I say PC, I mean those based on the Intel format)
>So is it simple the lack of availablity the reason the other formats aren't
>doing well?

Partially. If you walk into the store and see hundreds of titles for
another format, it's a bit depressing when you see only a few for the
one you own or use. I remember a few years ago when the Amiga had
more games available than any other platform and how the Clone users
went nuts. This is not the case now of course, and its the Amiga
users' turn to be crazy.

>And now both companies apear to be activly becoming videogame companies. So
>is it true that in 95 or so, that the pc will be the ONLY choice?

Nah, PowerPC will do okay and maybe something else.

Skip Sauls
skip@cy.cs.olemiss.edu

# 1937. Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 19:04:57 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep18.190457.16489@rchland.ibm.com>
Source record: 21372
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Well, in reference to those Heiko's benchmarks that some people forgot
to sprinkle with *tons* of salt, where supposedly the A1200 was slower
than the Falcon, and noticing that the Falcon did remarkably well by
enabling those benchmarks and *IN ADDITION* reading so much nonsense
about how the 256-byte icache and dcache of the '030 will speed up
the Falcon I did the following:

Sombe background:

I got a 68030 accelerator on my A1200. Looking at the ONLY benchmark
that was done on the Falcon with and without caches we notice that
the Falcon did:

43.1 seconds no caches, 21.3 seconds with caches.

43.1/21.3 = 2.0234742 times faster with the caches.

This means that the Falcon did 102.34742% faster with the caches. I
was wrong! It wasn't 75% but 102% aprox! This makes the benchmark
even more biased than I thought!

But as we'll see below, I was also wrong on the speed-up of the '030
cache on the average huge world application. Is more than 12%, like about
25<->30%

Since some people that are even supposedly programmers can't be skeptic
about this figure, I ran a couple of benchmarks in my machine. Figures
are for the operation with: 1. no caches, 2. both caches- no burst mode,
3. both caches with burst mode (the Falcon can't do the latter, thanks
to its 16-bit data path from the 68030. Motorola requires 32-bit access
for this).

Program Test Description Cache status Time

Scenery2.0 Render a scene in iff24 to no cache no burst 68 secs
the RamDisk
both caches no burst 52 secs

both caches w/burst 47 secs

---
Image F/X Make a Wave Distort Effect no cache no burst 33 secs
both caches no burst 28 secs
both caches w/burst 25 secs

---
Real 3D: Render 3 primitives in no cache no burst 27 secs

LampLess mode with both caches no burst 23 secs
a mirror default textures both caches w/burst 22 secs
(so they reflect each other)
Image is rendered to RamDisk
in an IFF24 file
---
LHA Compress DpaintIV from no cache no burst 19 secs
a Ramdisk file to Ramdisk both caches no burst 13 secs
both caches w/burst 12-13 secs
---

All tests running in DoubleNTSC, at no more than 16 colors. My point is
not proving bus contentions of the A1200, but the improvement of the
'030 cache on real-world applications.

All tests running in WorkBench, multitasking with the clock utility.
I didn't use forbid(), so the machine is multitasking.

Program Improvements %'s thanks to the caches:

Scenery Animator 2.0 30.7% improvement both cache vs no cache
45% improvement both cache w/burst vs no cache

Improvement of burst mode: 14.3 %
---
Image F/X 17.8% improvement both cache vs no cache
32.0% improvement both cache w/burst vs no cache

Improvement of burst mode: 14.2 %
---

Real 3D V2.0 17.4% improvement both cache vs no cache
22.7% improvement both cache w/burst vs no cache

Improvement of burst mode: 5.3 %
---
LHA 46.2% improvement both cache vs no cache
xxxxx just a tad faster with burst mode

Improvement of burst mode: just a tad
faster

---
---

Conclusions:

*The very best improvement I could obtain from the caches
was just a tad above 46.2% This isn't even the average case,
and it is still way below the Falcon's 102.xx% improvement.

*A theoretical 68030 with a bigger internal cache would
give any 68030 machine (and particularly the Falcon) a better
real-world performance.

*Atari could have made a secondary external cache of
say, 16k or 32k and it would have benefitted the Falcon immensely.
The didn't.

*The Falcon doesn't support Burst Mode because the Motorola 68030
requires a 32-bit datapath plus special memory or memory subsystem
for enabling this mode.

*In the ONLY test that the Falcon had its caches turned
off it was a tad over TWICE as slow. This could reflect the
16-bit crippling.

*LHA is a relatively small compression/decompression program.
This type of program will probably benefit more from the caches
than other type of programs because of what it is doing and its
size.

*The whole average for improvement is around 28%, taking
LHA into account. Discounting LHA is around 22%.

*Taking the above percents the Falcon's 43.1 should go
down to between 33.67<->35.32 secs aprox. If I remember correctly,
even the A1200 without FASTRAM did about 31.xx With FastRAM
the A1200 usually speeds up at least 1.5 times. 31/1.5 = around
20.66667 secs.

Definitively the Falcon can't get 102% improvement on the caches on
a real-world application. This vast improvement not only reflects how
bad the cache is measuring the performance, but also points out as to
how bad is the Falcon's access to memory.

No matter HOW MUCH people want to believe in those 'benchmarks',
THEY ARE NOT SHOWING REAL-WORLD PERFORMANCE.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1938. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 19:06:24 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep18.190624.15784@rchland.ibm.com>
Source record: 21374

In article <1993Sep17.175247.11240@imada.ou.dk>, micro@imada.ou.dk (Klaus Pedersen) writes:
|> mlelstv@speckled.mpifr-bonn.mpg.de (Michael van Elst) writes:
|> >Sorry, it can have burst transfers enabled as much as it wants with no
|> >effect.
|>
|> Yes, you are right, unless the Falcon is real strange - 4 latches should
|> do, but then why not a 32 bit bus in the first case.
|>
|> Because there wasn't any gain in throughput to speak of?
|>
|> I concluded that the Falcon used burst fill because it's cacr read 0x3111,
|> which means write-allocate, data-cache, instruction-cache, data-burst,
|> instruction-burst.
|>
|> It is probaly a leftover from the TT...
|>
|> -Klaus
|>

Probably. Still, it can't use burst mode.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1939. Rickard, Falcon selling well eh? was Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 19:09:23 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep18.190923.16099@rchland.ibm.com>
Source record: 21375

In article <1993Sep17.172440.2452@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
|> In article <H.eg.SCeP_0OML5k@semprini.tdkcs.waterloo.on.ca> cherborth@semprini.tdkcs.waterloo.on.ca writes:

|> ------------------------ Quotation Begins --------------------------
|>
|> ||| The Second Batch of Twenty Questions to Atari
|> ||| Courtesy: The Atari Forums on CompuServe
|> / | \ ----------------------------------------------------------------
|> ----------------------------------------------------------------
|>
|> [ Edits ]
|>
|> Q: At the most recent shareholders meeting, Sam Tramiel commented that
|> although the Falcon030 was not selling as well as anticipated, Atari
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> is nonetheless committed to staying in the computer market and that
|> there will be additional Falcon models. Can you please tell us about
|> some of the models under consideration?

If Atari makes the chips on their Jaguar available on a future Falcon computer, then they'll kick butt, as long as they can keep the price down and the Jaguar chips are capable of doing what they supposedly can do.

And if they get the developer support (i.e. The Software)

|>
|> Just be patient!
|>
|> -- George Crissman
|>
|> ***************************************************************************
|> * Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
|> * George Crissman San Diego, California, USA *
|> * UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
|> * ***********************************************************************
|> * "True Color" is adjusting one video primary color (red, green, or *
|> * blue) without the requirement to change the hue of the other two. *
|> ***************************************************************************
|> --

[stuff deleted]

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1940. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 19:21:19 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep18.192119.9269@rchland.ibm.com>
Source record: 21376
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <27dhqb$p9h@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Sep17.142308.41128@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <27b7e4$8lj@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> >|> In article <1993Sep16.233757.8808@rchland.ibm.com>,
|> >|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:

[stuff deleted]

|> > Don't assume that much. If you are making an animation you'll have
|> >to use the CPU to move memory regardless of how wonderfull the blitter is.
|> >And second, you have to take into consideration that the Falcon's blitter
|> >has to do (for bobs) I think it was twice or three operations per one
|> >Amiga blitter operation.
|> >
|>
|>
|> Can you be more specific about these instances?
|>
|> What I'm talking about is just the simple blit from a single-source to a
|> single destination. That's the most common operation on most machines,
|> right?

No. You have to do AND/OR operations most likely. Take as an instance
the arrow pointer. The blitter doesn't blit irregular shapes, but a square.
You need to somehow have an outline of the shape and then do boolean operations
against the background to 'cut' your shape and mix/put your shape in.

This would happen in games with backgrounds too.

|> >|> 2) if the loop being used to move a chunk of memory is a simple dbra loop
|> >|> that fits in the cache, the Falcon will do fine.
|> >
|> > For the instruction cache yes, but not for the data cache, wich is
|> >what happens in those 'benchmarks'. And again, this is not the
|> >real-world situation, as programs do not consist of this.
|> >
|>
|>
|> Well, geez, WHAT THE HECK DO PROGRAMS DO IF THEY DON'T USE A DBRA LOOP?

Well, geez, PROGRAMS ARE NOT LOOPING ALL THE TIME!

|>
|> Either a program HAS a loop or it unrolls the loop. Period. What else can

```
|> it do?

NOT HAVE A LOOP AT ALL. I mean, an application is not 100% LOOPS!

|> If the loop is unrolled, it may not fit in the cache... the Falcon's (and
|> A1200's) instruction cache takes a hit.

Read above. Anyway, the data cache would take hits (read above).

|>
|> It it is NOT unrolled, then it might just fit in the cache.
|>
|> That's it.
|>
|> Try this and see what happens with a decent disassembler:
|>
|> #include <stdio.h>
|>
|> main()
|> {
|> int i=0;
|>
|> for(;i<1000;i++)
|> printf("%ld\n",i);
|> }
|>
|>
|>
|> Go ahead.

Flip... READ ABOVE! And guess what: you are jumping there to a library
function (printf). Guess what happens with the instruction cache...

<proof is left as an exercise to the student :-) >

|> >|> Now if both of those possibilities don't exist in the code, the Falcon may
|> >|> be punished.
|> >
|> > AND IT IS BEING PUNISHED. Why? Because in a real-life situation
|> >this is not the case.
|> >
|>
|>
|> Ricardo, GET THEE TO A DISASSEMBLER and tell me what new method we have
|> for looping that either:
|>
|> a) doesn't unroll the loop and create towers (which break caches)
|> or:
|> b) keeps it the same, as a loop, which may indeed fit inside the cache for
|> many operations.

FLIP, MY WHOLE POINT IS THAT A REAL WORLD APPLICATION DOESN'T CONSIST
OF LOOPS. EVEN IN YOU LITTLE C CODE EXAMPLE, THE ICACHE GETS FLUSHED (YOU CALL
```

PRINTF).

|> Do you realize how many times your CPU is asked to do string compares, copies,
|> etc. in the course of a typical execution?

It happens. Not 100% of the time though.

|> Now, if you have a fairly sophisticated algorithm, it probably won't fit into
|> a 256 byte instruction cache. That's a given. But if it is indeed composed
|> of smaller parts that DO (like string compares... etc...) you will find that
|> those sub-parts are speed up tremendously!

True, but there's a lot of code wich won't be loops. And then remember
that the machine has interrupts, etc.

|>
|>
|> > And you know what? NO MATTER HOW MUCH ATARI PEOPLE ARGUE ABOUT THIS
|> >BENCHMARKS, THEY SHOW NOTHING. AGAIN, I GOT A '030 COMPUTER AND
|> >THE CACHES DO NOT GIVE IT 75% IMPROVEMENT THAT IN THE FIRST BENCHMARK
|> >THE CACHES GAVE TO THE FALCON. THIS CLEARLY SHOWS THAT THE BENCHMARKS
|> >DO NOT SHOW ACTUAL WORLD PERFORMANCE WITH REAL APPLICATIONS.
|> >
|>
|>
|> I never said the original benchmarks were accurate for real world apps....

Well, in that case the assumption that a lot of people are making
of a Falcon being faster than an A1200 because those benchmarks looked
cool IS WRONG!

|> only that in optimal circumstances a stock Falcon does perform much better
|> than expected (and actually beats the A1200 handily with no FastRAM.

In very very optimal circumstances. Actually, they are so optimal
that they are not even real. Those benchmark fit in both caches entirely!
Yeah, this happens every day... NOT!

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1941. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 19:22:23 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep18.192223.9330@rchland.ibm.com>
Source record: 21377

In article <27di00$p9o@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Sep17.144103.24523@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >
|> >
|> > Good luck doing that. YOu know, dual-playfields is not just
|> >separating 'bit planes'. It's like having a whole screen on top
|> >of another which is like a huge sprite in top of the other.
|> >
|> > THERE's NO WAY THE FALCON CAN DO THE SAME.
|>
|>
|> Go buy a Jaguar if you wanna play games. :)

I am actually thinking about it. There is one problem though:
IT IS NOT AVAILABLE.

|>
|>

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

PS: But yes, I would consider buying one anyway, or maybe a CD-32 (if
Defender of The Crown II, Microcosm and Mortal Kombat look cool)

# 1942. Re: Rickard, HEY YOU! was Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 19:25:03 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep18.192503.16046@rchland.ibm.com>
Source record: 21378

In article <2c9b1642@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 17 Sep 93 21:39:23, Ricardo Hernandez Muchado wrote:
|>
|> RH> DON'T YOU JUST GET IT? I have a '030 setup and enabling the caches
|> RH> on my applications DO NOT GIVE ME A 75% PERFORMANCE BOOST THAT THE
|> RH> FIRST BENCHMARK DID TO THE FALCON. THEY GIVE ME LIKE 12% ON AVERAGE.
|>
|> Aha ... don't care flaming me for my letter about your slow accelerator ... I
|> read "enabling the acc" instead of "enabling the caches" .. sorry 'bout that
|> one .. ;)

Thanks God! I thought you'll never admit that one... :-)

|>
|> 12% average increase with caches .. hmm .. I'll check that immideately ... get
|> back to you later with the result ..

I was wrong. It is more around 20% to 28%.

|>
|> (How do you measure something as exact as 12% in real world applications ..
|> using a clock?)

Using the clock tool. I was wrong in my estimate but as you my read
in my new posting 'Falcon Benchmark Nonse' (or something like that),
I made operations that take long enough to measure well enough with a
normal clock with seconds.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1943. Re: Rickard, HEY YOU! was Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 19:27:11 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep18.192711.15849@rchland.ibm.com>
Source record: 21379

In article <1993Sep18.152228.10412@mpifr-bonn.mpg.de>, mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
|> In <2c9b0fd4@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> >I have a 16Mhz 68000 acc. on my 8Mhz 68000 STE .. it boost 80-90% average, and
|> >100% on math. There's no reason for me to believe you when you claim that a 030
|> >acc. only gives you a 12% boost!
|>
|> Your 16MHz 68000 has probably a 16kByte cache.. this is a large cache compared
|> to the 512 Byte cache of the 68030. Also, the cache is twice as fast as the
|> memory system, for a reasonably designed memory system the cache is just 50%
|> faster and even less if the memory system supports burst mode. In this case
|> the cache just helps for the few bus conflicts (where the CPU wants to fetch
|> data and read instructions at the same time), it also decreases bus-usage in
|> multi-processor systems.
|>
|> So it is very easy to explain that you see a large boost while he sees only
|> a small boost.

True. If the 68030 cache was 16k, we would be seeing a very different
story :-)

|>
|> Regards,
|> --
|> Michael van Elst
|> UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
|> Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
|> "A potential Snark may lurk in every tree."

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1944. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 19:36:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <27fnv4$ad6@cville-srv.wam.umd.edu>
Source record: 21373
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

Ricardo's posting of benchmarks proves one nice thing... there is no way to compare the "real world" speed of the machines. Where are we going to find identical packages for 3-D rendering in a variety of resolutions?

I'm still waiting for some people who own the machines to try the GNU C benchmarks.

# 1945. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 20:23:55 UTC
From: cmedley@wam.umd.edu
Message-ID: <27fqor$b30@cville-srv.wam.umd.edu>
Source record: 21380
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep18.192119.9269@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <27dhqb$p9h@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>|> In article <1993Sep17.142308.41128@rchland.ibm.com>,
>|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> >In article <27b7e4$8lj@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>|> >|> In article <1993Sep16.233757.8808@rchland.ibm.com>,
>|> >|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>
>[stuff deleted]
>
>|> > Don't assume that much. If you are making an animation you'll have
>|> >to use the CPU to move memory regardless of how wonderfull the blitter is.
>|> >And second, you have to take into consideration that the Falcon's blitter
>|> >has to do (for bobs) I think it was twice or three operations per one
>|> >Amiga blitter operation.
>|> >
>|>
>|>
>|> Can you be more specific about these instances?
>|>
>|> What I'm talking about is just the simple blit from a single-source to a
>|> single destination. That's the most common operation on most machines,
>|> right?
>
> No. You have to do AND/OR operations most likely. Take as an instance
>the arrow pointer. The blitter doesn't blit irregular shapes, but a square.
>You need to somehow have an outline of the shape and then do boolean operations
>against the background to 'cut' your shape and mix/put your shape in.
>

The ST (and Falcon) Blitter can do logical ops. So that's that. In fact,
if you check, you'll find that most accelerated SVGA cards have similar
capabilities.

> This would happen in games with backgrounds too.
>

Since when did I say we were playing games as a benchmark of performance? :)

>|> Well, geez, WHAT THE HECK DO PROGRAMS DO IF THEY DON'T USE A DBRA LOOP?
>
> Well, geez, PROGRAMS ARE NOT LOOPING ALL THE TIME!
>

Loops are probably > 50% of all code. If you don't believe me, then you
haven't been using a GUI on your Amiga.

:)

(event driven = looping)

>|>
>|> Either a program HAS a loop or it unrolls the loop. Period. What else can
>|> it do?
>
> NOT HAVE A LOOP AT ALL. I mean, an application is not 100% LOOPS!
>
>|> If the loop is unrolled, it may not fit in the cache... the Falcon's (and
>|> A1200's) instruction cache takes a hit.
>
> Read above. Anyway, the data cache would take hits (read above).

But the instruction cache wouldn't. Also, it depends on what type of operation
is being performed.

>
>|>
>|> It it is NOT unrolled, then it might just fit in the cache.
>|>
>|> That's it.
>|>
>|> Try this and see what happens with a decent disassembler:
>|>
>|> #include <stdio.h>
>|>
>|> main()
>|> {
>|> int i=0;
>|>
>|> for(;i<1000;i++)
>|> printf("%ld\n",i);
>|> }
>|>
>|>
>|>
>|> Go ahead.
>
> Flip... READ ABOVE! And guess what: you are jumping there to a library
>function (printf). Guess what happens with the instruction cache...
>
> <proof is left as an exercise to the student :-) >
>

Actually, i just gave both a good and a bad example. :)

The actual for loop, when assembled, will fit in the cache but the printf()
call goes outside and it exceeds the size of the cache.

But guess what?

Inside of printf() itself there are loops! :) much smaller ones!

i.e., my point is... the larger algorithms are composed of smaller loops which can fit in that tiny cache in *some* (definitely not all!) circumstances.

When that happens, life is good for the Falcon owner.

THAT IS MY WHOLE POINT!

>|> Ricardo, GET THEE TO A DISASSEMBLER and tell me what new method we have
>|> for looping that either:
>|>
>|> a) doesn't unroll the loop and create towers (which break caches)
>|> or:
>|> b) keeps it the same, as a loop, which may indeed fit inside the cache for
>|> many operations.
>
> FLIP, MY WHOLE POINT IS THAT A REAL WORLD APPLICATION DOESN'T CONSIST
>OF LOOPS. EVEN IN YOU LITTLE C CODE EXAMPLE, THE ICACHE GETS FLUSHED (YOU CALL
>PRINTF).
>

Ricardo, look at a typical C function call. Take a look in stdio.h or in your system ROMs. Perhaps look at the code for AmigaDOS with a disassembler.

Your problem is you are not looking at the smaller scales and are thinking in a high level language. :)

>|> Do you realize how many times your CPU is asked to do string compares, copies,
>|> etc. in the course of a typical execution?
>
> It happens. Not 100% of the time though.
>

Oh come on. I bet you those little dinky routines like strcpy() and strcmp() and such from the famous <string.h> file are used all over the place. How do you think the text gets placed in dialog boxes? does it just mystically appear? Anytime you look at your screen at a field of data that has to be updated, there is a string function which is *tiny* being used, more likely than not... even if it was a custom job by the programmer, the principle and theory is the same.

And who is going to write a big piece of code to do simple things like that just to break a 256-byte instruction cache?

>|> Now, if you have a fairly sophisticated algorithm, it probably won't fit into
>|> a 256 byte instruction cache. That's a given. But if it is indeed composed
>|> of smaller parts that DO (like string compares... etc...) you will find that
>|> those sub-parts are speed up tremendously!
>
> True, but there's a lot of code wich won't be loops. And then remember
>that the machine has interrupts, etc.
>

>|>
>|>

Interrupt routines are meant to be run fast, and my guess is most of them
run in a linear fashion and don't loop. However, for some, especially those
that parse bytes re: I/O, loops have to get used.

>|> > And you know what? NO MATTER HOW MUCH ATARI PEOPLE ARGUE ABOUT THIS
>|> >BENCHMARKS, THEY SHOW NOTHING. AGAIN, I GOT A '030 COMPUTER AND
>|> >THE CACHES DO NOT GIVE IT 75% IMPROVEMENT THAT IN THE FIRST BENCHMARK
>|> >THE CACHES GAVE TO THE FALCON. THIS CLEARLY SHOWS THAT THE BENCHMARKS
>|> >DO NOT SHOW ACTUAL WORLD PERFORMANCE WITH REAL APPLICATIONS.
>|> >
>|>
>|>
>|> I never said the original benchmarks were accurate for real world apps....
>
> Well, in that case the assumption that a lot of people are making
>of a Falcon being faster than an A1200 because those benchmarks looked
>cool IS WRONG!
>

My claim is that I think, giving 5-10% or so, the Falcon and A1200 are about
equal out of the box for general purpose uses that don't use the DSP or
intense I/O.

<which would favor the Falcon, most likely...>

>|> only that in optimal circumstances a stock Falcon does perform much better
>|> than expected (and actually beats the A1200 handily with no FastRAM.
>
> In very very optimal circumstances. Actually, they are so optimal
>that they are not even real. Those benchmark fit in both caches entirely!
>Yeah, this happens every day... NOT!
>

I'm not saying this happens for a majority of loops in a majority of apps
even, but I am saying it happens a significant number of times in cases
where the speed increase would help out. In terms of the larger algorithms,
it'd be ludicrous to believe it would cache an entire loop in, say, a 3D
rendering package.. but it can cache a loop inside that rendering engine
that does a series of pointer ops.

# 1946. Re: PC lordship

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 21:41:55 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CDKK9v.3Bx@ecf.toronto.edu>
Source record: 21382
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>Here is a question for you.
>
>Why did the IBM (or Intel if you wish) PC become so dominate?

ONE reason: CLONING.
That's _also_ the reason they're losing tons of money now. Talk about lack of foresight...

AcEze
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

# 1947. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 21:46:35 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep18.214635.32915@rchland.ibm.com>
Source record: 21383
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

In article <27fnv4$ad6@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|>
|>
|> Ricardo's posting of benchmarks proves one nice thing... there is no way to
|> compare the "real world" speed of the machines. Where are we going to find
|> identical packages for 3-D rendering in a variety of resolutions?

Flip, my whole point is the cache benefit on the '030 chip. Looking at what
happened when the cache of the Falcon went to off, it is obvious that the
16-bit data path is crippling the machine. In the case when moving memory
of animation, animating objects in games, etc. those '030 caches on the Falcon
will not be of the huge benefit that the first benchmarks implied.

|>
|> I'm still waiting for some people who own the machines to try the GNU C
|> benchmarks.
|>
|> heheheheehe... :) >

Well, at least the A1200 is good for something practical :-)

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1948. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 22:07:48 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep18.220748.35309@rchland.ibm.com>
Source record: 21384
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <27fqor$b30@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Sep18.192119.9269@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <27dhqb$p9h@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> >|> In article <1993Sep17.142308.41128@rchland.ibm.com>,
|> >|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >|> >In article <27b7e4$8lj@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip')
writes:
|> >|> >|> In article <1993Sep16.233757.8808@rchland.ibm.com>,
|> >|> >|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:

[stuff deleted]

|> >
|> > No. You have to do AND/OR operations most likely. Take as an instance
|> >the arrow pointer. The blitter doesn't blit irregular shapes, but a square.
|> >You need to somehow have an outline of the shape and then do boolean operations
|> >against the background to 'cut' your shape and mix/put your shape in.
|> >
|>
|>
|> The ST (and Falcon) Blitter can do logical ops. So that's that. In fact,
|> if you check, you'll find that most accelerated SVGA cards have similar
|> capabilities.

Flip, I know that. The problem is that the Atari ST (and Falcon) Blitters
can do a source & destination-> destination type of operation where as the
Amiga can do a source1 & source2 -> destination. This saves from 2 to 3 blitter
operations you'll do on the Ataris.

|> > This would happen in games with backgrounds too.
|>
|> Since when did I say we were playing games as a benchmark of performance? :)

Never, but then a game is a 'real world application.' Games are not bad, and
as I pointed out this happens in other 'serious' situations.

|> >|> Well, geez, WHAT THE HECK DO PROGRAMS DO IF THEY DON'T USE A DBRA LOOP?
|> >
|> > Well, geez, PROGRAMS ARE NOT LOOPING ALL THE TIME!
|> >
|>
|> Loops are probably > 50% of all code. If you don't believe me, then you
|> haven't been using a GUI on your Amiga.
|>

|> :)
|>
|> (event driven = looping)

Event driven != looping inside a cache. When you dispatch an event, you have to
jump SOMEWHERE else to do something. While I am not an expert on the AmigaOS, I know
Motif, and I know how 'the callback game' works.

|> >|> Either a program HAS a loop or it unrolls the loop. Period. What else can
|> >|> it do?
|> >
|> > NOT HAVE A LOOP AT ALL. I mean, an application is not 100% LOOPS!
|> >
|> >|> If the loop is unrolled, it may not fit in the cache... the Falcon's (and
|> >|> A1200's) instruction cache takes a hit.
|> >
|> > Read above. Anyway, the data cache would take hits (read above).
|>
|> But the instruction cache wouldn't. Also, it depends on what type of operation
|> is being performed.

True *IF* we are looping. And BTW, those benchmarks where in the data cache,
something that is different.

[stuff deleted]

|> >
|> > Flip... READ ABOVE! And guess what: you are jumping there to a library
|> >function (printf). Guess what happens with the instruction cache...
|> >
|> > <proof is left as an exercise to the student :-) >
|> >
|>
|>
|> Actually, i just gave both a good and a bad example. :)
|>
|> The actual for loop, when assembled, will fit in the cache but the printf()
|> call goes outside and it exceeds the size of the cache.
|>
|> But guess what?
|>
|> Inside of printf() itself there are loops! :) much smaller ones!

Ah, but inside those loops, the machine is jumping around again. Some calls have to
go to the OS and then return, etc. Guess (again) what happens in the instruction cache?

|> i.e., my point is... the larger algorithms are composed of smaller loops which
|> can fit in that tiny cache in *some* (definitely not all!) circumstances.

Not exactly necessary. Your printf explanation doesn't cut it. The cache helps,
no doubt, but it isn't like the great 102.xx% improvement. I showed it.

|> When that happens, life is good for the Falcon owner.

Which is never NEAR as often as you imply.

|>
|> THAT IS MY WHOLE POINT!

AND THAT WAS MY WHOLE POINT TOO! :-)

There's no way you can convince me Flip... I checked out my '030 applications.
And even following your theories, you still don't explain the jumps in the printf routines (wich according to you are composed of small loops), and interrupts that occur (VBLANK) and MultiTos... (unless MultiTos isn't preemptive... hmmmmmmm.. :-) )

|>
|>
|> >|> Ricardo, GET THEE TO A DISASSEMBLER and tell me what new method we have
|> >|> for looping that either:
|> >|>
|> >|> a) doesn't unroll the loop and create towers (which break caches)
|> >|> or:
|> >|> b) keeps it the same, as a loop, which may indeed fit inside the cache for
|> >|> many operations.
|> >
|> > FLIP, MY WHOLE POINT IS THAT A REAL WORLD APPLICATION DOESN'T CONSIST
|> >OF LOOPS. EVEN IN YOU LITTLE C CODE EXAMPLE, THE ICACHE GETS FLUSHED (YOU CALL
|> >PRINTF).
|> >
|>
|>
|> Ricardo, look at a typical C function call. Take a look in stdio.h or in your
|> system ROMs. Perhaps look at the code for AmigaDOS with a disassembler.
|>
|> Your problem is you are not looking at the smaller scales and are thinking in
|> a high level language. :)

No, doubtfull. I know assembly too, and while you have loops, you are jumping in and out. So if your printf is composed of smaller loops THAT ARE called from your C program, you are flushing the cache everytime you call printf. Then inside the 'little' printf loops you flush
the cache everytime you need access to an OS call to print to the screen. So the little jumps
inside printf execute X times the number inside printf TIMES the outer loop.

The Cache helps, but not as you think. AGAIN, I HAVE SHOWN IT. 'nuff said.

|> >|> Do you realize how many times your CPU is asked to do string compares, copies,
|> >|> etc. in the course of a typical execution?
|> >
|> > It happens. Not 100% of the time though.
|> >
|>
|> Oh come on. I bet you those little dinky routines like strcpy() and
|> strcmp() and such from the famous <string.h> file are used all over the place.

They are used, but not as often as you imply. In fact, I am writing C programs
right now and most of the time in what I am doing I don't deal with strings!

You know, programs aren't strings all the time! (Unless you are talking
about Lisp :-) )

|> How do you think the text gets placed in dialog boxes? does it just mystically
|> appear?

How do you think the dialog box get's placed on the screen? Do you think
strcpy() or strcmp() do it for you? >>> NO <<<

How do you think the character text gets drawn on the screen? Do you think
strcpy() does it for you? >>> NO <<<

You might have a loop reading through the character string, and then a call
to the OS for writing a character... and the ICACHE gets flushed.

|> Anytime you look at your screen at a field of data that has to be
|> updated, there is a string function which is *tiny* being used, more likely
|> than not... even if it was a custom job by the programmer, the principle and
|> theory is the same.

Just because you strcpy() it, it doesn't mean that it updates the screen.

|> And who is going to write a big piece of code to do simple things like that
|> just to break a 256-byte instruction cache?

Nobody, but again, is not necessarily because of the size, but because jumping
around.

|> >|> Now, if you have a fairly sophisticated algorithm, it probably won't fit into
|> >|> a 256 byte instruction cache. That's a given. But if it is indeed composed
|> >|> of smaller parts that DO (like string compares... etc...) you will find that
|> >|> those sub-parts are speed up tremendously!
|> >
|> > True, but there's a lot of code wich won't be loops. And then remember
|> >that the machine has interrupts, etc.
|> >
|> >|>
|> >|>
|>
|> Interrupt routines are meant to be run fast, and my guess is most of them
|> run in a linear fashion and don't loop. However, for some, especially those
|> that parse bytes re: I/O, loops have to get used.

Ah, but my dear friend, interrupts are INTERRUPTING your great looping program.
Guess what: CACHE FLUSH TIME!

|> >|> > And you know what? NO MATTER HOW MUCH ATARI PEOPLE ARGUE ABOUT THIS
|> >|> >BENCHMARKS, THEY SHOW NOTHING. AGAIN, I GOT A '030 COMPUTER AND
|> >|> >THE CACHES DO NOT GIVE IT 75% IMPROVEMENT THAT IN THE FIRST BENCHMARK
|> >|> >THE CACHES GAVE TO THE FALCON. THIS CLEARLY SHOWS THAT THE BENCHMARKS
|> >|> >DO NOT SHOW ACTUAL WORLD PERFORMANCE WITH REAL APPLICATIONS.
|> >|> >

|> >|>
|> >|>
|> >|> I never said the original benchmarks were accurate for real world apps....
|> >
|> > Well, in that case the assumption that a lot of people are making
|> >of a Falcon being faster than an A1200 because those benchmarks looked
|> >cool IS WRONG!
|> >
|> My claim is that I think, giving 5-10% or so, the Falcon and A1200 are about
|> equal out of the box for general purpose uses that don't use the DSP or
|> intense I/O.

Well, I think if I remember the figures properly that not even with 22% it
becomes better than the A1200... And this is an A1200 with No FastRam....

|> <which would favor the Falcon, most likely...>

I/O wise and DSP wise, true, the Falcon should have the edge (in I/O the exception
is if you expand the A1200, which I can justify since the Falcon costs more).

|> >|> only that in optimal circumstances a stock Falcon does perform much better
|> >|> than expected (and actually beats the A1200 handily with no FastRAM.
|> >
|> > In very very optimal circumstances. Actually, they are so optimal
|> >that they are not even real. Those benchmark fit in both caches entirely!
|> >Yeah, this happens every day... NOT!
|> >
|>
|> I'm not saying this happens for a majority of loops in a majority of apps
|> even, but I am saying it happens a significant number of times in cases
|> where the speed increase would help out.

Well, explain better then. Looks like you are implying that those benchmarks
are valid, WICH IS MY WHOLE POINT: THEY ARE NOT.

|> In terms of the larger algorithms,
|> it'd be ludicrous to believe it would cache an entire loop in, say, a 3D
|> rendering package.. but it can cache a loop inside that rendering engine
|> that does a series of pointer ops.

Like a demo :-) There, that's a 'REAL WORLD APPLICATION'... right? :-)

FOOD FOR THOUGHT FLIP:

GUESS HOW THE CACHES FILL FROM MEMORY? Ah, 16-bits at a time I guess...
That means that the '030 caches on the Falcon could be even MORE efficient
in theory, but under some situations they might not benefit the Falcon
in a couple of cycles...

Food for thought.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer

\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1949. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-18 22:13:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep18.221316.15659@rchland.ibm.com>
Source record: 21385
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <27fnv4$ad6@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|>
|>
|> Ricardo's posting of benchmarks proves one nice thing... there is no way to
|> compare the "real world" speed of the machines. Where are we going to find
|> identical packages for 3-D rendering in a variety of resolutions?
|>

Why don't do the following:

An Atarian with a Falcon look for a program that can do some CPU processing
that takes some time that involves no I/O. Image Processing, or SpreadSheet, etc.

Turn off the cache and do an operation that takes at least 30 seconds. Measure it.
Turn on back the cache and measure again. Post the numbers. This should give
the % of improvement of a real-world Falcon app of the benchmark. Then in turn
we can apply that number to the Falcon Benchmark numbers.

The A1200 number will have to be adjusted too, so an A1200 owner will have to do
exactly the same (another owner, I got a lot of stuff to do at the moment, and I don't
want to open my machine to take off the accelerator that I have just for this).

Run an application with and without the '020 cache enabled. Post the numbers.
Then the A1200 benchmark test will have to be run again but without the ICACHE
enabled.

Having the above %'s, we can adjust the original benchmark numbers if they are
timed using all caches disabled on both machines.

Enjoy.

[stuff deleted]

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1950. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-19 03:48:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.LUeVKttnE0c@semprini.waterloo-rdp.on.ca>
Source record: 21277
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

In <1993Sep16.164144.24660@btree.uucp>, George Crissman writes:
> The DSP is a general-purpose coprocessor. Suggested uses include
> low-cost fax/data modems, voice mail systems, and direct-to-disc
> digital audio recorders (suggested by Atari in their Falcon brochure).
> The fact that you're surmising it's also used in the Mandelbrot
> demo shows how versatile it is.

The DSP may be a general purpose processor, but it requires _highly_
specialized programs to be of any use. It's certainly not going to make
PageStream or gcc run any faster.

The Mandlebrot demo shows exactly what I've always though; that the DSP
is useful for a _few_ specialized appliations, written _expressly_ to
use the DSP, but it's of _no_ use for normal programs (if it was, the
Falcon's NewDesk might've made use of it).

> OS/2 (short for "Operating System/Two") is a Disc Operating System
> (DOS).

Now you're picking nits.

> >Sure, TOS has disk-access calls, but it's certainly not running DOS (be
> >it MS-DOS, PC-DOS, DR-DOS or whatever).
>
> TOS (short for "The Operating System) contains a Disc Operating
> System (DOS) called GEMDOS. It is not MS-DOS, although it uses
> MS-DOS file formats.

It's not a DOS though; you can boot with no disks at all and even run
programs (off cartridges).

Is unix DOS? Is the Mac System DOS? Nope. Oddly enough, they can both
use disks. This sub-thread is useless semantics (and them's fightin'
words coming from a semiotician! :-)...

> Are you asking for a prediction? Predictions are easy to make!
> However, I don't know of anyone working on a ray tracer that makes
> use of the Falcon's specific hardware. And anyone who is working
> on such a project probably has a Non Disclosure Agreement keeping
> their mouth shut and their fingers occupied.

And keeping people from plunking down too much money for an underpowered
Falcon030.

> C bindings for the DSP are being discussed in other threads, and
> it probably won't be long until such support will be available in

> high level languages like Basic.

But WHAT are you going to use the DSP for? Drawing windows faster?
Nope. It's not even that useful for rotating sprites and whatnot (that
thread's going on in the Jaguar discussion, I think); a faster CPU
and/or an FPU would be more useful there.

> >Unfortunately, there is no easy way to develop for the Falcon and get
> >any speed out of the machine. The DSP has to be programmed in
> >assembler, and most developers use C and/or C++.
>
> (See previous paragraph)

C bindings for the DSP won't be useful; an entire _routine_ has to be in
DSP code or it's useless. Now, if someone built a library of DSP
routines that could be linked by a real language's compiler, it'd be
useful (ex, BrainStorm's fast JPEG loading routines).

> Compatibility is important! Ask any user of the MS-DOS machines! :-)
> Regarding the current dearth of Falcon-specific software, let me repeat:
>
> >> Good software takes time.

Compatibility also cripples machines, and software, _any_ software,
should't take over a year to appear.

> Most of their attention is on the Jaguar -- it has attracted an
> amazing amount of interest (read: potential business and sales).
> But just this last weekend, Atari was present with a booth at the
> San Diego Computer Fair demonstrating Falcons to an estimated
> 20,000 attendees.
>
> There were no Jaguars to be seen.

Because the only actual units that aren't locked away in Atari HQ are in
the hands of busy developers; Atari can't show a machine until they
officially announce (or 'release' in Atari-ease) it or they'll be
laughed out of existance by everyone who's been stung by their vaporware
announcements before.

> Nope, the facts don't support you here, because Atari is still
> actively showing and selling the Falcon.

Only because they have nothing else to show. And I certianly wouldn't
call anything Atari does 'actively supporting'; the SD Computer Fair was
probably put on exclusively by user's groups and dealers.

> And when the Jaguar is a massive success (here's hopin'!), they'll
> have a large marketing budget for the Falcon. And the Lynx. And
> the TT. And whatever projects they've got under development now.

Not that they'd bother with computers at that point; they'll know they
can make some money (for once!) by selling consoles.

> With limited resources, they have to pick and choose carefully.
> As they grow, they might just surprise you with new stuff and
> support for the existing lines.

That's a good one. Really.

When Atari released the Falcon030, they bragged about how much
cash-on-hand they had for marketing. They're doing the same now for the
Jaguar, even though it's ~20 million less than they had for the Falcon.

> Sorry, I didn't mean to start a compiled-code shootout here. I was
> attempting to show that the inefficient architecture of the MS-DOS
> machines caused an expansion in executable code size when compared
> to the source code, while the efficient TOS architecture caused
> a reduction in code size.

My compiled-code example simply showed that your hypothesis wasn't true.
The version of Word that I use at work (5.0a) is about the size of
AtariWorks.

> "Atari vs The EXPENSIVE World Of DOS" it says in the subject line. It
> takes a $2500.00 '486 @ 66 MHz to keep up with the capabilities of
> the $1500.00 Falcon. I'd rather save the $1,000 and use it for
> other things. Like a week-long vacation at Disneyland/Knott's Berry
> Farm/Medieval Times.

The $1500 '486dx/33 with 4M and a 100M hard drive, PLUS the monitor, is
faster and more capable than the $1500 Falcon030/16 with 4M and a 80M
hard drive, WITHOUT the monitor. A computer is useless if you can't get
any software to make use of the 'features' that you bought it for (like
the much-touted DSP for example).

> Comparing a word processor (Microsoft Word) to a desktop publisher
> (PageStream) will certainly make the word processor look good in the
> speed department! :-) Have you tried comparing software that runs
> on both machines (Microsoft Write springs to mind)?

MS Write for the Atari is a pathetic spectacle compared to the small and
occaisionally useful Write that ships with every copy of Windows or OS/2.

> >And pretty much abandoning all the work they've put into the Falcon...
> >and the Falcon040.
>
> Nope -- see the report about the San Diego Computer Fair, noted
> above.

Which was put on by _user's_groups_ and dealers, not Atari. Atari
doesn't even lend equipment to shows.

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

# 1951. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-19 04:01:28 UTC
From: cmedley@next18pg2.wam.umd.edu
Message-ID: <27glio$h3b@cville-srv.wam.umd.edu>
Source record: 21386
Body handling: HTML body converted to readable text

Ricardo Hernandez Muchado writes
> Event driven != looping inside a cache. When you dispatch an event, you have to
> jump SOMEWHERE else to do something. While I am not an expert on the AmigaOS, I know
> Motif, and I know how 'the callback game' works.

Does the Amiga utilize callbacks? not every GUI uses callbacks like Motif.

Anyways, your point is taken. It doesn't imply looping within a cache, but it does imply looping. :)

> There's no way you can convince me Flip... I checked out my '030 applications.
> And even following your theories, you still don't explain the jumps in the printf routines
> (wich according to you are composed of small loops), and interrupts that occur (VBLANK) and
> MultiTos... (unless MultiTos isn't preemptive... hmmmmmmm.. :-) )

Oh come on. :) You know MultiTOS is pre-emptive. :)

Anyways, I'm not saying this is the gospel. What I am saying is that these tiny loops, unless they contain branches or get interrupted are having a fun time running.

And hey, if these interrupts are so frequent, how come the code in the benchmarks ran so fast if it could get interrupted? i'm sure the benchmarker didn't cut off his Falcon's ability to do a vblank or the 200hz timer because he had to have SOME timer going to he could time the benchmarks!

So what i'm saying is.. if all this cache flushing is going on as a result of interrupts... how could the benchmarks (which ran under TOS 4.xx on a Falcon) get such a boost from the cache? surely during their execution (some 20+ seconds!) SOME interrupts occurred. Was this just a great computer design or are you wrong? :)

> No, doubtfull. I know assembly too, and while you have loops, you are jumping in and out.
> So if your printf is composed of smaller loops THAT ARE called from your C program, you are
> flushing the cache everytime you call printf. Then inside the 'little' printf loops you flush
> the cache everytime you need access to an OS call to print to the screen. So the little jumps
> inside printf execute X times the number inside printf TIMES the outer loop.

But what I'm saying here <--- do we say this to each other a lot or what?

..is that eventually, all these branches and jumps inside these loops that allegedly flush the cache are resolved, whether by ROM OS routines or whatever. These routines ultimately, if they loop (and are called a lot) will wind up in the cache more often than not and give a boost in performance which would affect the real world performance of the machine.

I'm NOT saying this is a replacement for a 32-bit CPU<->memory bus. Or that it makes the performance of the Falcon akin to that. I am saying it increases it enough to make it comparable to an A1200, especially one with no FastRAM.

>
> The Cache helps, but not as you think. AGAIN, I HAVE SHOWN IT. 'nuff said.
>

'nuff said? Did you grow up on Marvel Comics, too? :)

>
> FOOD FOR THOUGHT FLIP:
>
> GUESS HOW THE CACHES FILL FROM MEMORY? Ah, 16-bits at a time I guess...
> That means that the '030 caches on the Falcon could be even MORE efficient
> in theory, but under some situations they might not benefit the Falcon
> in a couple of cycles...

Well, if the cache is filled 16-bits at a time and it is constantly getting flushed by interrupts as you say... then the 16-bit bus on the Falcon sure didn't cripple it during the benchmarks because:

1) some interrupts surely occurred during program execution. VBLs occurred at LEAST 50/second.

2) if the cache gets flushed and get this 16-bit buss performance hit, then when we had these VBL, 200hz timer ticks, etc... happening, the Falcon should have slowed to a crawl. Instead it outran the A1200 by almost a factor of 2, right?

The benchmarks ARE biased towards an '030 machine as opposed to an '020. That's a given. But while I don't think they reflect the results of running a typical real-world application, I would say that it does show that Falcon is NOT the dog you think it is.

# 1952. Re: PC lordship

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-19 04:40:26 UTC
From: philip@utstat.toronto.edu
Message-ID: <CDL3nF.FD1@utstat.toronto.edu>
Source record: 21237
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CDKK9v.3Bx@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>>Here is a question for you.
>>
>>Why did the IBM (or Intel if you wish) PC become so dominate?
>
>ONE reason: CLONING.
>That's _also_ the reason they're losing tons of money now. Talk about lack of
>foresight...

Clones are not the reason IBM has been having, along with many other high
tech firms, finacial restructuring problems. In fact their "PC" division
is doing fine, especially since it achieved freedom. There are many reasons
for IBM's "problems". PC's are not high on the list. Shift away from
mainframe growth, etc...counts far more. Slow start in the workstation
market. You name it.

--
Philip McDunnough
University of Toronto
philip@utstat.toronto.edu
[Where sheep may safely graze...]

# 1953. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-19 14:40:45 UTC
From: papage@ntua.gr
Message-ID: <papage.748449645@theseas>
Source record: 21238
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Comparison of a 1200 and a falcon can only be usefull when we have high
quality benchmarks that run on both machines. This kind of benchmarks
are not easy to write and it takes serious knowledge of both machines. So
writing small machine language programs that measure memory performance and
the like, is absolutely meaningless. There is also no point in measuring
both systems with common compilers like gcc, because as I said above the problem
is to write a benchmark which measures the real-life performance of both
systems.
So, here comes the suggestion:
If we can't write the benchmarks (and believe me we can't in a reasonable
amount of time), we can always run on both machines the SAME applications under
a common operating system!! (yes, i mean the mac emulator, or the atari
emulator if it can run). So, let's test the performance of a few MAC apps
under our MAC emulators!!
Of course this is a case which needs some thinking:
1. The MACOS should be able to take advantage of the 32bit CPUs we have.
2. The emulator itself should not provide much overhead to the CPU. In other
words the emulation code should not eat much CPU!

I can give an answer to the second question. The AMAX emulator for the Amiga
does not eat much CPU for the emulation itself and so it can be used for
benchmark purposes. The question is still hanging for you Falconers... Do you
think that you MAC emulator is appropriate for such a comparison? Frankly
I can't find a reason why it shouldn't.
I can't give an answer to the first question, but I think system 7.0.1 and
above is appropriate for running our applications on, because it runs on
the speedier Macintoshes (quadras). If someone knows more about Macs OS
he should inform us.
So what do you think about that? I really think its the most affordable
and error-free solution!

Spiros Papageorgiou
Email: papage@theseas.ntua.gr
sppapag@leon.nrcps.ariadne-t.gr

PS: Frankly the whole story of comparing the 1200 with the falcon is stupid...

to take advantage of the 32-bit CPUs we have and it should not

# 1954. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-19 16:25:04 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep19.162504.21839@monu6.cc.monash.edu.au>
Source record: 21240

'Flip' (cmedley@wam.umd.edu) wrote:

[.. some attributions accidently deleted ..]

: >>Can be used as a D2D interface; DAT/CD digital out to DSP in.
: >
: >Possible. But you can buy that for Amiga too.
: >
:
:
: And what program would I use on the Amiga for this? Cubase Audio? :)

Bars and Pipes Pro?

Dr T's KCS?

: This is about as ludicrous as me saying that just because the ST line has
: some nice high rez graphics cards, the Toaster is meaningless. The platforms
: are aimed at two different markets and that is the final fact.

There are 16 and 12 bit DSP boards out for the Amiga by Sunrize Technologies.
They've even have software out for it, which was reviewed favourably in
comparison to offerings on the Mac.

- Jim

# 1955. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-19 16:49:40 UTC
From: lindblad@kruuna.Helsinki.FI
Message-ID: <27i2j4$6v0@kruuna.Helsinki.FI>
Source record: 21239
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:

> |> The ST (and Falcon) Blitter can do logical ops. So that's that. In fact,
> |> if you check, you'll find that most accelerated SVGA cards have similar
> |> capabilities.

> Flip, I know that. The problem is that the Atari ST (and Falcon) Blitters
> can do a source & destination-> destination type of operation where as the
> Amiga can do a source1 & source2 -> destination. This saves from 2 to 3 blitter
> operations you'll do on the Ataris.

Actually Amiga blitter can do source1 & source2 & source3 -> destination.

--
Jarkko Lindblad |
lindblad@cc.helsinki.fi| Never give your trust away
-----------------------| You'll end up paying till your dying day
- Black Sabbath - |

# 1956. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-19 19:35:04 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Sep19.193504.24065@news.uit.no>
Source record: 21241
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

My suggestion for benchmarking on the 1200 and F030:

```
-----------------<cut>---------------
; Macro68 code
fwdrefassign ; labels not yet defined is ok
OLDSYNTAX ; no funny ( , , ) only addressing
ODDERROR ; word/longword at odd is illegal
EXEOBJ ; executable code
optimon NULLDISP,PCREL,BRANCH

output src:tst

;RegisterPipeStall macro
; endm

on equ -1
off equ 0

StopOS macro
move.w #$4000,$dff09a
endm

StartOS macro
move.w #$c000,$dff09a
endm

CodeSpeedTest macro
move.l #$14ffff,d7
ccnop 0,4
.loop\@
rept \1
move.l d0,d1
move.l d1,d2
move.l d2,d3
move.l d3,d4
move.l d4,d5
move.l d5,d6
move.l d6,d0
endr
dbra d7,.loop\@
sub.l #$10000,d7
bpl .loop\@
endm

MemSpeedTest macro
move.l #$6ffff,d7
```

```
ccnop 0,4
.loop\@
lea \2,a0
lea \3,a1
rept \1
movem.l (a0)+,d0-d6/a2-a6 ; 12*4 48
movem.l d0-d6/a2-a6,(a1)
lea 48(a1),a1
endr
dbra d7,.loop\@
sub.l #$10000,d7
bpl .loop\@
endm

MemCodeTest macro ; more memory than code test
move.l #$affff,d7
ccnop 0,4
.loop\@
lea \4,a0
lea \5,a1
rept \1
rept \2
move.l (a0)+,(a1)+
endr
rept \3
add.l #$12345678,d0 ; 6
endr
endr
dbra d7,.loop\@
sub.l #$10000,d7
bpl .loop\@
endm

MemHitCodeMiss macro
MemCodeTest 20,1,2,buffer1,buffer2
endm

MemHitCodeHit macro
MemCodeTest 20,1,1,buffer1,buffer2
endm

MemMissCodeHit macro
MemCodeTest 20,2,1,buffer1,buffer2
endm

MemMissCodeMiss macro
MemCodeTest 40,1,1,buffer1,buffer2
endm

MemSpeedTestCacheHit macro
MemSpeedTest 4,buffer1,buffer2
endm
```

```
MemSpeedTestCacheMiss macro
MemSpeedTest 8,buffer1,buffer2
endm

CodeSpeedCacheHit macro
CodeSpeedTest 10
endm

CodeSpeedCacheMiss macro
CodeSpeedTest 20
endm

EnterTest macro
ifeq OS-off
StopOS
endc
endm

ExitTest macro
ifeq OS-off
StartOS
endc
endm

Section speed,code
; select one of the two sentences below
;OS equ on
OS equ off

EnterTest

; uncomment one of the sentences below

; CodeSpeedCacheHit ; 64s - 58s
; CodeSpeedCacheMiss ; 127s - 113s
; MemSpeedTestCacheMiss ; 133s - 119s
; MemSpeedTestCacheHit ; 68s - 60s
; MemHitCodeMiss ; 165s
; MemHitCodeHit ; 88s
; MemMissCodeHit ; 134s
; MemMissCodeMiss ; 171s

ExitTest
rts

quad
buffer1 ds.b $10000
quad
buffer2 ds.b $10000

----------------------<cut>----------------------
```

The seconds rating behind the benchmark call are for my 68000 with and without the OS running.

I am open to critics on the code.
--
|/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
|// Box 218, 9001 Tromsoe, Norway | Remember to :-) when needed \\|
|/ The worlds northernmost university | Life is worth living. \|
#Disclaimer: This university does not speak for me.

# 1957. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 00:17:31 UTC
From: renfro@bnr.ca
Message-ID: <27isqr$ifb@crchh610.bnr.ca>
Source record: 21242
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Sep18.221316.15659@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>
> Why don't do the following:
>
> An Atarian with a Falcon look for a program that can do some CPU processing
>that takes some time that involves no I/O. Image Processing, or SpreadSheet, etc.
>
> Turn off the cache and do an operation that takes at least 30 seconds. Measure it.
>Turn on back the cache and measure again. Post the numbers. This should give
>the % of improvement of a real-world Falcon app of the benchmark. Then in turn
>we can apply that number to the Falcon Benchmark numbers.
>

Okay, I did the following with a program that loads in and displays picture
files. It does do I/O, but I don't see what difference that makes. I used
this program because it very nicely reports the processing time when it
has displayed the picture. I ran it under Multi-TOS since it provides the
menu command to turn the caches on or off. I am not sure which cache this
affects, so I am assuming it is both. I don't have anything else to give
accurate times on, but I will keep looking.

424x480 JPEG loaded into ~800x600 16 color screen mode:

With out caches - 174.5 secs
With caches - 119.5 secs
-----
55.0 secs faster with caches

If my math is correct this means the caches in real world applications
should give ~30% improvement. I would expect that some things (like
archivers) run more in a loop and improvement would be better.

I think this confirms what was posted by Ricardo as far as real world
improvements that could be seen by using a cache.

Note, I also think that it means that the 16 bit access in the Falcon
does not play a part when comes to the caches. We see the same improvement
with caches on a 32-bit system and on a 16-bit system.

RandyH

# 1958. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 00:39:57 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep19183957@flammulated.owlnet.rice.edu>
Source record: 21138
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Sep18.221316.15659@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> Why don't do the following:
>
> An Atarian with a Falcon look for a program that can do some CPU processing
> that takes some time that involves no I/O. Image Processing, or SpreadSheet, etc.
>
> Turn off the cache and do an operation that takes at least 30 seconds. Measure it.
> Turn on back the cache and measure again. Post the numbers. This should give
> the % of improvement of a real-world Falcon app of the benchmark. Then in turn
> we can apply that number to the Falcon Benchmark numbers.
>
[stuff deleted]

Here are some preliminary numbers I got by running an image display
program with cache on/off:

Setup: 16 colors, Multitos running, Running Gemview loading a large GIF.
Cache on:
1 min. 32 sec.
Cache off:
2 min. 20 sec.

Setup: same as above, 256 colors
Cache on:
2 min. 2 sec.
Cache off:
2 min. 52 sec.

As I said, this was run under multitos, however gemview was the only
running program apart from the desktop/accessories. I have no screen
accellerator installed.

This was timed with a lowly stopwatch, but still accurate to about 2
sec. I'll try running some more tests later - I need to get a program to
turn the cache off outside Multitos...

--
---> Kendall Gelner (kendall@rice.edu)

# 1959. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 01:32:58 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15523@uqcspe.cs.uq.oz.au>
Source record: 21243

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> As has been suggested before. I agree. I think a relatively good
>test would be to compile zoo on both machines with GNU C, then time
>compressing and uncompressing the same large file on both machines.

This would still have some problems: the i/o libraries for the machines,
and the i/o devices would differ. To minimize this, the files could
be very large. A better test would be to use a non i/o bound program,
such as a ray tracer.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

# 1960. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 03:18:30 UTC
From: cmedley@wam.umd.edu
Message-ID: <27j7e6$59o@cville-srv.wam.umd.edu>
Source record: 21244

In article <1993Sep19.162504.21839@monu6.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>'Flip' (cmedley@wam.umd.edu) wrote:
>
>[.. some attributions accidently deleted ..]
>
>: >>Can be used as a D2D interface; DAT/CD digital out to DSP in.
>: >
>: >Possible. But you can buy that for Amiga too.
>: >
>:
>:
>: And what program would I use on the Amiga for this? Cubase Audio? :)
>
>Bars and Pipes Pro?
>

Bars and Pipes Pro supports playing back 16-bit samples off the Sunrize
card WHILE sequencing?

>Dr T's KCS?
>

I own KCS OMEGA and can safely say it is a decent sequencer, but hey, let's
face it... the Amiga doesn't even have OMEGA (which I currently use on the
Atari) and it is nowhere near as good as Cubase.

>: This is about as ludicrous as me saying that just because the ST line has
>: some nice high rez graphics cards, the Toaster is meaningless. The platforms
>: are aimed at two different markets and that is the final fact.
>
>There are 16 and 12 bit DSP boards out for the Amiga by Sunrize Technologies.
>They've even have software out for it, which was reviewed favourably in
>comparison to offerings on the Mac.
>

In what reviews? Amiga magazine reviews? Heck, by that standard, the Atari
Falcon 030 is the best multimedia computer... according to reviews.

(in Atari magazines)

:)

>

# 1961. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 04:24:10 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDMxKA.BqM@jonh.wimsey.bc.ca>
Source record: 21247
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

cmedley@wam.umd.edu ('Flip') writes:

>I'm still waiting for some people who own the machines to try the GNU C
>benchmarks.

> heheheheehe... :) >

That's because the 1200 can't run gnu c out of the box. And despite
the much ballyhoo'ed expandability of the 1200, it seems few people
actually do expand the thing.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

# 1962. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 06:27:00 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep20.062700.13792@monu6.cc.monash.edu.au>
Source record: 21265
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

```
'Flip' (cmedley@wam.umd.edu) wrote:
:
:
: Ricardo's posting of benchmarks proves one nice thing... there is no way to
: compare the "real world" speed of the machines. Where are we going to find
: identical packages for 3-D rendering in a variety of resolutions?
:
: I'm still waiting for some people who own the machines to try the GNU C
: benchmarks.
:
:
```

# 1963. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 06:37:33 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep20.063733.14530@monu6.cc.monash.edu.au>
Source record: 21245
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

'Flip' (cmedley@wam.umd.edu) wrote:
: In article <9309161424.AA01122@ash31>,
: Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
: >crissman@btree.uucp (George Crissman) writes ....
: >
: >
: >>It that were true, they wouldn't have been at the San Diego Computer
: >>Fair, actively demonstrating only the Falcon!
: >
: > Possibly because they don`t have the Jaguar in a condition to
: >actually display ;-)
:
: And what about Commodore? We've heard CD^32 is out there but I have only
: seen one post from someone who owns it. I've seen more posts from people
: who've seen Jaguars. :)

BFD! If I close my eyes, I see nothing.
What have you been doing? Counting the number of posts under the header
"Jaguar first hand experience" or something? I've hardly scene anyone
who has actually seen one, let alone bought one.

It all depends on where you read. Quite a few people in c.s.a.games
have bought them, or have seen them in high street stores in the UK
and Europe.

- Jim

# 1964. Re: Rickard, HEY YOU! was Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 07:00:13 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9c1ea6@troed.ct.se>
Source record: 21248

In a message of 19 Sep 93 00:27:56, Ricardo Hernandez Muchado wrote:

RH> Thanks God! I thought you'll never admit that one... :-)

Oh, I thought you'd get this message along with the original ... hmm .. atleast
I polled with both in the same package .. :-/ ..

RH> I was wrong. It is more around 20% to 28%.

Yes, that sounds more like the figures I'd expect to see ... I've also done
some tests without the caches .. and ... well ... I think TOS swithes them on
as soon as I've switched them off .. Coz I get 100% performance .. :-) ..
(obviosly that's wrong, and I'll try to stop TOS from interfering with my
benchmarks .. )

RH> in my new posting 'Falcon Benchmark Nonse' (or something like that),
RH> I made operations that take long enough to measure well enough with a
RH> normal clock with seconds.

Yes. Good benchmarks, but there's really no way you can make A1200/Falcon030
assumptions on them ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1965. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 07:00:13 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9c1fc4@troed.ct.se>
Source record: 21249

In a message of 19 Sep 93 03:21:29, Ricardo Hernandez Muchado wrote:

RH> happened when the cache of the Falcon went to off, it is obvious that the
RH> 16-bit data path is crippling the machine. In the case when moving memory

According to a programmer here in Sweden (Blade/New Core I think), the 16- bit crippling is hardly noticeable when doing benchmarks to test it. He wrote a textfile about various things where he included such a test. (No figures though)

I still don't beleive there's absolutely no reason why the bus in the Falcon is 16-bit. (Atari claims it's much faster than a normal 16-bit bus, smoe say it's more like 24 bit, and some (like me) would claim it's running on 32Mhz)

Noone knows, and I guess it'll take a techie to find out.

(My 16Mhz Falcon030 is WAY faster than my 16Mhz (with 32Kb cache) 68000 STE)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 1966. Re: Atari and Time-Warner

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 08:45:58 UTC
From: jesseg@news.delphi.com
Message-ID: <27jqk6$o4p@news.delphi.com>
Source record: 21246

This is just little nit-picky stuff, but for the sake of completeness...

khaley@nova.gmi.edu (Kevin Haley) writes:

>Atari was founded by Nolan Bushnell in 1972 with the invention of PONG, the
>first computer video game. Shortly thereafter, Bushnell sold Atari to
>Warner Communications (before the Time Warner merge).

I don't think the sale to Warner came quite this early. I think Atari was already a well-established force in the coin-op and home game markets (remember TV Pong?) before Warner offered to buy Bushnell out. My guess would be '77 or '78.

>Warner Communications pushed Atari to develop the video game. After the PC
>came to market in 1978 (I believe), Atari inc. developed the 8bit Atari
>400/800 computers. This line was extremely successful in the early personal
>computing market, finding its way to several schools (yes, schools!) in
>California, Michigan, and Illinois.

The IBM PC was not introduced until late 1981/early '82. The Atari 400 and 800 were developed in response to the unprecedented success of the Apple ][ (which is why they look so much alike) and capitalize on Atari's growing name recognition.

>Meanwhile, the Atari coin-op and 2600 video game market boomed in the early
>1980's. Atari became a huge money-maker for Warner, dominating the video
>game market and a potent force in the PC market. However, a slump around
>1984 dragged down Atari and several computer companies went out of business
>(Timex/Sinclair, Osborne, Adam, etc). Warner Communications sold Atari to
>the Tramiels for $350 million (I think).

Sinclair was a small company which Timex bought under the foolish delusion that there would be a widespread consumer market for what was essentially a hacker's machine (the original Sinclair was a build-it-yourself kit). Adam (a colossal failure by anybody's standards) was an allegedly Apple ][-compatible machine developed by the toy company Coleco (which is why the Adam looked like a ColecoVision game system with a paint job). Coleco took several more years to go bankrupt, despite the inexplicable raging success of their Cabbage Patch Dolls.

>Under Tramiel, Atari developed the ST, which was released in 1986. In the
>beginning, it was an instant success, and was the major factor bringing
>Atari back to profitability. With the revival of the video game market,
>Atari developed the XE game system (I remember TV was bombarded with
>commercials regarding this system in 87), and in the late 80's, the
>portable Lynx. As Atari developed other systems (the TT, Portfolio, Falcon,
>and now the Jaguar), the prominence of IBM compatible computers edged out

>the Atari market. This is where Atari is today. Struggling to keep PC's on
>the market and create a popular game system.

I believe Tramiel was merely CEO under Warner for a while before buying
the company outright. Note that Tramiel was sought for the position
because he was generally credited with transforming Commodore from a
third-rate calculator company to a major player in the (then-extant) home
computer market.

>I was a loyal Atari follower for many years, and knew a large number of
>Atari computer users in my area. It is my sincere wish that development for
>the Jaguar succeed, so I can see an Atari prominence that I so fondly
>remember in the early days of the computer/video game system.

>

# 1967. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 13:30:57 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <27kbah$qr7@info2.rus.uni-stuttgart.de>
Source record: 21250

In article <27glio$h3b@cville-srv.wam.umd.edu>,
Charles Henry Medley <cmedley@next18pg2.wam.umd.edu> wrote:
>And hey, if these interrupts are so frequent, how come the code in the
>benchmarks ran so fast if it could get interrupted? i'm sure the benchmarker
>didn't cut off his Falcon's ability to do a vblank or the 200hz timer because
>he had to have SOME timer going to he could time the benchmarks!

You were right. I was getting the time from the 200 Hz interrupt (very easy!).
All interrupts were running (including a blinking cursor).
By the way: nice argument.

Ciao, Heiko
(zcam1121@rpool9.rus.uni-stuttgart.de)

# 1968. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 13:40:36 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <27kbsk$p33@info2.rus.uni-stuttgart.de>
Source record: 21251
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep17.145852.21723@mpifr-bonn.mpg.de>,
Michael van Elst <mlelstv@specklec.mpifr-bonn.mpg.de> wrote:
>In <27cehr$kvb@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>>I soon will present my 4. benchmark:
>>It is a 257 MByte loop which surely will exceed the internal caches. I will
>>post it soon...
>
>It's probably a 257 _Byte_ loop. This does exceed the cache but as the
>020 and 030 instruction cache is direct mapped it will just have to reload
>a single longword in each pass through the loop. You need a loop size of
>>= 512 Bytes to make any caching effects invisible.. but then you could
>simply turn the caches off.

What?
Hey! And i have just finished my special packing routine for the 257 MByte loop to fit in my memory! Gosh...
(Calm down!!!! This was a JOKE).

Ciao, Heiko.
(zcam1121@rpool9.rus.uni-stuttgart.de)

# 1969. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 13:54:31 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <27kcmn$10lq@info2.rus.uni-stuttgart.de>
Source record: 21252
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Sep18.190457.16489@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
> Definitively the Falcon can't get 102% improvement on the caches on
>a real-world application. This vast improvement not only reflects how
>bad the cache is measuring the performance, but also points out as to
>how bad is the Falcon's access to memory.
>
> No matter HOW MUCH people want to believe in those 'benchmarks',
>THEY ARE NOT SHOWING REAL-WORLD PERFORMANCE.

Very nice tests.
Now tell me something: Have you made the tests without Caches with
FastRAM (32 bit)? If so, your whole posting is obsolete, sorry.

Ciao, Heiko.
(zcam1121@rpool9.rus.uni-stuttgart.de)

# 1970. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 14:06:03 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <27kdcb$un7@info2.rus.uni-stuttgart.de>
Source record: 21253
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <27isqr$ifb@crchh610.bnr.ca>, Randy Hoekstra <renfro@bnr.ca> wrote:
>Okay, I did the following with a program that loads in and displays picture
>files. It does do I/O, but I don't see what difference that makes. I used

Is this possible??
If your programm usese 50% of the time with I/O your improvement caused
by caches is only half the size! Caches don't improve I/O perfomance.

>this program because it very nicely reports the processing time when it
>has displayed the picture. I ran it under Multi-TOS since it provides the
>menu command to turn the caches on or off. I am not sure which cache this
>affects, so I am assuming it is both. I don't have anything else to give
>accurate times on, but I will keep looking.

I think you are refering to GEMView. I have tested this program too a few
months ahead.
I have also tested some other applications without Harddisk I/O. These
programms like TEX or the GFA-Compiler needed half the time with caches
on. That means full 100% improvement.
I don't think you are suggesting that TEX is too small...

Ciao, Heiko.
(zcam1121@rpool9.rus.uni-stuttgart.de)

# 1971. Re: Atari, IBM, and Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 15:27:08 UTC
From: mcookson@flute.aix.calpoly.edu
Message-ID: <1993Sep20.152708.103651@zeus.aix.calpoly.edu>
Source record: 21254

In article <khaley.748297201@nova>, Kevin Haley <khaley@nova.gmi.edu> wrote:
>(Actually, I remember a time when Atari had the resources and manpower
>to manufacture all of its own products.)

Don't confuse the facts. Atari NEVER had the resources to do wafer fabrication. There is no reason for them to fab their own processors/chips. It costs about $400M to start a fabrication facility. That would be money poorly spent.

- mike

# 1972. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 15:58:44 UTC
From: cmedley@wam.umd.edu
Message-ID: <27kjvk$ehk@cville-srv.wam.umd.edu>
Source record: 21255

In article <27kbah$qr7@info2.rus.uni-stuttgart.de>,
Heiko Hartmann <zcam1121@rpool9.rus.uni-stuttgart.de> wrote:
>In article <27glio$h3b@cville-srv.wam.umd.edu>,
>Charles Henry Medley <cmedley@next18pg2.wam.umd.edu> wrote:
>>And hey, if these interrupts are so frequent, how come the code in the
>>benchmarks ran so fast if it could get interrupted? i'm sure the benchmarker
>>didn't cut off his Falcon's ability to do a vblank or the 200hz timer because
>>he had to have SOME timer going to he could time the benchmarks!
>
>You were right. I was getting the time from the 200 Hz interrupt (very easy!).
^^^^^^^^^^^^^^^

I've never heard anyone say this to me in this newsgroup before. I am going
to print this out and frame it. Thanks Heiko!

>All interrupts were running (including a blinking cursor).
>By the way: nice argument.
>

I should have been a lawyer, but I wouldn't be able to deal with
the negative image. :)

# 1973. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 16:04:51 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep20.160451.22160@btree.uucp>
Source record: 21256
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

There was great fun and frolic in the article from
<H.eg.2a4g31QTeA_@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca in which is written:
>If Windows did pre-emptive multitasking, single applications wouldn't be
>able to hog the system so easily. Also, when you install Windows, it
>doesn't multitask DOS programs _at_all_, you have to change the default
>settings to get that to work.

I believe he's agreeing with my comment that Microsoft Windows
doesn't perform pre-emptive multitasking. Or maybe not.

>> True, there is a standard operating system that ships with *every*
>> Atari. It's also true that you can get alternate operating systems
>> (OS-9 springs to mind) that will run on the Atari. I see discussions
>> of alternate file systems on other threads in this and other Atari
>> groups, so I can assume there are a few more....
>
>The alternate filesystem thread has almost nothing to do with operating
>systems; it's about MiNT (which isn't a complete OS, since it relies on
>the underlying TOS to get its work done).

I believe he's agreeing with me again, both on the subject of
alternate file systems (minix is the topic of discussion, I
believe) and alternate operating systems such as OS-9. Is
there some technical wizard that can provide an authoritative
posting on alternate file systems and alternate operating
systems available on the Atari?

And his comment about MiNT seems correct (from what I've seen
of MiNT, anyway): it's a shell over the operating system,
in much the same way that Windows is a shell over MS-DOS.

>> >Atari has been "rebuilding" its dealer network for the past seven years.
>>
>> Persistant, aren't they?
>
>More like 'stupid', IMHO. The number of dealers just keeps shrinking.
>You really can't call music shops 'dealers', since probably 99% of them
>have no clue about computers, they just know that the Atari machines
>have MIDI ports already, and a few good software packages.

Having quizzed the sales people at the local Computer City and CompUSA
regarding their product on display, I can state without fear of rebuttal
that the music store dealers adhere to the same high standards of
knowledge and performance as the computer merchants. :-)

[ My Comments Relating To Atari's Marketing Effort Deleted ]
>Hahahahahaha....
>Hahahahahaha...

>Atari's _needs_ to be held up by its dealers or it would've died
>completely in the past four years.

If you're saying that the dealers need to sell the product,
you're right! (We seem to be agreeing a lot these days!)

>But still no hardware for them to sell, and no one to sell it to because
>the Falcon is not competitive with _anything_ else on the market.

Not in massive quantities ... yet ... and Atari is being cautious
because the overall market for computers is depressed, for now.
Apple's had to slash prices, IBM's had to lay off workers and
experienced an embarrasing decline in stock price from $120/share
to $40/share, and Commodore ... well they're still in there trying!
This is not the sort of market that encourages a "giant leap forward".

Not competitive? It takes a '486 @ 66 MHz MS-DOS machine to keep up
with a 68030 @ 16 MHz Falcon, and it's the *Falcon* that's not
competitive???? <incredulous look> One needs to spend a thousand
dollars _more_ just to get the same performance as a Falcon, yet
the *other* machine is 'competitive'? <even more incredulous look>
And knowing that the rate of change will make the 'other' machine
obsolete in about three years is more competitive than a machine that
remained usable and productive for eight years? <thoroughly
incredulous look>

I don't think so. The MS-DOS machines appear to be the ones that
are 'not competitive'.

>> >The Jaguar was brought up because Atari has virtually abandoned the Falcon
>> >already, putting (according to Bob Brodie, just to satisfy Warwick's
>> >curiosity) all its resources ($35 million, down from the $50 million
>> >they said they had to launch the Falcon) toward launching the Jaguar.
>>
>> It that were true, they wouldn't have been at the San Diego Computer
>> Fair, actively demonstrating only the Falcon!
>
>Yes it would, because they _can't_ demo the Jaguar yet, so the Falcon is
>their only potential source of income right now. They certainly haven't
>been demoing a more powerful Falcon anywhere, now have they?

You're right, they _can't_ demo the Jaguar yet. But if Atari was
using "all its resources ($35 million, down from the $50 million they
said they had to launch the Falcon) toward launching the Jaguar",
then they would *not* have been at the show at all. My point: Atari
is still actively marketing the Falcon.

In another response, I've copied a question posed to Bob Brodie of
Atari and his answer relating to future Falcons. In short, Bob says
there will be more of them coming down the road.

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* *********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
*************************************************************************
--
```

# 1974. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 16:16:55 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep20.161655.24348@btree.uucp>
Source record: 21257

In article <H.eg.R1ZRa7YPwDA@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>[Note that I took comp.sys.atari.st out of the newsgroups finally...]

<applause> Good thing, too!

>Unfortunately, the Falcon030 doesn't support what whould be the _ideal_
>RAM size for multitasking (and doing some more complex work with G++): 8
>megs. That's how much RAM you want on a Windoze or OS/2 system, too.

The three standard RAM sizes are 1 Megabyte, 4 Megabytes, and 14
Megabytes for a Falcon from Atari. Third-party add-on boards can
take that level up to 256 Megabytes of (fast!) TT-RAM. Another
poster noted that 4 Megabytes of Falcon RAM 'isn't quite enough':
you're correct that a lot of RAM is needed. If RAM weren't so
doggone expensive due to the Niihama explosion/fire, you'd probably
be seeing more 14 Megabyte Falcon's.

Windoze NT specifies 12 Megabytes of RAM as a minimum (it says so,
right on the box). It's my understanding that OS/2 runs 'just fine'
in 8 Megabytes: you're correct on this one.

>Windows uses 'co-operative' multitasking, just like the ACCs can do on
>an ST; Mac System 7 does the same thing. Truly pathetic when you have a
>processor hogging task (like a ray-tracer).

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ***********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
*************************************************************************
--
```

# 1975. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 16:46:29 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep20.164629.36815@rchland.ibm.com>
Source record: 21258
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

```
In article , jhenders@jonh.wimsey.bc.ca (John Henders) writes:
|> cmedley@wam.umd.edu ('Flip') writes:
|>
|> >I'm still waiting for some people who own the machines to try the GNU C
|> >benchmarks.
|>
|> > > hehehehheehe... :) >
|>
|>
|> That's because the 1200 can't run gnu c out of the box. And despite
|> the much ballyhoo'ed expandability of the 1200, it seems few people
|> actually do expand the thing.
|>
|> --
|> John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
|> Segments are for Worms

I don't think so. There's a lot of people already expanding
their A1200 to a 25Mhz '030 at least because it's really cheap to do so
(relatively speaking).

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 1976. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 16:48:39 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep20.164839.18715@rchland.ibm.com>
Source record: 21259

In article <2c9c1fc4@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 19 Sep 93 03:21:29, Ricardo Hernandez Muchado wrote:
|>
|> RH> happened when the cache of the Falcon went to off, it is obvious that the
|> RH> 16-bit data path is crippling the machine. In the case when moving memory
|>
|> According to a programmer here in Sweden (Blade/New Core I think), the 16- bit
|> crippling is hardly noticeable when doing benchmarks to test it. He wrote a
|> textfile about various things where he included such a test. (No figures
|> though)
|>
|> I still don't beleive there's absolutely no reason why the bus in the Falcon is
|> 16-bit. (Atari claims it's much faster than a normal 16-bit bus, smoe say it's
|> more like 24 bit, and some (like me) would claim it's running on 32Mhz)
|>
|> Noone knows, and I guess it'll take a techie to find out.
|>
|> (My 16Mhz Falcon030 is WAY faster than my 16Mhz (with 32Kb cache) 68000 STE)

That's only natural. You are comparing a 68030 vs a 68000.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1977. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 16:50:59 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep20.165059.32357@rchland.ibm.com>
Source record: 21260
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <27kcmn$10lq@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
|> In article <1993Sep18.190457.16489@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> > Definitively the Falcon can't get 102% improvement on the caches on
|> >a real-world application. This vast improvement not only reflects how
|> >bad the cache is measuring the performance, but also points out as to
|> >how bad is the Falcon's access to memory.
|> >
|> > No matter HOW MUCH people want to believe in those 'benchmarks',
|> >THEY ARE NOT SHOWING REAL-WORLD PERFORMANCE.
|>
|> Very nice tests.
|> Now tell me something: Have you made the tests without Caches with
|> FastRAM (32 bit)? If so, your whole posting is obsolete, sorry.

No, my posting isn't obsolete. I used my 60ns FAST RAM of my accelerator
to do all the tests. Read below in my signature.

|>
|> Ciao, Heiko.
|> (zcam1121@rpool9.rus.uni-stuttgart.de)
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
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>>> New internet address: raist@vnet.ibm.com <<<<

# 1978. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 17:03:20 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep20.170320.31775@rchland.ibm.com>
Source record: 21261

In article <27glio$h3b@cville-srv.wam.umd.edu>, cmedley@next18pg2.wam.umd.edu (Charles Henry Medley) writes:
|> Ricardo Hernandez Muchado writes

[stuff deleted]

|> > MultiTos... (unless MultiTos isn't preemptive... hmmmmmmm.. :-) )
|>
|>
|> Oh come on. :) You know MultiTOS is pre-emptive. :)

Ok, I don't know :-| Is it preemptive or cooperative?

|> Anyways, I'm not saying this is the gospel. What I am saying is that these
|> tiny loops, unless they contain branches or get interrupted are having a
|> fun time running.
|>
|> And hey, if these interrupts are so frequent, how come the code in the
|> benchmarks ran so fast if it could get interrupted? i'm sure the benchmarker
|> didn't cut off his Falcon's ability to do a vblank or the 200hz timer because
|> he had to have SOME timer going to he could time the benchmarks!
|>
|> <so what's happening?>

Well, for that ask Heiko. But I admit VBLANK is not as much as
a problem as jumping around in the programs' code (in a real-world application).

|> So what i'm saying is.. if all this cache flushing is going on as a result of
|> interrupts... how could the benchmarks (which ran under TOS 4.xx on a Falcon)
|> get such a boost from the cache?

Could it be because of the Falcon's 16-bit access and the size
of the benchmarks?

Yes, I admit it, the interrupts would not play a big role as jumping
around in code, calling OS subroutines and multitasking with other programs.

|> surely during their execution (some 20+
|> seconds!) SOME interrupts occurred. Was this just a great computer design or
|> are you wrong? :)

Actually, it might show a poor computer design.

|> > No, doubtfull. I know assembly too, and while you have loops, you are
|> jumping in and out.
|> > So if your printf is composed of smaller loops THAT ARE called from your C
|> program, you are
|> > flushing the cache everytime you call printf. Then inside the 'little'

|> printf loops you flush
|> > the cache everytime you need access to an OS call to print to the screen. So
|> the little jumps
|> > inside printf execute X times the number inside printf TIMES the outer loop.
|>
|>
|> But what I'm saying here <--- do we say this to each other a lot or what?
|>
|> ...is that eventually, all these branches and jumps inside these loops that
|> allegedly flush the cache are resolved, whether by ROM OS routines or whatever.
|> These routines ultimately, if they loop (and are called a lot) will wind up
|> in the cache more often than not and give a boost in performance which would
|> affect the real world performance of the machine.

Think about what you are saying. If you have an outer loop that inside
contains tiny ones, you are flushing the cache quite a lot.

|> I'm NOT saying this is a replacement for a 32-bit CPU<->memory bus. Or that
|> it makes the performance of the Falcon akin to that. I am saying it increases
|> it enough to make it comparable to an A1200, especially one with no FastRAM.

Hmmm... if you are again thinking from the data obtained from those
benchmarks, kiss it good bye. NO MATTER HOW MUCH YOU GUYS TALK ABOUT
THIS IMPROVEMENT, THIS IS WRONG. I SHOWED IT WITH MY OWN '030.

|> > The Cache helps, but not as you think. AGAIN, I HAVE SHOWN IT. 'nuff
|> said.
|> >
|>
|>
|> 'nuff said? Did you grow up on Marvel Comics, too? :)

No, I read USENET :-)

|>
|> >
|> > FOOD FOR THOUGHT FLIP:
|> >
|> > GUESS HOW THE CACHES FILL FROM MEMORY? Ah, 16-bits at a time I
|> guess...
|> > That means that the '030 caches on the Falcon could be even MORE efficient
|> > in theory, but under some situations they might not benefit the Falcon
|> > in a couple of cycles...
|>
|>
|>
|> Well, if the cache is filled 16-bits at a time and it is constantly getting
|> flushed by interrupts as you say... then the 16-bit bus on the Falcon sure
|> didn't cripple it during the benchmarks because:
|>
|> 1) some interrupts surely occurred during program execution. VBLs occurred
|> at LEAST 50/second.

|>
|> 2) if the cache gets flushed and get this 16-bit buss performance hit, then
|> when we had these VBL, 200hz timer ticks, etc... happening, the Falcon
|> should have slowed to a crawl. Instead it outran the A1200 by almost a
|> factor of 2, right?

No, that isn't true. It outran ITSELF by a factor of two (the Falcon), but
not the A1200.

|> The benchmarks ARE biased towards an '030 machine as opposed to an '020.
|> That's a given.

They are biased toward both chips. Is even more towards a 68030 and
to the Falcon because of the 16-bit data path of the Falcon.

|> But while I don't think they reflect the results of running a
|> typical real-world application, I would say that it does show that Falcon is
|> NOT the dog you think it is.

Totally opposite. You don't get 102.xx% improvement on the '30
caches, I SHOWED IT. This means that instead of using your biased result
of the Falcon, improve the time it took without the cache by 30%
and you'll see that it takes even longer or around the same as an A1200.

An A1200 with FastRam will surely be even faster.

--
---
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\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1979. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 17:04:46 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep20.170446.16229@rchland.ibm.com>
Source record: 21262
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <papage.748449645@theseas>, papage@ntua.gr (Spyros Papagewrgioy) writes:

[stuff deleted]

Nice suggestion but this wouldn't work. Implementations of MAC OS
stuff is different on both machines to a certain extent.

|>
|> Spiros Papageorgiou
|> Email: papage@theseas.ntua.gr
|> sppapag@leon.nrcps.ariadne-t.gr
|>
|> PS: Frankly the whole story of comparing the 1200 with the falcon is stupid...
|>
|> to take advantage of the 32-bit CPUs we have and it should not
|>

'Fight'? You are right. The Falcon is a good machine for music.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
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\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1980. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 17:05:28 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep20.170528.16291@rchland.ibm.com>
Source record: 21263
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <27i2j4$6v0@kruuna.Helsinki.FI>, lindblad@kruuna.Helsinki.FI (Jarkko Lindblad) writes:
|> Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
|>
[stuff deleted]

|> > Flip, I know that. The problem is that the Atari ST (and Falcon) Blitters
|> > can do a source & destination-> destination type of operation where as the
|> > Amiga can do a source1 & source2 -> destination. This saves from 2 to 3 blitter
|> > operations you'll do on the Ataris.
|>
|> Actually Amiga blitter can do source1 & source2 & source3 -> destination.

Thanks for the correction. I forgot.

|>
|> --
|> Jarkko Lindblad |
|> lindblad@cc.helsinki.fi| Never give your trust away
|> ----------------------| You'll end up paying till your dying day
|> - Black Sabbath - |

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1981. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 17:19:27 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep20.171927.18763@rchland.ibm.com>
Source record: 21266
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <27isqr$ifb@crchh610.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
|> In article <1993Sep18.221316.15659@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >

[stuff deleted]

|> Okay, I did the following with a program that loads in and displays picture
|> files. It does do I/O, but I don't see what difference that makes.

If your program doesn't count the I/O time as processing time, it
shouldn't matter. One suggestion, put your image on the RamDisk and load
from there.

|> I used
|> this program because it very nicely reports the processing time when it
|> has displayed the picture. I ran it under Multi-TOS since it provides the
|> menu command to turn the caches on or off. I am not sure which cache this
|> affects, so I am assuming it is both. I don't have anything else to give
|> accurate times on, but I will keep looking.
|>
|> 424x480 JPEG loaded into ~800x600 16 color screen mode:
|>
|> With out caches - 174.5 secs
|> With caches - 119.5 secs
|> -----
|> 55.0 secs faster with caches
|>
|> If my math is correct this means the caches in real world applications
|> should give ~30% improvement. I would expect that some things (like
|> archivers) run more in a loop and improvement would be better.

That sounds about right. On some programs you can expect a tad more
improvement (particularly compression/small programs). On others a
bit less, like 20->25%.

|> I think this confirms what was posted by Ricardo as far as real world
|> improvements that could be seen by using a cache.

Yep. A 68030 is a 68030 is a 68030 is a 68030 :-)

|> Note, I also think that it means that the 16 bit access in the Falcon
|> does not play a part when comes to the caches. We see the same improvement
|> with caches on a 32-bit system and on a 16-bit system.

Don't jump to conclusions so quicly. Remember my tests? I didn't get
30% on the average. On the 'huge applications' I got 17% with the exception
of Scenery Animator.

The bigger the program you run on the Falcon, the more negligible
the difference between the 16-bit '030 on the Falcon with caches
and without caches enabled becomes.

Anyway, my point is divide now the first number that the Falcon
got on the first benchmark by 1.3 (30% improvement) and I think that
even the A1200 without FastRam is a tad faster.

|> RandyH

---
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\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1982. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 17:25:32 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep20.172532.28077@rchland.ibm.com>
Source record: 21267
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <27kdcb$un7@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
|> In article <27isqr$ifb@crchh610.bnr.ca>, Randy Hoekstra <renfro@bnr.ca> wrote:
|> >Okay, I did the following with a program that loads in and displays picture
|> >files. It does do I/O, but I don't see what difference that makes. I used
|>
|> Is this possible??

Depends on how the program measured the 'processing time'.

|> If your programm usese 50% of the time with I/O your improvement caused
|> by caches is only half the size! Caches don't improve I/O perfomance.
|>
|> >this program because it very nicely reports the processing time when it
|> >has displayed the picture. I ran it under Multi-TOS since it provides the
|> >menu command to turn the caches on or off. I am not sure which cache this
|> >affects, so I am assuming it is both. I don't have anything else to give
|> >accurate times on, but I will keep looking.
|>
|> I think you are refering to GEMView. I have tested this program too a few
|> months ahead.
|> I have also tested some other applications without Harddisk I/O. These
|> programms like TEX or the GFA-Compiler needed half the time with caches
|> on. That means full 100% improvement.
|> I don't think you are suggesting that TEX is too small...

That doesn't sound right. Sorry to be skeptic, but while I would expect a Falcon to have a higher percent of improvement (thanks to its crippled data path) 100% is way to high.

|>
|> Ciao, Heiko.
|> (zcam1121@rpool9.rus.uni-stuttgart.de)
|>

--
---
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\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 1983. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 18:17:14 UTC
From: renfro@bnr.ca
Message-ID: <27ks3a$ikv@crchh610.bnr.ca>
Source record: 21264
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <27kdcb$un7@info2.rus.uni-stuttgart.de>,
Heiko Hartmann <zcam1121@rpool9.rus.uni-stuttgart.de> wrote:
>In article <27isqr$ifb@crchh610.bnr.ca>, Randy Hoekstra <renfro@bnr.ca> wrote:
>>Okay, I did the following with a program that loads in and displays picture
>>files. It does do I/O, but I don't see what difference that makes. I used
>
>Is this possible??
>If your programm usese 50% of the time with I/O your improvement caused
>by caches is only half the size! Caches don't improve I/O perfomance.
>

Okay, silly me. I see the your point about I/O and yes it does make a
difference. How much I am not sure. GEMView does spend a lot of its
time loading in the picture file so perhaps the improvement possible
from the caches is far less with GEMView than with other types of
applications like archivers and compilers.

I in fact my test showed the low end of possible improvement with the
cache, then perhaps someone could post a real world test of something
that does not do much if any I/O and we could see what the high end
would be.

RandyH

# 1984. Atari Faire

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 19:09:11 UTC
From: klausr@oakhill.sps.mot.com
Message-ID: <CDo2JC.Kun@oakhill.sps.mot.com>
Source record: 21268

Does anyone know anything about the Atari Faire that
took place this last weekend (Sept 18-19) in Calif?

Was the Jaguar shown or any news on it?

thanks
klausr

# 1985. Jaguar questions

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 21:09:18 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.748559358@nova>
Source record: 21269

I have some questions regarding the Jaguar. If anyone can answer these questions with some confidence that would be greatly appreciated.

1. Many people have said that the Jaguar can support Virtual Reality. In fact, in the Gamepro magazine, it is said that an expansion port will enable hookup to a VR interface, and a VR helmet may be released in the spring of next year. Would this helmet project screen images that would be as impressive as screen shots? Is there even a VR helmet to be released? Please comment.

2. Will the Jaguar support superVGA monitors? Will we have to buy a specially dedicated monitor? Or do we need some sort of interface for monitors?

3. For anyone who has actually seen a Jaguar in action, how impressive is it? What is the potential?

I know 17 people who will buy a Jaguar in a heartbeat if some sort of VR device for it is in the works (especially after seeing the impressive screen shots). And this is only among the people I know!

Thanks in advance for any answers or comments.

# 1986. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 22:30:03 UTC
From: sys1@exnet.co.uk
Message-ID: <CDoBu7.Hp@exnet.co.uk>
Source record: 21271

In article <1993Sep16.191351.28754@mpifr-bonn.mpg.de> mlelstv@speckled.mpifr-bonn.mpg.de (Michael van Elst) writes:
>In <CDG5rL.Bv3@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:
>>Tha A1200 *may* have better price/performance ratio but the I/O of the
>>whole Amiga range is frankly pathetic. The falcon outguns all the
>>Amigas on I/O. (eg scsi, midi, lan,A to D, D to A, centronics, modem, DSP,
>>4 joy sticks, cartridge etc)
>
>Maybe in terms of quantity in the stock machine. But most Amigas with HDs use
>SCSI, MIDI is a $70 adapter box, Ethernet/Arcnet is available (and better
>than the 'LAN' you find in the Falcon but also more expensive), A to D is
>called 'sound sampler' and exists for some years, D to A is built in (4
>channels), centronics is standard (also bidirectional like the Falcon),
>modem is standard (and you can get various RS232 cards), DSP is not really
>an I/O device, 4 joysticks require a $10 adapter and cartridges exist in the
>form of PCMCIA on some Amigas and in the form of expansion boards on others.
>
>Pathetic ? I beg to differ.

*sigh* Same old debate. The point being that all this is ****EXTRA****.
I am talking about standard built in I/O.

SCSI on the Amiga is..... ****EXTRA****
LAN on the Amiga is ..... ****EXTRA****

and so on.

Yes, the Amiga basic I/O configuration is just about equal to your average
(also pathetic) IBM compatable. The Falcon has a much more comprehensive
list of features.

Now repeat after me....Xavier is talking about *standard* features, not add ons.
Now repeat after me....Xavier is talking about *standard* features, not add ons.
Now repeat after me....Xavier is talking about *standard* features, not add ons.
Now repeat after me....Xavier is talking about *standard* features, not add ons.
Now repeat after me....Xavier is talking about *standard* features, not add ons.
Now repeat after me....Xavier is talking about *standard* features, not add ons.
Now repeat after me....Xavier is talking about *standard* features, not add ons.

Is that clear?

Xavier Gallgher

# 1987. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-20 23:26:56 UTC
From: cmedley@wam.umd.edu
Message-ID: <27le80$l40@cville-srv.wam.umd.edu>
Source record: 21270
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

In article <1993Sep20.062700.13792@monu6.cc.monash.edu.au>,
William Fang wrote:
>'Flip' (cmedley@wam.umd.edu) wrote:
>:
>:
>: Ricardo's posting of benchmarks proves one nice thing... there is no way to
>: compare the "real world" speed of the machines. Where are we going to find
>: identical packages for 3-D rendering in a variety of resolutions?
>:
>: I'm still waiting for some people who own the machines to try the GNU C
>: benchmarks.
>:
>:
>Nah, most folks go for Dillon's C package, not GNU C, because the last
>I heard, the ixemlib.library (required for GNU C programs) was broken
>under KS3.0. Most A1200 owners end up buying SAS/C or getting an
>old second hand Lattice C, or get Matt Dillon's package to do their
>programming.
>

Let's get this straight.

200,000 A1200s sold since the release... probably more. "It's NOT just a
game machine", but....

...they still can't run GNU C?

Well, I hate to break the news to you, but if 200,000 Amiga 1200 users can't
seem to port GNU C and this tiny group of ST/TT/Falcon owners can, then that
seems to imply that Amiga 1200 owners don't seem too interesting in programming.

(at least, not in programming in a UNIX-like manner... GNU C is best fo that...)

>Most A1200 go for a better freely available package instead of GNU C.
>

Really? And what package is this? (I'm not saying GNU C is the best, but
their compiler does a hell of a job on optimizing and the GNU project has
been at this longer than most people who write one in their spare time...
most homebrew compilers can beat it in compile speed, others in terms of
optimizations, but few can offer the options of GNU's)

>I guess the Falcon owners have to roll their own, as nobody is writing
>software for them...
>

Hmmm. Ok, you say Amiga has SAS/C, Matt Dillon C and GNU C.

The ST has HSC, Pure C (formerly Turbo C, that nice package from Borland), GNU C, and the latest version of Lattice C.

In the C compiler war, looks like the Amiga is lacking ammunition. :)

# 1988. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 01:09:57 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Sep20.200957.16870@cobra.uni.edu>
Source record: 21272
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

```
In article <27le80$l40@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
> In article <1993Sep20.062700.13792@monu6.cc.monash.edu.au>,
> William Fang wrote:
>>'Flip' (cmedley@wam.umd.edu) wrote:
>>:
>>:
>>: Ricardo's posting of benchmarks proves one nice thing... there is no way to
>>: compare the "real world" speed of the machines. Where are we going to find
>>: identical packages for 3-D rendering in a variety of resolutions?
>>:
>>: I'm still waiting for some people who own the machines to try the GNU C
>>: benchmarks.
>>:
>>: >
>>Nah, most folks go for Dillon's C package, not GNU C, because the last
>>I heard, the ixemlib.library (required for GNU C programs) was broken
>>under KS3.0. Most A1200 owners end up buying SAS/C or getting an
>>old second hand Lattice C, or get Matt Dillon's package to do their
>>programming.
>>
>
>
>
> Let's get this straight.
>
> 200,000 A1200s sold since the release... probably more. "It's NOT just a
> game machine", but....

I can play this game too. How about over 200,000 Centris 610's since last
February..

Peter Sinclair-Day Univ.of Northern Iowa Cedar Falls, Iowa
```

## 1989. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 01:11:53 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15543@uqcspe.cs.uq.oz.au>
Source record: 21273
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip') writes:

>I bet you those little dinky routines like strcpy() and
>strcmp() and such from the famous <string.h> file are used all over the place.

Indeed. In fact, GNU C has builtin code in the compiler to implement
these routines!

--
Warwick

# 1990. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 01:33:17 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15544@uqcspe.cs.uq.oz.au>
Source record: 21275
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

renfro@bnr.ca (Randy Hoekstra) writes:

> With out caches - 174.5 secs
> With caches - 119.5 secs
> -----
> 55.0 secs faster with caches

>If my math is correct this means the caches in real world applications
>should give ~30% improvement.

x + y% = x + x*y/100

119.5 + 30% = 155.35
119.5 + 46% = 174.47

* * * *
Therefore, the caches sped up the real-world calculation by about * 50% *
* * * *

On the TT, which doesn't have a blitter, the perceived difference is IMMENSE.

BTW,

x - y% = x - x*y/100

174.5 - 30% = 122.15 approx= 119.5, ie. it is 30% slower without caching.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|

# 1991. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 01:48:03 UTC
From: cmedley@wam.umd.edu
Message-ID: <27lmgj$n20@cville-srv.wam.umd.edu>
Source record: 21274
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

In article <1993Sep20.200957.16870@cobra.uni.edu>,
wrote:
>In article <27le80$l40@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>> In article <1993Sep20.062700.13792@monu6.cc.monash.edu.au>,
>> William Fang wrote:
>>>'Flip' (cmedley@wam.umd.edu) wrote:
>>>:
>>>:
>>>: Ricardo's posting of benchmarks proves one nice thing... there is no way to
>>>: compare the "real world" speed of the machines. Where are we going to find
>>>: identical packages for 3-D rendering in a variety of resolutions?
>>>:
>>>: I'm still waiting for some people who own the machines to try the GNU C
>>>: benchmarks.
>>>:
>>>: >>
>>>Nah, most folks go for Dillon's C package, not GNU C, because the last
>>>I heard, the ixemlib.library (required for GNU C programs) was broken
>>>under KS3.0. Most A1200 owners end up buying SAS/C or getting an
>>>old second hand Lattice C, or get Matt Dillon's package to do their
>>>programming.
>>>
>>
>>
>>
>> Let's get this straight.
>>
>> 200,000 A1200s sold since the release... probably more. "It's NOT just a
>> game machine", but....
>
>
>I can play this game too. How about over 200,000 Centris 610's since last
>February..
>
>
>Peter Sinclair-Day Univ.of Northern Iowa Cedar Falls, Iowa
>

Peter, you are one serious stupid moron. Geez, man. You're really screwed
up this time.

I was saying that DESPITE the fact that there are 200,000 new Amiga owners,
they still can't manage to get GNU C up and running on their most recent

OS while these "dead" Atari owners have been busy with Mint mailing lists, etc... to make sure we get the latest updates WHILE ALSO SUPPORTING COMMERCIAL C COMPILERS!

Now what you've done is given me an excuse to flame the Mac. :)

In fact, let's talk abotu these Centris 610s. They are nice machines. I've played with them. But the Amiga owners are right...

Mac multitasking is a joke!

Here's why the Mac is dead:

1) Windows 3.1.
2) OS/2 2.1
3) Windows NT

I'll go so far as to mention Solaris and NeXTStep.

See, the catch is, Peter, the HARDWARE is where Apple's money is. If they port the Mac environment to PC hardware, no one will care because they will already have a more established OS to go with for Intel processors. The software out now wouldn't run on 80x86 machines without suffering severe performance penalties that "fat binaries" from NeXTStep get around, and which are totally avoidable when the native environment for the OS is intel-based.

So we have Apple cutting prices to sell their hardware. And not doing a very good job of it because the clones are beating them in total sales. Sure Pete, Apple looks good as an individual computer manufacturer, but what good is it to be large but still have no market share?

Commodore and Atari looked at the business computer market and (i think) made a hasty retreat. They know they can't compete.

Apple's doom is that they are unable to retreat because their operating system and applications have tied them to the business computer market and when they can no longer be a force in that area, they are going to die.

It won't happen tomorrow. It probably will take about 5-10 years before it becomes noticeable, but... while some see Newton as Apple trying to stay innovative, I see it as the move of a company realizing they better find a new market to exploit because they can't compete with the clones in their original market.

So, sure, Apple hard/software will be around years after the ST and Amiga stuff is gone... but don't give me any of your talk about how Apple is the solution.

I wonder what my Atari makes it? :)

Anyways, Peter... I've got friends at Iowa State, and I think perhaps you should talk to them. Say hi to dnquayle@iastate.edu for me. And if you don't reply correctly, i'll hire him to kill you. :)

# 1992. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 04:04:59 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep21.040459.1852@monu6.cc.monash.edu.au>
Source record: 21276
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

John Henders (jhenders@jonh.wimsey.bc.ca) wrote:
: cmedley@wam.umd.edu ('Flip') writes:
:
: >I'm still waiting for some people who own the machines to try the GNU C
: >benchmarks.
:
: > hehehehehe... :) >
:
:
: That's because the 1200 can't run gnu c out of the box. And despite
: the much ballyhoo'ed expandability of the 1200, it seems few people
: actually do expand the thing.

Actually, I guess about half of the owners have gone for extra memory.
(using a very bodgey reading amiga newsgroups, in particular the hardware
groups).

2MB of chip only RAM isn't great for doing lots of serious work. 2MB of
any memory isn't really enough. I've got 5MB of RAM in an A500 and find
it "just right".

Few people run gnu c because (1) it requires gobs of memory
(2) it requires a 160KB library, something
which make distribution of binaries
difficult
(3) there are better pd/shareware alternatives

- Jim

# 1993. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 06:49:51 UTC
From: chuck@cse.unsw.edu.au
Message-ID: <1993Sep21.064951.5688@usage.csd.unsw.OZ.AU>
Source record: 21278
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Sep20.170446.16229@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <papage.748449645@theseas>, papage@ntua.gr (Spyros Papagewrgioy) writes:
>
>[stuff deleted]
>
> Nice suggestion but this wouldn't work. Implementations of MAC OS
>stuff is different on both machines to a certain extent.
>
>|>
>|> Spiros Papageorgiou
>|> Email: papage@theseas.ntua.gr
>|> sppapag@leon.nrcps.ariadne-t.gr
>|>
>|> PS: Frankly the whole story of comparing the 1200 with the falcon is stupid...
>|>
>|> to take advantage of the 32-bit CPUs we have and it should not
>|>

Ultimately the best benchmark would be the sales. Simply put if Falcon
is not selling .. it might as well be the NeXT. THe hardware is totaly dicontinued
as of now, and there were advicates of it being the best machine ever. Now they are hoping
to
implement it as an OS, but given very few if any can promice on developing,
it's gonna be getting nowere.

>
> 'Fight'? You are right. The Falcon is a good machine for music.
>
>--------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

George

# 1994. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 09:32:47 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDp6Io.HHA@barclays.co.uk>
Source record: 21298
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1993Sep20.160451.22160@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
|> I believe he's agreeing with my comment that Microsoft Windows
|> doesn't perform pre-emptive multitasking. Or maybe not.
|>
Windows upto 3.1 does not do pre-emptive multitasking

|> And his comment about MiNT seems correct (from what I've seen
|> of MiNT, anyway): it's a shell over the operating system,
|> in much the same way that Windows is a shell over MS-DOS.
|>
MiNT relies on TOS but also replaces large amounts of it with it's own code hence it's ability to use laodable filesystems, support of shared binaries, ,ultitasking, interprocess comunications etc.

|> Not competitive? It takes a '486 @ 66 MHz MS-DOS machine to keep up
|> with a 68030 @ 16 MHz Falcon, and it's the *Falcon* that's not
|> competitive???? <incredulous look> One needs to spend a thousand
|> dollars _more_ just to get the same performance as a Falcon, yet
|> the *other* machine is 'competitive'? <even more incredulous look>
|> And knowing that the rate of change will make the 'other' machine
|> obsolete in about three years is more competitive than a machine that
|> remained usable and productive for eight years? <thoroughly
|> incredulous look>
Even a 25Mhz 486sx will show a Falcon a clean pair of heels.
To compare, I looked at PC prices recently. 486sx25, 170Mb HD, 4Mb RAM, Windows accelerator(1mb), mouse,keyboard,multisession CDROM. GBP740. falcon, 4MB 65Mb HD, keyboard, mouse GBP950. No contest.

Don't get me wrong though, I'm very pleased with my Falcon and it does pretty much all I want plus run nearly all my existing ST software collected over the last 6 years. It sure ain't value for money though!

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 1995. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 11:25:25 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.65.2C9EE4A4@dhhalden.no>
Source record: 21280

>I still don't beleive there's absolutely no reason why the bus in the Falcon is
>16-bit. (Atari claims it's much faster than a normal 16-bit bus, smoe say it's
>more like 24 bit, and some (like me) would claim it's running on 32Mhz)

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+

When I first heard (here) that the CPU->Ram bus was 16 bit, I gave Atari US
a call. I spoke with one of the designers and he told me that the
difference of a 16/32 bit bus was very small. Because of the price-
difference they used the 16bit version.

THE reason that it was not a big speed-difference was that the whole bus-
system in the Falcon runs at 32MHz ........

# ## # Proud owner of: TT 10meg, 425MB HD, 24-Bit card
# ## # Falcon030, 4/65
# ## #
# ## # EMAIL: Rogeraw@dhhalden.no
## ## ##
### ## ### snailmail: Roger A. Wahlgren
### ## ### Sandvn. 5, 1719 Greaker
### ## ### Norway

# 1996. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 11:36:14 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CDpC8E.5JK@cs.uct.ac.za>
Source record: 21283
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

In <1993Sep20.200957.16870@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>In article <27le80$l40@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>> In article <1993Sep20.062700.13792@monu6.cc.monash.edu.au>,
>> William Fang wrote:
>>>'Flip' (cmedley@wam.umd.edu) wrote:
>>>:
>>>:
>>>: Ricardo's posting of benchmarks proves one nice thing... there is no way to
>>>: compare the "real world" speed of the machines. Where are we going to find
>>>: identical packages for 3-D rendering in a variety of resolutions?
>>>:
>>>: I'm still waiting for some people who own the machines to try the GNU C
>>>: benchmarks.
>>>:
>>>: >>
>>>Nah, most folks go for Dillon's C package, not GNU C, because the last
>>>I heard, the ixemlib.library (required for GNU C programs) was broken
>>>under KS3.0. Most A1200 owners end up buying SAS/C or getting an
>>>old second hand Lattice C, or get Matt Dillon's package to do their
>>>programming.
>>>
>>
>>
>>
>> Let's get this straight.
>>
>> 200,000 A1200s sold since the release... probably more. "It's NOT just a
>> game machine", but....

>I can play this game too. How about over 200,000 Centris 610's since last
>February..

>Peter Sinclair-Day Univ.of Northern Iowa Cedar Falls, Iowa

*ahem* !
Fun game, but ***PLEASE***! stick to what the original poster was trying to
say, ie: GNU C on the A1200...

You know, I don't know why I even bother to read any of these postings any
more... ever since the Apple pushers have invaded the space.

I don't mind reading about A1200 vs Falcon, but take the Mac and stuff it
somewhere far away from me.

And yes, I have had the opportunity to work on both the A1200 and the Falcon.
Had a chance to use a Mac for a bit, after trying to use System 7 for about
5 minutes, I was close to tossing the whole machine out the closest window.

Just my $0.02 worth.
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ ( Got engaged on Sat 8th May 1993! )

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

# 1997. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 13:33:52 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Sep21.133352.2117@mpifr-bonn.mpg.de>
Source record: 21279
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <27le80$l40@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
>Really? And what package is this? (I'm not saying GNU C is the best, but
>their compiler does a hell of a job on optimizing and the GNU project has
>been at this longer than most people who write one in their spare time...
>most homebrew compilers can beat it in compile speed, others in terms of
>optimizations, but few can offer the options of GNU's)

That's DICE. You are right, GNU C is a better compiler but it is a) huge
you will have problems to run it on a 2MB machine and b) not made for
_Amiga_ programs.

>The ST has HSC, Pure C (formerly Turbo C, that nice package from Borland),
>GNU C, and the latest version of Lattice C.
>In the C compiler war, looks like the Amiga is lacking ammunition. :)

There are other free compilers but you will probably tend to use the best
thing you can get.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 1998. Re: Atari, IBM, and Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 14:49:43 UTC
From: gruber@austin.ibm.com
Message-ID: <CDpL6v.3p8H@austin.ibm.com>
Source record: 21281

> Given the press coverage, I'de say they have a more than fair chance of
> making a go of this one. What they must do is get a 'Mario' or 'Sonic'
> style character to market the machine. It mustn't be some half-baked
> obvious attempt to copy these character either, a good marketing company
> could definately help out at Atari with some cool ideas here.
>

Here's a good idea : how about a game called : Jest Jaggin , Jester the Jaguar
with a game centered on the jungle.

Scott

# 1999. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 14:54:53 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <CDpLFH.EDM@news.chalmers.se>
Source record: 21284

In article <1993Sep17.143831.34429@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

Some lines deleted.

> A word processor? A Spreadsheet? A ray tracer? An Image processing
>program? No way you can fit those in a 256-byte cache. Are you using

In fact an image processing program can benefit immensely from the caches. I did a couple of tests on my image processing program MGIF 4.3 (versions before 4.0 written by Bill Rosenkranz) with and without caches as well as under MiNT. MiNT is the multitasking kernel of MultiTOS.

The image used for these tests is a 300k 534x784 GIF87 file. The file is a normal digitized/quantized photo. The tests were run in 640x400x4B interlace mode, since I haven't got the money for a SVGA/MultiSync at the moment. In 640x400x16B interlace (true colour) the same tests run approx 20% slower.
(seconds)
Both caches disabled Caches enabled
Load and decode from hard disk 10.34 5.11
Map to greyscale 2.18 0.97
Rotate 15 degrees 13.77 7.69
Blur image 11.43 5.21
Median filter 81.39 41.17
Log scale 16.14 9.03
User defined convolution 22.78 12.41

All the filters are 3x3. Timing done by system 200Hz clock. The program, about 12000 lines of C + libraries, was compiled with GCC using -mshort -O2 -m68030.

As you can see the speed increase is about 2 times for all the operations. If you have to have a percentage figure, that's 50% or 100% depending on how you define "% faster".

>MultiTos? Kiss the caches good bye on a lot of occasions.

I didn't include the MiNT timings above since they were all within 2% of the single tasking ones. The locality of reference principle holds up pretty well!

I can't understand how some people can argue that caches behave badly under a multitasking operating system. Even with 100 Hz task switch you have 160.000 clock cycles to work in. If you assume that every instruction takes 16 cycles (a very high estimate), you can still run ten thousand instructions during that time quantum. The short time needed to reload the 2*256 byte ( <= 128 instr) cache would certainly not be very noticeable.

The performance loss under MultiTOS is not caused by the multitasking kernel.
The problem is that Atari still hasn't rewritten the AES, screen manager etc
to be fully interrupt driven and not run in supervisor mode all the time.
I've heard rumours that TOS 5 will change this, though.

> Have you ever heard of Vertical Blank interrupts?

See above.

More lines cut.

This is in reply to Rickard Troedsson talking about a line routine:
> Ah, a demo? Good show of a real-world application.
>
> And I guees your routine gets called from elsewhere, which again flushes
>the cache at some point. THis is not to say that the '030 doesn't benefit,
>but that it's not the way you put it.

I guess you could write the main loop of a true colour mode line routine in
10-20 instructions at most. These instructions are then executed out of the
cache for every one but the first pixel of every line drawn.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

# 2000. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 15:26:39 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep21.152639.8731@btree.uucp>
Source record: 21285
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <CDMyKp.BvJ@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> I agree. And what's more, think about this. Say Atari manages to
>actually become a success at marketing video games with th Jaguar. What
>do you think the likelyhoood is of them returning to the computer
>market, where so far they've done a good imitation of a complete failure.
> Knowing Atari's history of dropping product on the spur of the
>moment, I would not be surprised at all if they abandonded completely
>the computer market if the Jaguar was a success.
> Of course, this is assuming that Atari can make a success of the
>Jaguar. They've proved many times their ability to snatch defeat from
>the jaws of victory. Just look at the lynx.

Bob Brodie, in an online interview, was quizzed about the future of Atari computers. He couldn't give any details, but noted that there *are* additional machines planned and believes that we will be "very satisified" with them.

The likelihood of Atari *remaining* in the computer market is quite high.

-- George Crissman


**********
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **********
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
**********

--

# 2001. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 15:48:29 UTC
From: cmedley@wam.umd.edu
Message-ID: <27n7od$45m@cville-srv.wam.umd.edu>
Source record: 21282
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

In article <H.eg.LUeVKttnE0c@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>
>The $1500 '486dx/33 with 4M and a 100M hard drive, PLUS the monitor, is
>faster and more capable than the $1500 Falcon030/16 with 4M and a 80M
>hard drive, WITHOUT the monitor. A computer is useless if you can't get
>any software to make use of the 'features' that you bought it for (like
>the much-touted DSP for example).
>

I agree. A Falcon ain't usable unless it has a monitor. :)

But of course, I would also say that the Falcon's applications would suffer
from less overhead and there are some good things about the Falcon (ability to
run large base of GOOD MIDI software is one for me) that make it nice.

I would also have to say that on that 486/dx33 the machine would lack
more than a few of the amenities that are on the Falcon, like the Localtalk,
DSP, SCSI-2, joystick ports (although most sell with game ports standard),
and a FAST IDE controller.

(likewise the Falcon would need about $100 added to its price to allow the
use of SIMMS in it...)

This whole computer war stuff is a matter of people saying they have found the
best tool for EVERYONE ELSE'S job. I think if a guy wants to use a Phillips
head screwdriver instead of a flat headed one, well... that's his choice.
It all depends how on he wants to screw. :)

>> Comparing a word processor (Microsoft Word) to a desktop publisher
>> (PageStream) will certainly make the word processor look good in the
>> speed department! :-) Have you tried comparing software that runs
>> on both machines (Microsoft Write springs to mind)?
>
>MS Write for the Atari is a pathetic spectacle compared to the small and
>occaisionally useful Write that ships with every copy of Windows or OS/2.
>
>> >And pretty much abandoning all the work they've put into the Falcon...
>> >and the Falcon040.
>>
>> Nope -- see the report about the San Diego Computer Fair, noted
>> above.
>
>Which was put on by _user's_groups_ and dealers, not Atari. Atari
>doesn't even lend equipment to shows.

>
>--
>------------------==========================================------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

# 2002. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 17:32:38 UTC
From: renfro@bnr.ca
Message-ID: <27ndrn$m80@crchh610.bnr.ca>
Source record: 21286
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

In article <H.eg.LUeVKttnE0c@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|>
|> The DSP may be a general purpose processor, but it requires _highly_
|> specialized programs to be of any use. It's certainly not going to make
|> PageStream or gcc run any faster.
|>
|> The Mandlebrot demo shows exactly what I've always though; that the DSP
|> is useful for a _few_ specialized appliations, written _expressly_ to
|> use the DSP, but it's of _no_ use for normal programs (if it was, the
|> Falcon's NewDesk might've made use of it).
|>

I think you are wrong here. Any program that does intense processing and/or
calculations can use the DSP to speed things up. A program like PageStream
would probably be MUCH MUCH faster if the DSP was used for Font Scaling (for
instance). Not that it is likely to be done for this particular example,
but since the DSP is STANDARD in the Falcon, then anyone who wants to make
use of it for extra power can. Sure it isn't going to happen overnight, but
more and more applications will make use of it.

If the DSP was such a so-so addition to the Falcon, then why is everyone
else trying to get machines out with DSP built in or as add-on equipment?

<stuff deleted>

|> The $1500 '486dx/33 with 4M and a 100M hard drive, PLUS the monitor, is
|> faster and more capable than the $1500 Falcon030/16 with 4M and a 80M
|> hard drive, WITHOUT the monitor. A computer is useless if you can't get
|> any software to make use of the 'features' that you bought it for (like
|> the much-touted DSP for example).
|>

I paid $1500 for my Falcon 4/80 WITH a 14" Ultra VGA monitor. I think it
compares quite nicely with the 486dx/33 you mention. Sure, there is not
nearly enough specific software written to take advantage of the Falcons
capabilities, but the machine does have better capabilities than the
486dx/33 above.

Hey, I think anyone that would argue that the Atari market isn't severly
depressed would be crazy. But I still think the machine has great potential
and it is just a matter of time before more software is written for it.
No, it will never have a library like the DOS boxes and no it will never
be accepted to the extent of the DOS boxes, but it will have some quality

software that will do as good or better than any other PC platform.

Why do so many people think that Atari has to take over the world in order for their machines to be worth anything? Face the facts - they are a small time niche market type of company that puts out product that some people just happen to prefer over any other alternative.

RandyH

# 2003. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 18:38:22 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep21.183822.37758@rchland.ibm.com>
Source record: 21287
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

```
In article <27le80$l40@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Sep20.062700.13792@monu6.cc.monash.edu.au>,
|> William Fang wrote:
|> >'Flip' (cmedley@wam.umd.edu) wrote:
|> >:
|> >:
|> >: Ricardo's posting of benchmarks proves one nice thing... there is no way to
|> >: compare the "real world" speed of the machines. Where are we going to find
|> >: identical packages for 3-D rendering in a variety of resolutions?
|> >:
|> >: I'm still waiting for some people who own the machines to try the GNU C
|> >: benchmarks.
|> >:
|> >: >
|> >Nah, most folks go for Dillon's C package, not GNU C, because the last
|> >I heard, the ixemlib.library (required for GNU C programs) was broken
|> >under KS3.0. Most A1200 owners end up buying SAS/C or getting an
|> >old second hand Lattice C, or get Matt Dillon's package to do their
|> >programming.
|> >
|>
|>
|>
|> Let's get this straight.
|>
|> 200,000 A1200s sold since the release... probably more. "It's NOT just a
|> game machine", but....
|>
|>
|> ....they still can't run GNU C?
|>
|> Well, I hate to break the news to you, but if 200,000 Amiga 1200 users can't
|> seem to port GNU C and this tiny group of ST/TT/Falcon owners can, then that
|> seems to imply that Amiga 1200 owners don't seem too interesting in programming.

Flip, Sorry to tell you the following this way but I think your comment
deserves it:

DON'T BE A J*RK.

Amiga guys have ported Linux to the Amiga. If a current GNU C can't run (if that
is correct) there will surely be a version in the future that would do it.
And BTW, isn't the GNU C version you run on the Falcon the same as the ST version? (i.e. ,
```

no
Falcon specific version?).

|> (at least, not in programming in a UNIX-like manner... GNU C is best fo that...)
|>
|> >Most A1200 go for a better freely available package instead of GNU C.
|> >
|> Really? And what package is this? (I'm not saying GNU C is the best, but
|> their compiler does a hell of a job on optimizing and the GNU project has
|> been at this longer than most people who write one in their spare time...
|> most homebrew compilers can beat it in compile speed, others in terms of
|> optimizations, but few can offer the options of GNU's)
|>
|> >I guess the Falcon owners have to roll their own, as nobody is writing
|> >software for them...
|> >
|>
|>
|> Hmmm. Ok, you say Amiga has SAS/C, Matt Dillon C and GNU C.
|>
|> The ST has HSC, Pure C (formerly Turbo C, that nice package from Borland),

Borland does it?

|> GNU C, and the latest version of Lattice C.

For your information, SAS/C is the 'next generation Lattice C.'

|>
|> In the C compiler war, looks like the Amiga is lacking ammunition. :)

In the C compiler war Flip, in the Amiga you are showing ignorance. :-|

If I were going to count more C packages I'll also count Aztec C and
Manx C (they are actually the same). You can have more packages and that
doesn't necesarily means you have a better C. I guess that Borland's C
could be better than any of the Amiga/ST packages.

At least the Amiga has at least two versions of C++.

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2004. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 18:42:19 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep21.184219.27586@rchland.ibm.com>
Source record: 21288

In article <CDoBu7.Hp@exnet.co.uk>, sys1@exnet.co.uk (Xavier Gallagher) writes:
|> In article <1993Sep16.191351.28754@mpifr-bonn.mpg.de>
mlelstv@speckled.mpifr-bonn.mpg.de (Michael van Elst) writes:
|> >In <CDG5rL.Bv3@exnet.co.uk> sys1@exnet.co.uk (Xavier Gallagher) writes:
|> >>Tha A1200 *may* have better price/performance ratio but the I/O of the
|> >>whole Amiga range is frankly pathetic. The falcon outguns all the
|> >>Amigas on I/O. (eg scsi, midi, lan,A to D, D to A, centronics, modem, DSP,
|> >>4 joy sticks, cartridge etc)
|> >

[stuff deleted]

|>
|> *sigh* Same old debate. The point being that all this is ****EXTRA****.
|> I am talking about standard built in I/O.
|>
|> SCSI on the Amiga is..... ****EXTRA****
|> LAN on the Amiga is ..... ****EXTRA****
|>
|> and so on.
|>
|> Yes, the Amiga basic I/O configuration is just about equal to your average
|> (also pathetic) IBM compatable. The Falcon has a much more comprehensive
|> list of features.
|>
|> Now repeat after me....Xavier is talking about *standard* features, not add ons.
|> Now repeat after me....Xavier is talking about *standard* features, not add ons.
|> Now repeat after me....Xavier is talking about *standard* features, not add ons.
|> Now repeat after me....Xavier is talking about *standard* features, not add ons.
|> Now repeat after me....Xavier is talking about *standard* features, not add ons.
|> Now repeat after me....Xavier is talking about *standard* features, not add ons.
|> Now repeat after me....Xavier is talking about *standard* features, not add ons.
|>
|> Is that clear?
|>
|> Xavier Gallgher

Yes Xavier but there is one problem though: you can't say computer X is
better without taking into account price.

If that's the whole thing, I'll argue that the Amiga 4000/040 is way better/faster/more
expandable than a Falcon, and it isn't obvious to compare them that way
because of the price difference.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD

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\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2005. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 18:43:47 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep21.184347.18689@rchland.ibm.com>
Source record: 21289
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Sep20.200957.16870@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <27le80$l40@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> > In article <1993Sep20.062700.13792@monu6.cc.monash.edu.au>,
|> > William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
|> >>'Flip' (cmedley@wam.umd.edu) wrote:
|> >>:

[stuff deleted]

|> >
|> > Let's get this straight.
|> >
|> > 200,000 A1200s sold since the release... probably more. "It's NOT just a
|> > game machine", but....
|>
|>
|> I can play this game too. How about over 200,000 Centris 610's since last
|> February..
|>

And what's your point Peter? He is taking about a machine being more than a game
machine.

|>
|> Peter Sinclair-Day Univ.of Northern Iowa Cedar Falls, Iowa
|>
|>

Again, another Peter SD posting full of quoted wisdome and added BS.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2006. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 19:04:51 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep21.190451.25746@rchland.ibm.com>
Source record: 21290

In article <15544@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> renfro@bnr.ca (Randy Hoekstra) writes:
|>
|> > With out caches - 174.5 secs
|> > With caches - 119.5 secs
|> > -----
|> > 55.0 secs faster with caches
|>
|> >If my math is correct this means the caches in real world applications
|> >should give ~30% improvement.
|>
|> x + y% = x + x*y/100
|>
|>
|> 119.5 + 30% = 155.35
|> 119.5 + 46% = 174.47

True.

|> Therefore, the caches sped up the real-world calculation by about * 50% *

Not true. I don't know how you come up with 50% when it was 46%. Have you ever considered marketing :-) Every % counts in these cases my friend, and there could be some tests that could be less than 46%.

119.5 + 46.025105% = 175.5

Now, I would expect this because the Falcon will surely benefit more from a cache than my already 32-bit access accelerator.

Of course, NOT THE 100% originally posted.

Now, 43 secs for the original test / 1.46 = 29.452. This seems (if I remember correctly) just a tad faster than an A1200 with no FASTRAM.

Considering that the A1200 speeds up by a 1.5 factor when adding FastRAM:

31s/1.5 = 20.666667 secs. (If I remember the benchmarks results correctly).

This would seem that on NON-DSP operations, etc. the A1200 is around 40% faster than the Falcon. Again, this is *IF* the numbers I used are the ones Heiko posted, as I don't remember correctly and this is for a FAST RAM A1200.

|>
|> On the TT, which doesn't have a blitter, the perceived difference is IMMENSE.
|>
|>
|> BTW,

```
|>
|> x - y% = x - x*y/100
|>
|> 174.5 - 30% = 122.15 approx= 119.5, ie. it is 30% slower without caching.
```

Yep, thanks for correcting the math. I assumed that the 30% was for the original posting correctly and you are right. It's 46%.

```
|>
|>
|> --
|> Warwick
|> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
|> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
|> \_.-._/ University of Queensland, _// || \\_ Both are Free Software |
|> _____ v ____ Brisbane, Australia. ______ |_/ || \_| ___________________________|

--
-------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 2007. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 19:19:28 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep21.191928.46163@rchland.ibm.com>
Source record: 21291

```
In article <2c87d228@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> In a message of 03 Sep 93 15:08:13, Gavan Martin Moran wrote:
|>
|> GM> Not true. HAM8 provides 262000 colours on screen at a resolution
|> GM> of up to 1280x512 (more with overscan). Even a standard 640x512 HAM8
|> GM> screen looks indistinguishable from a 24 bit screen. Considering you
|> GM> get this in a computer for HALF the cost of the falcon, the display
|> GM> is unrivalled. The only drawback to HAM8 is that it is tricky to
|> GM> draw freeharnd on. As a display screen it is near perfect providing
|> GM> 18 bit quality in only 8 bitplanes.
|>
|> Your problem is that I know Amiga graphicians ... they HATE HAM ... it's
|> USELESS for real-world applications .... HAM-pictures looks BAD on REAL
|> machines that can display colours WITHOUT having to have 10 pixels in between
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> just to change between black and white ..
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Rickard, enough of your HAM lies and nonsense! OK? You don't need 10 pixels.
The worst case is three, and this doesn't happen even in the old Ham if you select
16 color registers that go with the Image. In HAM8 this VERY RARELY HAPPENS.

BTW, I know a whole lot more of Amiga graphicians that *LOVE* HAM. Remember
that HAM8 is FAR MORE POWERFULL than the previous HAM mode.

|> "indistinguishable from a 24 bit screen" ... wanna place a bet?

Yes. Get someone from the street to take a look at it.

|> "half the cost of the falcon" .. sure .. without built in SCSI-II, LAN,
|> DSP56001, 308400 serial .. etc ...
|> Get real.

No, you are the one who needs to get real here. The Falcon's price
falls in the PC range, wich is really dangerous.

A souped up A1200 will also fall in that range, but you get a system
you can start working on at a very affordable price.

|>
|> GM> Oh, and the Amiga provides a FULL 24 bit palette.
|>
|> Yes, with 256 colours on screen in useful resolutions.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
```

Rickard, Ham8 is a DARN USEFUL mode for real-time animation, multimedia,
raytraced art and paint. I am willing to bet that an average 24-bit picture in
640x400 HAM8
will look SUPERIOR to a 'True Color' Falcon picture.

|> GM> sez who? Talk about speculation. At least I try and keep my
|> GM> comments factually based. You are theorizing that
|>
|> Hehe ... joking again I see?

Rickard... tsk tsk.

|> GM> (a) the Jaguar will be a huge success which will
|>
|> Yep.

The Jaguar could be a huge success. If it can do what Atari
promises, I would like it to succeed.

|>
|> GM> (b) be used to fund `mega - falcons`.
|>
|> The Tramiels has ALWAYS used external money to support the Atari brand of
|> computers.
|>
|> GM> On what evidence do you base this theory, presented as a `fact`?
|>
|> On my knowledge since my first ST 1985.

Well, check out your knowledge. My knowledge from ATARI since 1980
is that they are used to announce products they don't ship. I had an
ATARI 600xl and an ATARI 130XE. ATARI's inferior ST and stupid management
convinced me to go with the Amiga. Of course, they could change, they
have to prove that with the Jaguar.

|> GM> C= may well try a similar trick with the Amiga _if_ the CD32 is a
|> GM> sucess. However, given the close compatibility between the Amiga and
|>
|> Cd32 a success? Talk about joking .. it's 3 years old technology already!!!

No, it's not. Although I would say the Jaguar definitively looks
better.

|> 256 colours without special gfx chips .. noone would like to develope a game on
^^^^^^^^^^^^^^^^^^^^^^^^^
absolutely false. The gfx chips on the CD-32 are special. You get the
copper, blitter, sprites and dual-playfields.

|> such a crappy piece of hardware!

Well, there are right now far more developer and titles on CD-32 that on the
Jaguar. This lack of support could indeed kill the Jaguar. Remember the Lynx?
It has flopped. Mortal Kombat is out there for the Gameboy and Game GEar, where is
it for the Lynx?

You can make an opinion Rickard, but it doesn't mean it is fact.

```
|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+

--
-------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 2008. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 19:28:22 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep21.192822.15847@rchland.ibm.com>
Source record: 21292

In article <2c87d3ba@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> In a message of 03 Sep 93 16:18:35, Gavan Martin Moran wrote:
|>
|> GM> can anyone confirm these figures? I know a while ago there was a big
|> GM> debate over the slowdown of the Falcons 16-bit access.
|>
|> No slowdown at all. I can't tell you why, bcoz I don't know, but in benchmarks
|> the Falcon is 50% of the Speed of a 32Mhz 030 TT with a 32 bit bus ..

There's slowdown, don't talk nonsense. The benchmarks that your dear friend
Heiko posted proved it.

|>
|> GM> The A1200 is 15 % faster.
|>
|> Bullshit.

True. With FastRam I calculated it must be around 40%. Without FastRAm
the Falcon is just a tad faster, except where DSP operations are concerned.

|> GM> The A1200 has an 80 MEg HD, the Falcon a floppy (HD costs more)
|>
|> My Falcon has a 160Mb HD.

Well, my A1200 has 200 meg HD. It proves nothing.

|>
|> GM> The A1200 has 6 megs, the Falcon 1 (more memory at extra cost)
|>
|> My Falcon has 4 Megs, the A1200 I've seen are all 2 meg.

Perhaps you are a little blind then.

|> GM> The A1200 has better gfx capabilities than the Falcon
|>
|> Hahahahahahahhah.. since WHEN????

Since day 1. Dual playfields, near 24-bit capabilities IN ALL resolutions.
Sprites. Copper List. 24-bit palette.

|> GM> The A1200 has more software than the Falcon
|>
|> Geezyz ... lying again I see?
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

He's not lying Rickard. I think that this one doesn't even
has to be proven.

|> GM> The A1200 has a much wider userbase than the Falcon
|>
|> Yeah, playing games is fun. Right.

OH, let's see. When people had a lot of games on the ST they defended
the ST. Now the Falcon is 'serious' eh Rickard? Don't talk nonsense.
Playing games is fun and making serious work is too (I do both. Sorry
if you are just 'too serious').

|>
|> GM> The A1200 has a better multitasking OS than the Falcon
|>
|> Hahahahaha .. no MEMORYPROTECTION,

Is MULTI-TOS preemtpive or cooperative?

|>
|> GM> The A1200 has more peripherals than the Falcon
|>
|> Bullshit.

Not Bullshit, look around in Amiga Magazines.

|>
|> GM> The A1200 is outselling the Falcon 10:1
|>
|> According to a COMMODORE magazine in Sweden the A1200 has sol *5000* units here
|> ...

According to C= latest numbers, the A1200 has sold over 250,000 worldwide.
FAR MORE than the Falcon.

If we are going to be 'local' then the number here in Minnesota must be
*zero* or perhaps 2 or 3 Falcons. Can you be more stupid?

|> GM> The Falcon has 16-bit sound, The A1200 8-bit
|>
|> Yup.

Yes, the true Falcon Advantage.

|>
|> GM> The Falcon has a DSP, the A1200 none
|>
|> yup.

True.

|>
|> GM> The Falcon has a SCSI port, extra cost for A1200
|>
|> SCSI-II

'SCSI-II' I think someone mentioned it wasn't a 'true SCSI-II'.

|>
|> GM> The Falcon has a LAN port, extra cost for A1200
|>
|> Yup.
|>
|> GM> The Falcon has MIDI ports, extra cost for A1200
|>
|> Yup.

True for the above.

|>
|> GM> I think its pretty clear that, unless you are into music for which
|> GM> the Falcon is ideally suited, the A1200 clearly is the more suitable
|> GM> machine for the average user. Of course, the Falcon can do many
|> GM> things excellently, but the A1200 does them better and there is much
|> GM> better software available for it.
|>
|> The A1200 is a GAMES-MACHINE .. (cd32)

If the A1200 is a games machine, then why a lot of people are using it
for desktop video, image processing, etc.?

|>
|> GM> THATS why Amiga owners get pissed off at the constant sniping and
|> GM> misinformation from Falcon owners (many of whom are only Falcon
|> GM> wannabes).
|>
|> I have a Falcon ... want some real info? Not a single Amiga (1200/4000) or PC
|> (486/386) owning friend of mine has walked from this room without wanting a
|> Falcon!

DUH? REallY? That means if I see your Falcon I will want one?

GEE, ATARI should hire you... all you have to do is show your Falcon to the
world. I guess the PC clones and Macs are doomed.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+

Rickard: when you start using in your defense pure opinions that aren't
based on facts, you are losing an argument. Try to come out with something
intelligent. Don't speak for things you truly don't know what you are talking
about (regarding the A1200).

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2009. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 19:30:52 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep21.193052.42549@rchland.ibm.com>
Source record: 21293

In article <rogeraw.65.2C9EE4A4@dhhalden.no>, rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:

|>
|> >I still don't beleive there's absolutely no reason why the bus in the Falcon is
|> >16-bit. (Atari claims it's much faster than a normal 16-bit bus, smoe say it's
|> >more like 24 bit, and some (like me) would claim it's running on 32Mhz)
|>
|>
|>
|> >+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> >+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> >+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> >+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> >+ SYNC -------- Opinions expressed are definitely not my own! -------+
|>
|> When I first heard (here) that the CPU->Ram bus was 16 bit, I gave Atari US
|> a call. I spoke with one of the designers and he told me that the
|> difference of a 16/32 bit bus was very small. Because of the price-
|> difference they used the 16bit version.
|>
|> THE reason that it was not a big speed-difference was that the whole bus-
|> system in the Falcon runs at 32MHz ........

Well, it surely is not showing up by what some people ran around here.
Tell that to Motorola to see what they have to say :-)

|>
|>
|> # ## # Proud owner of: TT 10meg, 425MB HD, 24-Bit card
|> # ## # Falcon030, 4/65
|> # ## #
|> # ## # EMAIL: Rogeraw@dhhalden.no
|> ## ## ##
|> ### ## ### snailmail: Roger A. Wahlgren
|> ### ## ### Sandvn. 5, 1719 Greaker
|> ### ## ### Norway

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2010. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 19:44:32 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep21.194432.43742@rchland.ibm.com>
Source record: 21294

In article <CDpLFH.EDM@news.chalmers.se>, d8klojo@dtek.chalmers.se (Johan Klockars) writes:
|> In article <1993Sep17.143831.34429@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|>
|> Some lines deleted.
|>
|> > A word processor? A Spreadsheet? A ray tracer? An Image processing
|> >program? No way you can fit those in a 256-byte cache. Are you using
|>
|> In fact an image processing program can benefit immensely from the caches.

True.

|> I
|> did a couple of tests on my image processing program MGIF 4.3 (versions before
|> 4.0 written by Bill Rosenkranz) with and without caches as well as under MiNT.
|> MiNT is the multitasking kernel of MultiTOS.
|>
|> The image used for these tests is a 300k 534x784 GIF87 file. The file is a
|> normal digitized/quantized photo. The tests were run in 640x400x4B interlace
|> mode, since I haven't got the money for a SVGA/MultiSync at the moment. In
|> 640x400x16B interlace (true colour) the same tests run approx 20% slower.
|> (seconds)
|> Both caches disabled Caches enabled
|> Load and decode from hard disk 10.34 5.11

102% improvement

|> Map to greyscale 2.18 0.97

124% improvement

|> Rotate 15 degrees 13.77 7.69

79.1% improvement

|> Blur image 11.43 5.21

119% improvement

|> Median filter 81.39 41.17

97.7% improvement

|> Log scale 16.14 9.03

78.7% improvement

|> User defined convolution 22.78 12.41

83.6 % improvement

-----------------------------------

Average: 97.73% improvement

|>
|> All the filters are 3x3. Timing done by system 200Hz clock. The program, about
|> 12000 lines of C + libraries, was compiled with GCC using -mshort -O2 -m68030.
|>
|> As you can see the speed increase is about 2 times for all the operations.
|> If you have to have a percentage figure, that's 50% or 100% depending on how
|> you define "% faster".

Average is 97.73% in the numbers you posted. I'll trust you although
my mind tells me to be a little skeptic. But I'll trust you, since on the
operations you mentioned and like you said, you are going through a lot of
repetition. The Image Process effect I made was a ripple in the Image, wich
maybe not as repetitive.

This huge increase show how cripling is the Falcon's bus, but at the same
time how it benefits from the cache inmensely.

Taking your numbers, an A1200 with FastRam will be a tad faster. On other
application types the benchmark improvement is not as generous.

I encourage Falcon owners to do this kind of test with other applications.

Thanks for sharing that information. It shows that at least the Falcon
doesn't get under some real-world applications as crippled as I originally
thought.
|>
|> >MultiTos? Kiss the caches good bye on a lot of occasions.
|>
|> I didn't include the MiNT timings above since they were all within 2% of the
|> single tasking ones. The locality of reference principle holds up pretty well!
|>
|> I can't understand how some people can argue that caches behave badly under a
|> multitasking operating system. Even with 100 Hz task switch you have 160.000
|> clock cycles to work in. If you assume that every instruction takes 16 cycles
|> (a very high estimate), you can still run ten thousand instructions during that
|> time quantum. The short time needed to reload the 2*256 byte ( <= 128 instr)
|> cache would certainly not be very noticeable.

I'll agree. Although they can still make a difference.

[stuff deleted]

|>
|> I guess you could write the main loop of a true colour mode line routine in
|> 10-20 instructions at most. These instructions are then executed out of the
|> cache for every one but the first pixel of every line drawn.

Not quite. If you are calling this as a subroutine, everytime you jump
around the cache gets flushed.

|>
|> --
|> Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
|> of Technology | .signatures | Address: Johan Klockars
|> | so hard to do | Foreningsgatan 32/408
|> Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2011. Re: Atari, IBM, and Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 20:07:58 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep21.200758.29013@apgea.army.mil>
Source record: 21297

In article <CDpL6v.3p8H@austin.ibm.com> gruber@austin.ibm.com (Gruber) writes:
>
>> Given the press coverage, I'de say they have a more than fair chance of
>> making a go of this one. What they must do is get a 'Mario' or 'Sonic'
>> style character to market the machine. It mustn't be some half-baked
>> obvious attempt to copy these character either, a good marketing company
>> could definately help out at Atari with some cool ideas here.
>>
>
>
>Here's a good idea : how about a game called : Jest Jaggin , Jester the Jaguar
> with a game centered on the jungle.
>

Then again.. maybe not...

Yes, at this point, a game (normally A game) sells the system. The problem
with atari is that they give games with the systems like "We know you
wouldn't buy this game on your own, but we hope you enjoy it"
ColecoVision came with Donkey Kong, which set the trend for including a hot
and popular title with the system. ()and then ever lasting Mario spin offs)
Sega Genesis was a nice system, but they flew of the selves when Sonic was
packed with the game. But then, a good cute character in a good game doesn't
garentee anything. Turbo grafx 16 is a good case for that.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

# 2012. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 20:58:53 UTC
From: cmedley@wam.umd.edu
Message-ID: <27npud$8j9@cville-srv.wam.umd.edu>
Source record: 21295
Body handling: HTML body converted to readable text

In article <1993Sep21.190451.25746@rchland.ibm.com>,
Ricardo Hernandez Muchado wrote:
>
> Now, I would expect this because the Falcon will surely benefit more from a cache
>than my already 32-bit access accelerator.
>
> Of course, NOT THE 100% originally posted.
>
>

Actually, let's consider this.... The Falcon feeds its caches 16-bits at
a time. When data or instructions are in the cache, the fetches are as if
they were indeed 32-bit...

(with 0 wait states)

Now, let's look at your stock A1200 with no FastRAM BUT with 32-bit access
to chipRAM. Why does the Falcon perform at its level if there is a
(theoretical maximum) 2X increase in speed thanks to the 32-bit CPU
access to RAM?

I think ANY system would benefit from the cache. A secondary cache would
make life even more tolerable.

# 2013. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-21 21:04:01 UTC
From: cmedley@wam.umd.edu
Message-ID: <27nq81$8nj@cville-srv.wam.umd.edu>
Source record: 21296
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Sep21.183822.37758@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
> Amiga guys have ported Linux to the Amiga. If a current GNU C can't run (if that
>is correct) there will surely be a version in the future that would do it.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Are we talking now or later?

:)

In the future we will all be assimilated into the Borg.

:)

>And BTW, isn't the GNU C version you run on the Falcon the same as the ST version? (i.e. ,
no
>Falcon specific version?).
>

Depends... the major factor is whether the person posting built it for the 68k
or not. Add a flag to say -Dm68030 and bang... you have a 68030 version. :)

>
> Borland does it?
>

Borland *did* do Pure C....

>|> GNU C, and the latest version of Lattice C.
>
> For your information, SAS/C is the 'next generation Lattice C.'

So is Lattice C 5.6. :) What's your point? Is SAS/C a Lattice product?
<inform me>

> If I were going to count more C packages I'll also count Aztec C and
>Manx C (they are actually the same). You can have more packages and that
>doesn't necesarily means you have a better C. I guess that Borland's C
>could be better than any of the Amiga/ST packages.
>

But Pure C is Borland C, meaning... :) the ST has the best one, silly, if
that's what you think. :)

But compiler flaming aside for a moment, i does appear the ST has more.

> At least the Amiga has at least two versions of C++.
>

What are they? The Atari has Comeau C++ and GNU C++.

# 2014. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 00:00:40 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9eb110@troed.ct.se>
Source record: 21187

In a message of 21 Sep 93 00:46:22, Ricardo Hernandez Muchado wrote:

RH> Anyway, my point is divide now the first number that the Falcon
RH> got on the first benchmark by 1.3 (30% improvement) and I think that
RH> even the A1200 without FastRam is a tad faster.

Then you'll have to do the same with the A1200 figures since those also were
concieved with the Cache on.

That way the A1200 will NOT be faster.

A Falcon with FastMem will also be faster.

My car is quite fast too.

Can the base A1200 do virtual memory? Just played around with it ... 8 Meg RAM
is quite handy for viewing/editing big pictures ..

Maybe I should set up my 100Mb partition as Virtual Memory ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2015. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 00:00:40 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9eb082@troed.ct.se>
Source record: 21335

In a message of 21 Sep 93 00:46:14, William Fang wrote:

WF> I guess the Falcon owners have to roll their own, as nobody is writing
WF> software for them...

From that sentence it's quite easy to see you don't have a Falcon .. :-)

I'm running on of the bigger BBSs in Europe, with a very good Falcon section
.... I have no problems at all finding good PD/SW for the Falcon!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2016. Jaguar questions

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 00:00:41 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9eb18e@troed.ct.se>
Source record: 21336

In a message of 21 Sep 93 00:47:40, Kevin Haley wrote:

KH> 1. Many people have said that the Jaguar can support Virtual Reality. In
KH> fact, in the Gamepro magazine, it is said that an expansion port will
KH> enable
KH> hookup to a VR interface, and a VR helmet may be released in the spring of
KH> next year. Would this helmet project screen images that would be as
KH> impressive as screen shots? Is there even a VR helmet to be released?

Yes, it would be possible. Yes, the screen-quality would be the same if the
video-hardware in the helmet is any good.

Sega has showed a VR helmet with 2 LCD screens, Stereo sound and a movement
detector ... should be easy to hook up to a Jaguar ..

KH> 2. Will the Jaguar support superVGA monitors? Will we have to buy a
KH> specially dedicated monitor? Or do we need some sort of interface for
KH> monitors?

TV/RGB/SVHS ... just those I remember at the moment .. :-)

KH> I know 17 people who will buy a Jaguar in a heartbeat if some sort of
KH> VR device for it is in the works (especially after seeing the impressive
KH> screen shots). And this is only among the people I know!

Same here, I get mails from people all over sweden asking me if I'll import
them ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2017. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 00:30:19 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Sep21.193019.16937@cobra.uni.edu>
Source record: 21299
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

```
In article , dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
> In <1993Sep20.200957.16870@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>In article <27le80$l40@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>>> In article <1993Sep20.062700.13792@monu6.cc.monash.edu.au>,
>>> William Fang wrote:
>>>>'Flip' (cmedley@wam.umd.edu) wrote:
>>>>:
>>>>:
>>>>: Ricardo's posting of benchmarks proves one nice thing... there is no way to
>>>>: compare the "real world" speed of the machines. Where are we going to find
>>>>: identical packages for 3-D rendering in a variety of resolutions?
>>>>:
>>>>: I'm still waiting for some people who own the machines to try the GNU C
>>>>: benchmarks.
>>>>:
>>>>: >>>
>>>>Nah, most folks go for Dillon's C package, not GNU C, because the last
>>>>I heard, the ixemlib.library (required for GNU C programs) was broken
>>>>under KS3.0. Most A1200 owners end up buying SAS/C or getting an
>>>>old second hand Lattice C, or get Matt Dillon's package to do their
>>>>programming.
>>>>
>>>
>>>
>>>
>>> Let's get this straight.
>>>
>>> 200,000 A1200s sold since the release... probably more. "It's NOT just a
>>> game machine", but....
>
>
>>I can play this game too. How about over 200,000 Centris 610's since last
>>February..
>
>
>>Peter Sinclair-Day Univ.of Northern Iowa Cedar Falls, Iowa
>
> *ahem* !
> Fun game, but ***PLEASE***! stick to what the original poster was trying to
> say, ie: GNU C on the A1200...
>
```

> You know, I don't know why I even bother to read any of these postings any
> more... ever since the Apple pushers have invaded the space.
>
> I don't mind reading about A1200 vs Falcon, but take the Mac and stuff it
> somewhere far away from me.
>
> And yes, I have had the opportunity to work on both the A1200 and the Falcon.
> Had a chance to use a Mac for a bit, after trying to use System 7 for about
> 5 minutes, I was close to tossing the whole machine out the closest window.

Yea I play around with Workbench 3.0. To bad there isn't any useful software
for it.

>
> Just my $0.02 worth.

My three cents worth.

> --
> ------------------------------------------------------------------------
> __ __ _ |
> |__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
> |__) _/ /_ | | |~\ _ |\ ( Got engaged on Sat 8th May 1993! )
>
> Aquarius: destined for greatness, or madness. I figure I've landed
> in the latter region.

Peter Sinclair-Day Univ. of Northern Iowa Cedar Falls, Iowa

## 2018. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 00:42:54 UTC
From: cmedley@wam.umd.edu
Message-ID: <27o72e$boo@cville-srv.wam.umd.edu>
Source record: 21300

In article <1993Sep21.194432.43742@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <CDpLFH.EDM@news.chalmers.se>, d8klojo@dtek.chalmers.se (Johan Klockars)
writes:
>-----------------------------------
>
> Average: 97.73% improvement
>

Not bad for just cutting on a little 256-byte cache, eh? :)

(with a 16k cache, it'd probably be a real monster)

>
> This huge increase show how cripling is the Falcon's bus, but at the same
>time how it benefits from the cache inmensely.
>

Well, you're saying it is crippled, but if I remember this correctly:

1) the 68030 is standard on the Falcon.
2) the Falcon is usually used with the caches on.
3) there is no reason to cut the caches off (why would you? it can't run
timing sensitive software any better... Spectrum 512 would die anyways!
and who would need that with a 16-bit video mode available?)

So, the architecture is NOT crippled because:

1) the cache is part of the system
2) the cache is usually on

It's not like an add-on card. The cache is in the CPU.

> Taking your numbers, an A1200 with FastRam will be a tad faster. On other
>application types the benchmark improvement is not as generous.
>

We have not seen a benchmark of other application types, so I'd wait until we
could see those before rendering judgement.

> I encourage Falcon owners to do this kind of test with other applications.
>
> Thanks for sharing that information. It shows that at least the Falcon
>doesn't get under some real-world applications as crippled as I originally
>thought.

Which was the whole point of what I was saying in this thread!

## 2019. Let's pool our money and buy Pete a girlfriend. :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 00:45:49 UTC
From: cmedley@wam.umd.edu
Message-ID: <27o77t$bt3@cville-srv.wam.umd.edu>
Source record: 21301
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Sep21.193019.16937@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <CDpC8E.5JK@cs.uct.ac.za>, dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
>
>Yea I play around with Workbench 3.0. To bad there isn't any useful software
>for it.
>
>My three cents worth.
>

Typical Mac owner mentality. :) Always willing to pay more to do the same
thing. :)

Pete, I'm not even an Amiga owner and I'd have to say it runs better than
System 7 does on comparable Mac hardware under WB 3.0.

Geeez.

Your problem is, you need to get more than just a superficial glance at
a machine and a spec list before you diss it.

# 2020. Geez, What a bunch of little kids!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 01:17:10 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <27o92n$qb4@news.dmpe.CSIRO.AU>
Source record: 21302

Hee Hee Hee

Ha Ha Ha.

Jesus. What a bunch of arguing brats! I have never seen so much bickering/arguing in my whole life! This whole "Mine's bigger'n yours!?" arguement is just too much. We all know the differences between the 1200 and the 030, so why do you keep asking dumb quaetions of each other? I thought this was supposed to be a discussion group, not a slang match.

If I remember correctly, the original end of the thread was a speed/hardware comparison between STOCK 1200's and 030's. Not if you add fastram, or a faster processor, or this, or that.

What is the point of this argument? The are both great machines, and I think we should concentrate on getting a foot in the door again - I can remember when 680x0 machines had a fair share on the market - now it's contempibles.

How about promoting BOTH computers, not picking each other to little bits?

Grow up guys, and have a DISCUSSION.

Karl.

Flame me, and prepare for no reply at all....
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

## 2021. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 05:47:51 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep22.054751.28240@monu6.cc.monash.edu.au>
Source record: 21303
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

'Flip' (cmedley@wam.umd.edu) wrote:
: In article <1993Sep20.062700.13792@monu6.cc.monash.edu.au>,
: William Fang <int877w@lindblat.cc.monash.edu.au> wrote:

[...]

: >Nah, most folks go for Dillon's C package, not GNU C, because the last
: >I heard, the ixemlib.library (required for GNU C programs) was broken
: >under KS3.0. Most A1200 owners end up buying SAS/C or getting an
: >old second hand Lattice C, or get Matt Dillon's package to do their
: >programming.
:
: Let's get this straight.
:
: 200,000 A1200s sold since the release... probably more. "It's NOT just a
: game machine", but....
:
: ...they still can't run GNU C?

Well, if the main programmers behind the GNU C port are often writing
Linux 680x0 for the Amiga, then I doubt if they could be bothered
redoing the gnu c library. If you poke around in the Unix newsgroups,
you'll see that it's up and going.

Last count there were three separate unix-a-like projects for the amiga
going.

: Well, I hate to break the news to you, but if 200,000 Amiga 1200 users can't
: seem to port GNU C and this tiny group of ST/TT/Falcon owners can, then that
: seems to imply that Amiga 1200 owners don't seem too interesting in programming.
:
: (at least, not in programming in a UNIX-like manner... GNU C is best fo that...)
:
: >Most A1200 go for a better freely available package instead of GNU C.
:
: Really? And what package is this? (I'm not saying GNU C is the best, but
: their compiler does a hell of a job on optimizing and the GNU project has
: been at this longer than most people who write one in their spare time...
: most homebrew compilers can beat it in compile speed, others in terms of
: optimizations, but few can offer the options of GNU's)

It's DICE. Lots of support packages that have hooks for DICE. Can't
say the same for GNU C. I doubt if many programmers want to have command
line-driven unix-a-like programs when they could have something that
fits better into the operating system with windows, menus, icons.

I don't know if DICE is better than GNU C, but the programmer has ported a lot of software across, written his own compiler, written tonnes of software, editors, etc and is now working on the Linux/Unix project for from the last I heard. His compiler is meant to be going commercial soon, so it must be half-way decent.

I can get editors with AREXX scripts, keyboard customizations, etc for DICE and lots of other programming languages. Not much support GNU C directly.

: >I guess the Falcon owners have to roll their own, as nobody is writing
: >software for them...
:
: Hmmm. Ok, you say Amiga has SAS/C, Matt Dillon C and GNU C.
:
: The ST has HSC, Pure C (formerly Turbo C, that nice package from Borland),
: GNU C, and the latest version of Lattice C.

High-Soft C is hardly Borland C. Just like High-Soft Pascal is Turbo Pascal. They're both a few versions behind the Borland offerings.

: In the C compiler war, looks like the Amiga is lacking ammunition. :)

Okay, GNU C, DICE, SAS C (which has bought out Lattice Completely), Comeua C++, HiSoft C (seems like only the Brits use this), Manx, Aztec C. All of them are commercial offerings, except DICE, which is shareware but going commercial.

SAS C seems to be the main tool, as it still run okay on a 1meg A500 with two floppy drives. Same with DICE. You're cutting down on your possible end users when your GNU programs have a nice big 255K library that must go with it. Lattice is now SAS/C. I don't know if it's true for the ST system.

I'm not a programmer. I've only seen a few programs on my 340MB hard-drive that have actually bothered using GNU C to compile their programs, as these were mainly direct unix ports (like Star Wars adventure and the old Colossal Cave adventures). A lot of utilities and applications use DICE or SAS/C. As for what commercial programmers use, I have no idea, as I don't have enough $$$ for lots of apps that I'm not going to use.

- Jim

# 2022. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 06:15:05 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDqs15.27y@jonh.wimsey.bc.ca>
Source record: 21330
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>Few people run gnu c because (1) it requires gobs of memory
> (2) it requires a 160KB library, something
> which make distribution of binaries
> difficult
> (3) there are better pd/shareware alternatives

If there are better alternatives to gcc in terms of good code
generation then someone must of done an awfully poor port of gcc for the
Amiga. Gcc is fairly well known in the unix world for the quality of
it's optimizer, to the point that people with Sun's run gcc and throw
away Sun's compiler.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

## 2023. Amigans in magazines

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 06:38:03 UTC
From: runeh@dhhalden.no
Message-ID: <runeh.1.2C9FF2CB@dhhalden.no>
Source record: 21304

[No readable article body recovered]

# 2024. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 06:42:06 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDqtA7.2D1@jonh.wimsey.bc.ca>
Source record: 21331
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> Amiga guys have ported Linux to the Amiga. If a current GNU C can't run (if that
>is correct) there will surely be a version in the future that would do it.
>And BTW, isn't the GNU C version you run on the Falcon the same as the ST version? (i.e. , no
>Falcon specific version?).

Just what '030 instructions did you have in mind that would make gcc run any more efficiently? Actually all that would be needed to get a '030 specific verion would be to recompile it with itself with the '030 flag set.
As for the linux port to the Amiga, I agree with you there. I beleive that there are a few Atari programmers working on a linus port to the TT, and it only makes sense that they would build on and co-ordinate their work with the Amiga people. However, most of the Atari, and Amiga users who are really interested in running linux have gone out and bought the machines that already run linux, in other words, pc clones.
It only makes sense. The number of people running linux alone probably outnumber the people running Amiga 1200's and Falcons. If someone reports a bug in one of the linux groups, someone usually posts a fix in less than a day.

> Borland does it?

Pure C was originally a licenced port of Turbo C. Borland, for some incomprehensible reason, would not allow ASH, the porters, to release an English language version, even though Borland obviously had no interest in selling it themselves. When they decided they didn't even want their name on an Atari product any more, they sold the rights to use the dcode to ASH, but again stipulated that there would be now English version. However, all the menu items are in English, so any intermediate C programmer can use the package with little problem.
Pure C is, without a doubt, IMHO, the best integrated development package I have seen on any platform. After seeing Borland C for dos, and Borland C for windows, it's hard to believe they shere the same heritage. The Pure C debugger is light years ahead of anything I've used on any machine.

>|> GNU C, and the latest version of Lattice C.

> For your information, SAS/C is the 'next generation Lattice C.'

Latttice again licenced their compiler to HiSoft, who basically hacked their DevPac ide onto it. It's supposed to be a good compiler, but they've been promising a source debugger for longer than I can remember.

>|> In the C compiler war, looks like the Amiga is lacking ammunition. :)

> In the C compiler war Flip, in the Amiga you are showing ignorance. :-|

> If I were going to count more C packages I'll also count Aztec C and
>Manx C (they are actually the same). You can have more packages and that
>doesn't necesarily means you have a better C. I guess that Borland's C
>could be better than any of the Amiga/ST packages.

See above on the Borland C issue, you're dead wrong. Also, Flip missed a few of the more obscure ST compilers. There's Aztec, though I'm not sure they still maintain it, Megamax, Mark Williams, both Sozobon and Ian Lepore's modified Sozobon, and even Mark Johnson's.

> At least the Amiga has at least two versions of C++.

As has the Atari, as someone mentioned a while ago.

One thing the ST is definately not short on is programming languages. Another is text editors. The number of extremely high quality text editors available for the ST is amazing. Of course, with 1/2 of them, you have to translate the resource files from German to English. ;-)

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

## 2025. Lame amiga magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 07:08:37 UTC
From: runeh@dhhalden.no
Message-ID: <runeh.2.2C9FF9F5@dhhalden.no>
Source record: 21305
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

When I read a amiga magazine I can't remember which one. I think it was Amiga Format of CU Amiga, they were discussing games consoles and the CD32 was of course the best "affordable" console. When the Jaguar was mentioned by someone I think It was a reader, the the staff only made fun of it, claiming it didn't exist and that it couldn't be a 64-bit system (is that because commodore hasn't got one?) and that it would never see the light of day even tough it was already shown in the US. Further they said that Atari couldn't succseed even if it existed.

Well talking about succeeding.....

I work in a computer store here in Norway that sells both Amiga, Atari, PC's, and Nintendo. We got an offer from a company that sells amiga machines for commodore in Norway. It was to sell the CD32 and earn £20 (not a mistype) per machine sold. This is before we deduct freight and handling which is aproximatily £10 all together this leaves £10. This low earning means that we don't want to have more than a couple of machines in stock, perhaps not more than a demo-model cos the stock-cost would eat up our earning. This means that we can deduct even more. Lets say £3 in phonebill and work it cost to order a machine and another £25 in handling when you buy goods from that firm which amounts to less than £500. This means in fact that we "earn" £ - 18. Wow won't we get rich on the CD 32. This means that all the small stores that sell amiga will lose money on selling the CD32 even the big stores will not make money on it. Even nintendo 8-bit consoles at a price of £950 gives us more profit than the more expencive £ 340 (which it cost in Norway). These loss we "make" by selling the CD32 will in fact increase in time since the prices I calculated it from was introductory prices. The increase will be £10.

If we choose to sell this so called "breakthrough in technology"... (I just wonder what that will make the 3DO and the Atari Jaguar) It would be just to get the ones who buy it to come and buy games from us, but since Commodore has said that the price on the games are to be low (good for the users though) the profit will probably be low to. Lets just hope it won't. As for advertising their plans in Norway look promising. But their loss last year wordwide and in Norway do NOT.

Greetings from

Rune Hyldmo, anti sig.file activist

## 2026. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 08:32:23 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Sep22.083223.19224@mpifr-bonn.mpg.de>
Source record: 21306
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <1993Sep21.183822.37758@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>|> The ST has HSC, Pure C (formerly Turbo C, that nice package from Borland),
> Borland does it?

Did. It's like an old version of Turbo C and Borland gave up on Atari
(they never really started for Amiga).

But then I'm not impressed by Borlands products anymore.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

# 2027. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 09:15:48 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CDr0ED.Ht6@cs.uct.ac.za>
Source record: 21308
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <1993Sep21.193019.16937@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

[snip]

>Yea I play around with Workbench 3.0. To bad there isn't any useful software
>for it.

The only reason you can't get GNU C to work on a stock A1200 is that you need
at least 4 to 5 megs of ram, which the stock A1200 doesn't have (2megs.)
As for the 'lack of useful software' OS3 has not been around long enough for
large volumes of software to be produced for it specifically. All useful
software will probably have been written following the Commodore rules and so
should be fully compatible. (Otherwise it wouldn't be very useful. :) )

(Note, I'm an Atari owner myself, so this is open
to "all software written following Atari's rules should be compatible with
different OS's...", which is, unfortunately not always the case, eg, the
scan routines in the falcon(TOS 4) mapping return to '\0' and other TOS
versions having return mapped to '\n' in the scan functions...)

Workbench 3.0 is more compatible with other versions of Workbench (1.2, 1.3
2.0), compare this with the difference between, say, Windoze 3.1 and 3.0. ;)

And for all the other Atari owners out there, I prefer the Atari over the
Commodore, otherwise I wouldn't own one, would I? :) And I'm busy getting
money together for a Falcon 14/65 myself...

>My three cents worth.

My R10.00 worth... the S.A. Rand is worthless lately...
--
---------------------------------------------------------------------
__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ ( Got engaged on Sat 8th May 1993! )

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

# 2028. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 09:21:54 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CDr0oI.I9J@cs.uct.ac.za>
Source record: 21309
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <1993Sep21.183822.37758@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

[snip]

> Amiga guys have ported Linux to the Amiga.

Not quite true... Linux on the Amiga is still only in Alpha stage, and it only works on an 040... this is equivalent to the Atari TT range. Come on guys, not everybody has the top of the line computer now...

> If a current GNU C can't run (if that
>is correct) there will surely be a version in the future that would do it.
>And BTW, isn't the GNU C version you run on the Falcon the same as the ST version? (i.e. , no
>Falcon specific version?).

>|> (at least, not in programming in a UNIX-like manner... GNU C is best fo that...)
>|>
>|> >Most A1200 go for a better freely available package instead of GNU C.
>|> >
>|> Really? And what package is this? (I'm not saying GNU C is the best, but
>|> their compiler does a hell of a job on optimizing and the GNU project has
>|> been at this longer than most people who write one in their spare time...
>|> most homebrew compilers can beat it in compile speed, others in terms of
>|> optimizations, but few can offer the options of GNU's)
>|>
>|> >I guess the Falcon owners have to roll their own, as nobody is writing
>|> >software for them...
>|> >
>|>
>|>
>|> Hmmm. Ok, you say Amiga has SAS/C, Matt Dillon C and GNU C.
>|>
>|> The ST has HSC, Pure C (formerly Turbo C, that nice package from Borland),

> Borland does it?

>|> GNU C, and the latest version of Lattice C.

> For your information, SAS/C is the 'next generation Lattice C.'

>|>
>|> In the C compiler war, looks like the Amiga is lacking ammunition. :)

> In the C compiler war Flip, in the Amiga you are showing ignorance. :-|

> If I were going to count more C packages I'll also count Aztec C and
>Manx C (they are actually the same). You can have more packages and that
>doesn't necesarily means you have a better C. I guess that Borland's C
>could be better than any of the Amiga/ST packages.

> At least the Amiga has at least two versions of C++.

>------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>
--
---------------------------------------------------------------------
__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ ( Got engaged on Sat 8th May 1993! )

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

# 2029. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 10:02:00 UTC
From: pm@nnsgs88.lon40.nt.com
Message-ID: <1993Sep22.100200.5827@bnr.ca>
Source record: 21307
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <27nq81$8nj@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
>In article <1993Sep21.183822.37758@rchland.ibm.com>,
>Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>
>> At least the Amiga has at least two versions of C++.
>>
>
>
>
>What are they? The Atari has Comeau C++ and GNU C++.

The Amiga has both of these packages as well.

--
Peter Mitchell - Senior Design Engineer. |
Dept.92941, Northen Telecom Europe PLC, | Amiga 4000/040 - 25/120/6
Oakliegh Road South, London N11 1HB. | Amiga 500/68000 - 7/120/3
peter.mitchell@lon40.nt.com |

# 2030. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 11:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9fe802@troed.ct.se>
Source record: 21190

In a message of 21 Sep 93 11:22:58, Chris Herborth wrote:

CH> But WHAT are you going to use the DSP for? Drawing windows faster?
CH> Nope. It's not even that useful for rotating sprites and whatnot (that
CH> thread's going on in the Jaguar discussion, I think); a faster CPU
CH> and/or an FPU would be more useful there.
It's damn useful for rotating stuff ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2031. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 11:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9fe89a@troed.ct.se>
Source record: 21191

In a message of 21 Sep 93 18:36:18, Johan Klockars wrote:

JK> >but that it's not the way you put it.
JK>
JK> I guess you could write the main loop of a true colour mode line routine
JK> in
JK> 10-20 instructions at most. These instructions are then executed out of
JK> the

Well, to be honest, my line routines uses a mainlopp of *8* instructions .. ;)
.. I don't think I can make it smaller than that ....

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2032. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 11:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9fe8e8@troed.ct.se>
Source record: 21192

In a message of 21 Sep 93 21:19:51, Roger Allan Wahlgren wrote:

RA> THE reason that it was not a big speed-difference was that the whole bus-
RA> system in the Falcon runs at 32MHz ........

Then I should be right in the asumption I made MONTHS ago that they use a 32Mhz bus instead, giving it the same performance as a 16Mhz 32bit bus ... Ok, that's all I need ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2033. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 14:32:33 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDrF2A.EBL@barclays.co.uk>
Source record: 21327
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
Atari themselves now use Lattice C from Hisoft.
You can also get Aztec C, Hitech C & Prospero C for the ST.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

# 2034. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 16:50:07 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep22.165007.9426@rchland.ibm.com>
Source record: 21312
Body handling: HTML body converted to readable text

In article <27npud$8j9@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Sep21.190451.25746@rchland.ibm.com>,
|> Ricardo Hernandez Muchado wrote:
|> >
|> > Now, I would expect this because the Falcon will surely benefit more from a cache
|> >than my already 32-bit access accelerator.
|> >
|> > Of course, NOT THE 100% originally posted.
|> >
|> >
|>
|> Actually, let's consider this.... The Falcon feeds its caches 16-bits at
|> a time. When data or instructions are in the cache, the fetches are as if
|> they were indeed 32-bit...
|>
|> (with 0 wait states)
|>
|> Now, let's look at your stock A1200 with no FastRAM BUT with 32-bit access
|> to chipRAM. Why does the Falcon perform at its level if there is a
|> (theoretical maximum) 2X increase in speed thanks to the 32-bit CPU
|> access to RAM?
|>
|> 16-bit bus to CPU?>

The Falcon shouldn't even be able to keep up but to surpass
the A1200. Remember an A1200 with no FASTRAM access chipram @ half
the speed (although internally still goes @ 14Mhz).

That's why adding FASTRAM on the A1200 gives at least 1.5 improvement
on real-world apps. This is faster than the Falcon.

The mere fact that the Falcon just 'keeps up' means that it has
a problem (16-bit data path). The 68030 by itself has optimizations
of up to 50% faster than the '020 at the same speed.

|>

|>
|> I think ANY system would benefit from the cache. A secondary cache would
|> make life even more tolerable.
|>
|>
|>

--

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2035. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 16:54:32 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep22.165432.23575@rchland.ibm.com>
Source record: 21313
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <27nq81$8nj@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Sep21.183822.37758@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> > Amiga guys have ported Linux to the Amiga. If a current GNU C can't run (if that
|> >is correct) there will surely be a version in the future that would do it.
|> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|>
|> Are we talking now or later?
|>
|> :)
|>
|> In the future we will all be assimilated into the Borg.
|>
|> :)

I can play that game very easily too Flip. The point is that
the Amiga has a lot of support. I could say the same for Linux: where
is it on the Falcon? This is the latest home/hacker's OS.

|>
|>
|> >And BTW, isn't the GNU C version you run on the Falcon the same as the ST version?
(i.e. , no
|> >Falcon specific version?).
|> >
|>
|>
|> Depends... the major factor is whether the person posting built it for the 68k
|> or not. Add a flag to say -Dm68030 and bang... you have a 68030 version. :)
|>
|>
|> >
|> > Borland does it?
|> >
|>
|>
|> Borland *did* do Pure C....

Well, they no longer do it I guess. How long is 'pure C'? I bet
the current Turbo C for the PC is leaps and bounds ahead.

|>
|>
|> >|> GNU C, and the latest version of Lattice C.

|> >
|> > For your information, SAS/C is the 'next generation Lattice C.'
|>
|>
|> So is Lattice C 5.6. :) What's your point? Is SAS/C a Lattice product?
|> <inform me>

No, the other way around. Lattice is a C product. On the Amiga,
Lattice went up and then SAS took reponsability for it. The latest version
is 6.30 and there's a new one coming in October. They currently advertise
in Amiga magazines.

|>
|>
|> > If I were going to count more C packages I'll also count Aztec C and
|> >Manx C (they are actually the same). You can have more packages and that
|> >doesn't necesarily means you have a better C. I guess that Borland's C
|> >could be better than any of the Amiga/ST packages.
|> >
|>
|>
|> But Pure C is Borland C, meaning... :) the ST has the best one, silly, if
|> that's what you think. :)

Well, I'll leave that for you to believe.

|>
|> But compiler flaming aside for a moment, i does appear the ST has more.

Aha. Yeah right.

|>
|>
|> > At least the Amiga has at least two versions of C++.
|> >

|> What are they? The Atari has Comeau C++ and GNU C++.

Lattice C++, another commercial one (don't remember the name) and GNU C++.

|>
|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2036. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 17:00:15 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep22.170015.23658@rchland.ibm.com>
Source record: 21314

In article <2c8acf9c@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|>
|> In a message of 05 Sep 93 21:16:38, Stefan Boberg wrote:
|>
|> SB> You are a stubborn SOB aren't you? Since the 68030 is inherently 32-bit,
|> SB> it
|> SB> is crippled by the 16-bit bus. For every cache miss, the 68030 on a 16-bit
|> SB> bus
|> SB> will take twice as much time to fetch data as a 68030 on a 32-bit bus.
|>
|> The how come the 16Mhz030 Falcon is exactly 50% of the speed of the 32Mhz030 TT
|> (which has 32 bit and 32Mhz access to FastRam)?

Could it be the rumored 16Mhz TT access to memory? I heard that in this group. Also remember to take benchmarks with a grain of salt.

If the benchmarks that ran on the TT are the same kind posted around here by Heiko, then surely the Falcon will be 50% of the speed (after all, running off from the cache means a lot, right Rickard? :-| )

|>
|> Where do you find any crippled busaccesses in those figures?

Read above.

|>
|> Oh BTW; I have a 16Mhz 68000 STE, if what you said is true, my Falcon would only
|> be 1-1 1/2 the speed of that one ... well . it's 3-4 times faster ..

No. The 68030 is far superior to the 68000.

|> SB> I'm glad you told me than HAM8 motion is impossible - now I'll just
|> SB> delete those HAM8 animations I have on my HD, and get another 100M of
|> SB> free HD space! Thanks!
|>
|> Sure, flipping screen basepage ...

Okay Rickard, what's the deal with you. WHY YOU WANT TO BE SO DAMN IGNORANT? I already explained this to you, and it's not flipping screen basepage.

|> cut out a part of a HAM8 pictures, say,
|> 128*128 pixels ... move it around ... what happens? (It's a 262Kcol piccy, not
|> 64 baspeage colours now!)

Well, if you do what team -17 guy told you (for got his name, Steven Bolberg?),
you won't have any problems.

Typcial Dpain will have fringes, when you stamp the brush it looks
beautiful. Far superior to the Falcon's "True color mode"

|> SB> 32-bit sound? Sorry, but it's 16-bit. 32-bit sound is way overkill for
|>
|> Last I heard from Sky One's TTV was 32 bit.

Ah, okay. You just believe in what you want. I understand you know.

|>
|> SB> >GM> Because your countrymen are all as moronic as you?
|> SB>
|> SB> >Yeah sure. How old were you again? Started potty-training?
|> SB>
|> SB> Newsflash: your posts in this group doesn't exactly communicate the
|> SB> image
|> SB> of a mature adult, Rickard.
|>
|> I guess GM's talk about all swedes being "moronic" suits you better? Oh well...

Well Rickard, you are not showing... whatever wisdome you supposedly
have...

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2037. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 17:05:27 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep22.170527.24521@rchland.ibm.com>
Source record: 21315

In article <27o72e$boo@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Sep21.194432.43742@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <CDpLFH.EDM@news.chalmers.se>, d8klojo@dtek.chalmers.se (Johan Klockars)
writes:
|> >-----------------------------------
|> >
|> > Average: 97.73% improvement
|> >
|>
|>
|> Not bad for just cutting on a little 256-byte cache, eh? :)
|>
|> (with a 16k cache, it'd probably be a real monster)
|>
|>
|> >
|> > This huge increase show how cripling is the Falcon's bus, but at the same
|> >time how it benefits from the cache inmensely.
|> >
|>
|>
|> Well, you're saying it is crippled, but if I remember this correctly:
|>
|> 1) the 68030 is standard on the Falcon.
|> 2) the Falcon is usually used with the caches on.
|> 3) there is no reason to cut the caches off (why would you? it can't run
|> timing sensitive software any better... Spectrum 512 would die anyways!
|> and who would need that with a 16-bit video mode available?)

Don't jump to conclusions too quicly Flip. On the other posting
the improvement is 46%. Any application (multimedia) that requires
animating the screen will suffer painfully.

|>
|>
|> So, the architecture is NOT crippled because:
|>
|> 1) the cache is part of the system
|> 2) the cache is usually on

It IS CRIPPLED. Why?:

1. 68030 is a 32-bit chip with internal 32-bit registers and
designed to be used for 32-bit datapaths.

2. No BURST MODE allowed on the Falcon. A 68030 feature.

It is crippled Flip.

|>
|>
|> It's not like an add-on card. The cache is in the CPU.

Read above.

|>
|>
|>
|> > Taking your numbers, an A1200 with FastRam will be a tad faster. On other
|> >application types the benchmark improvement is not as generous.
|> >
|>
|>
|> We have not seen a benchmark of other application types, so I'd wait until we
|> could see those before rendering judgement.

True. But then why you jumped to conclusions so quickly above?
Remember, there was another application and improvement was 46%.

|>
|>
|> > I encourage Falcon owners to do this kind of test with other applications.
|> >
|> > Thanks for sharing that information. It shows that at least the Falcon
|> >doesn't get under some real-world applications as crippled as I originally
|> >thought.

|> Which was the whole point of what I was saying in this thread!

Hmmmmmmmmm.... Perhaps you shouldn't deviate from that point then.
The point is that people started comparing to the A1200 in a VERY UNFAIR
benchmark. The truth is that it seems that the A1200 seems to be from a
tad faster to a decent percent in real world applications.

The mere fact that this seems to be truth, and that the Falcon's '030
runs 2 Mhz above the A1200 '020 and that it is a '030 CPU shows that
the Falcon has a crippled CPU. Not too bad for some applications, but
bad anyway- particularly when people wanted to say that it was way
faster than the A1200.

|>

--
---------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2038. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 17:15:38 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep22.171538.14154@btree.uucp>
Source record: 21311
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

In article <H.eg.LUeVKttnE0c@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca doggedly continues with:
>In <1993Sep16.164144.24660@btree.uucp>, George Crissman writes:
>> The DSP is a general-purpose coprocessor. Suggested uses include
>> low-cost fax/data modems, voice mail systems, and direct-to-disc
>> digital audio recorders (suggested by Atari in their Falcon brochure).
>> The fact that you're surmising it's also used in the Mandelbrot
>> demo shows how versatile it is.
>
>The DSP may be a general purpose processor, but it requires _highly_
>specialized programs to be of any use. It's certainly not going to make
>PageStream or gcc run any faster.

Not unless they're 'DSP aware'. And if they're not 'math coprocessor
aware' they won't use the math chip, either. In fact, any software
that doesn't look for & use the features of the hardware won't be able
to use those features, which means _of_ _course_ they won't run any faster.

That's why software is subject to upgrading.

>> OS/2 (short for "Operating System/Two") is a Disc Operating System
>> (DOS).
>
>Now you're picking nits.

There seemed to be some confusion about whether 'DOS' was a generic
term referring to any Disc Operating System, or whether it referred
to a specific operating system, such as MS-DOS. My point was that
'DOS' is a generic term, and that it's ludicrous to claim that "My
computer doesn't even *have* DOS."

>> >Sure, TOS has disk-access calls, but it's certainly not running DOS (be
>> >it MS-DOS, PC-DOS, DR-DOS or whatever).
>>
>> TOS (short for "The Operating System) contains a Disc Operating
>> System (DOS) called GEMDOS. It is not MS-DOS, although it uses
>> MS-DOS file formats.
>
>It's not a DOS though; you can boot with no disks at all and even run
>programs (off cartridges).

Yes, we agree again! An Atari *can* boot with no discs at all and
even run programs because TOS includes a Basic Input Output System
(BIOS). MS-DOS machines *also* have a BIOS, in ROM no less!
Unfortunately, MS-DOS machines don't have a cartridge slot, and I

don't believe they even support audio casettes for data/program
storage and retrieval (like the ZX-81 did...).

...And TOS also includes additional functions in an eXtended
BIOS (XBIOS), as well as standardized graphics in the Virtual
Device Interface (VDI, a part of GEM), AND the windowing
environment of the Application Environment Services (AES, a
part of GEM). All of this, including the GEMDOS Disc Operating
System, is included standard in the Atari ROMs.

But this isn't in the ROMs contained in MS-DOS machines. They're
considered to be extra cost 'options'.

> This sub-thread is useless semantics (and them's fightin'
>words coming from a semiotician! :-)...

OK, you got me on this one -- semiotician isn't in my dictionary.
What does it mean? (This isn't some vague 'Iowa' joke, is it? :-)

>But WHAT are you going to use the DSP for? Drawing windows faster?

There is a list of Atari-suggested applications at the beginning
of this posting. Or are you asking about what it does at the
programming level? If so, that would best be answered by the
DSP user manual, available from your local Motorola representative.

>> Compatibility is important! Ask any user of the MS-DOS machines! :-)
>Compatibility also cripples machines, and software, _any_ software,
>should't take over a year to appear.

I agree with you if you're saying that compatibility is the reason
that the MS-DOS machines:
a) Require massively-large programs to run properly,
b) Require a '486 @ 66 Mhz to provide a level of
performance comparable to an Atari Falcon '030 @ 16 MHz.

>And I certianly wouldn't call anything Atari does 'actively
>supporting'

"My eyes are firmly shut," he said.

>the SD Computer Fair was probably put on exclusively by user's
>groups and dealers.

It was sponsored by ComputorEdge Magazine (formerly the
Byte Buyer, until contacted by the fun-loving, friendly
attorneys at Byte Magazine :-( ) and the San Diego Computer Society,
the umbrella organization for the majority of user groups in
the area. There was a lot of media promotion (radio and newspaper,
maybe more). Several radio stations attended, sponsoring such
attractions as a computerized jazz concert, and a live broadcast
of a (weekly) computer call-in show.

In addition to Atari Computer, other manufacturers such as Microsoft, Aldus, and International Business Machines were in attendance displaying their wares. There was a separate wing of the building (almost another building, really) for sales of hardware and software by local merchants. And they were doing a brisk business, BTW.

In addition to the demonstration area and the vendor area, there was a substantial number of seminars offered during all three days of the event, ranging from tutorials on specific software packages to overviews of the latest developments in the field of computing.

With a projected attendance of 20,000 people, multiple seminars covering many platforms, and attendance by industry leaders, this wasn't one of those card-table-in-the-multi-purpose-room shows.

>> Sorry, I didn't mean to start a compiled-code shootout here. I was
>> attempting to show that the inefficient architecture of the MS-DOS
>> machines caused an expansion in executable code size when compared
>> to the source code, while the efficient TOS architecture caused
>> a reduction in code size.
>
>My compiled-code example simply showed that your hypothesis wasn't true.

Lessee ... my 10K source contracts to a 5K object on an Atari, and balloons to 18K (give or take a K or so) on an MS-DOS machine. Your code compiles to the same size on both machines. I think what we have here is a case of classic "specsmanship", in which we both select a true example to prove our side of the debate. We won't get anywhere continuing this line of discussion.

>The version of Word that I use at work (5.0a) is about the size of
>AtariWorks.

First you say that your word processor (Microsoft Word) is better than a desktop publisher (Pagestream). Now you're saying it's the same size as an integrated package of word processing, spreadsheeting, and more (AtariWorks). This is still an apples and oranges comparison.

>The $1500 '486dx/33 with 4M and a 100M hard drive, PLUS the monitor, is
>faster and more capable than the $1500 Falcon030/16 with 4M and a 80M
>hard drive, WITHOUT the monitor.

Do I need to drag out the '486 @ 66 MHz / Falcon benchmark again? Or mention that an 80 Megabyte drive on the Atari is equivalent to a 240 Megabyte drive on an MS-DOS machine? Or that 4 Megabytes of RAM in a Falcon provides equivalent space to 8 Megabytes of RAM elsewhere (assuming OS/2 and not Windows/NT)? Or (as noted elsewhere) that computers work better with a monitor, an item included in the $1500.00 Falcon price?

> A computer is useless if you can't get
>any software to make use of the 'features' that you bought it for (like
>the much-touted DSP for example).

A computer that is compatible with it's predecessor is very useful,
because it can run your suite of existing programs. And as the
software is upgraded (and new software is released), you'll be able
to make use of the power contained in the new features.

>> Comparing a word processor (Microsoft Word) to a desktop publisher
>> (PageStream) will certainly make the word processor look good in the
>> speed department! :-) Have you tried comparing software that runs
>> on both machines (Microsoft Write springs to mind)?
>
>MS Write for the Atari is a pathetic spectacle compared to the small and
>occasionally useful Write that ships with every copy of Windows or OS/2.

So you don't like it on *either* platform. That seems to be a fair
and well-balanced opinion. :-)

-- George Crissman

**********************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
**********************************************************************
--

# 2039. Re: Let's pool our money and buy Pete a girlfriend. :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 17:17:14 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep22.171714.45617@rchland.ibm.com>
Source record: 21316
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <27o77t$bt3@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Sep21.193019.16937@cobra.uni.edu>,
|> <sinclap2954@cobra.uni.edu> wrote:
|> >In article <CDpC8E.5JK@cs.uct.ac.za>, dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
|> >
|> >Yea I play around with Workbench 3.0. To bad there isn't any useful software
|> >for it.
|> >
|> >My three cents worth.
|> >
|> Typical Mac owner mentality. :) Always willing to pay more to do the same
|> thing. :)
|>
|>
|> Pete, I'm not even an Amiga owner and I'd have to say it runs better than
|> System 7 does on comparable Mac hardware under WB 3.0.
|>
|> Geeez.
|>
|> Your problem is, you need to get more than just a superficial glance at
|> a machine and a spec list before you diss it.
|>
Flip, I guess that Pete needs to do more than that. His problem
is that he usually doesn't use what he preaches about a lot.
And again, we all love his postings, full of quoted wisdom and
added BS. :-)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2040. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 17:37:48 UTC
From: renfro@bnr.ca
Message-ID: <27q2hd$qc5@crchh610.bnr.ca>
Source record: 21317

In article <1993Sep21.194432.43742@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

<stuff deleted>

Following in reference to a 97% increase when using cache:
|>
|> This huge increase show how cripling is the Falcon's bus, but at the same
|> time how it benefits from the cache inmensely.
|>
|> Taking your numbers, an A1200 with FastRam will be a tad faster. On other
|> application types the benchmark improvement is not as generous.
|>
|> I encourage Falcon owners to do this kind of test with other applications.
|>

I don't think this says anything about the Falcon's bus. There is no way to determine it's effect except to compare it to an almost identical machine that has a 32-bit bus. It's the same reason you can not really do simple little benchmarks to compare the Falcon to the A1200 or any other machine. There is a great lot of other things in a machines archeticture that affect its ultimate performance for the user that have little to do with just the speed of the processor or the size of the processor bus.

My math was corrected from my previous post showing what I thought was a 30% increase was actually a ~50% increase resulting from using the Falcons (or 68030s) cache.

I thought this was pretty good, but I was still skeptical myself. So I tried another test with STZip (a file compresser, archiver). I timed this with the second hand on my watch, so it may be off by +/- one second. The start time was when I clicked the button to start the compression and the end time was when the program closed the window/'beeped' at me indicating it was complete. This timing included the I/O time for loading in the raw file and writing out the compressed file.

Using a rather large file, I found that without the cache it took ~50 secs and with the cache it took ~24 secs. I tried this several times and it was the same each time.

Guess what, folks! This was a real world application which saw a ~100%+ increase in performance by using the cache!

So from what I have seen, it looks like the cache on the Falcon's 68030 can give anywhere from 50% to 100%+ increase in performance. It also shows that the original benchmarks are in fact valid for a best case scenario (which can be seen in real world applications, not just in theory).

Of course, as I said above, the benchmark only shows one small aspect of the machines and still says nothing about overall performance.

RandyH

# 2041. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 17:42:17 UTC
From: cmedley@wam.umd.edu
Message-ID: <27q2pp$ooq@cville-srv.wam.umd.edu>
Source record: 21320
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
In article <1993Sep22.165432.23575@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <27nq81$8nj@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>|> In article <1993Sep21.183822.37758@rchland.ibm.com>,
>|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> > Amiga guys have ported Linux to the Amiga. If a current GNU C can't run (if that
>|> >is correct) there will surely be a version in the future that would do it.
>|> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>|>
>|> Are we talking now or later?
>|>
>|> :)
>|>
>|> In the future we will all be assimilated into the Borg.
>|>
>|> :)
>
> I can play that game very easily too Flip. The point is that
>the Amiga has a lot of support. I could say the same for Linux: where
>is it on the Falcon? This is the latest home/hacker's OS.
>

Well, I agree the Amiga has a lot of support. Especially in games and video,
and also in multimedia (a derivative market from its video market). The
compilers... well.... they DO exist (I've gotten quite a response about
that), but I've also noticed they aren't any more plentiful than the ones
available for the Atari ST/Falcon.

(give or take 1 or 2 compilers either way)

>
> Well, they no longer do it I guess. How long is 'pure C'? I bet
>the current Turbo C for the PC is leaps and bounds ahead.
>

What do you mean, how long is Pure C? :) Are we getting into compiler
envy? :)

"My compiler is longer than yours!"

"It's not the length of the code, but the way it loops!"

>|>
>|>
>|> >|> GNU C, and the latest version of Lattice C.
```

>|> >
>|> > For your information, SAS/C is the 'next generation Lattice C.'
>|>
>|>
>|> So is Lattice C 5.6. :) What's your point? Is SAS/C a Lattice product?
>|> <inform me>
>
> No, the other way around. Lattice is a C product. On the Amiga,
>Lattice went up and then SAS took reponsability for it. The latest version
>is 6.30 and there's a new one coming in October. They currently advertise
>in Amiga magazines.
>

So what you're saying is Lattice dropped their C compiler for the Amiga and
another company picked it up.

That sounds a lot like the way Borland dropped Turbo C and someone picked it
up and turned it into Pure C.

So I take all flames you've made or even hinted at about updates to Pure C
and throw them back at your version of Lattice C. :)

>
>|> What are they? The Atari has Comeau C++ and GNU C++.
>
> Lattice C++, another commercial one (don't remember the name) and GNU C++.
>

The other commercial one is probably Comeau C++.

Just out of curiosity, why did Lattice drop their Amiga C compiler but
go ahead with a C++ compiler? Seems odd....

(it's not like it is a crowded market!)

# 2042. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 17:49:01 UTC
From: cmedley@wam.umd.edu
Message-ID: <27q36d$otb@cville-srv.wam.umd.edu>
Source record: 21321

In article <1993Sep22.165007.9426@rchland.ibm.com>,
>
> The Falcon shouldn't even be able to keep up but to surpass
>the A1200. Remember an A1200 with no FASTRAM access chipram @ half
>the speed (although internally still goes @ 14Mhz).
>

I get the feeling that if this were a Falcon, Amiga owners would say it was crippled because of that. :)

> That's why adding FASTRAM on the A1200 gives at least 1.5 improvement
>on real-world apps. This is faster than the Falcon.
>

Let's back up to the disputed benchmarks, which I admit I don't have a copy of... you're saying the Amiga 1200 runs 50% faster with FastRAM or 1.5x faster with FastRAM?

The reason I ask is because in some of the tests, the Falcon ran 2X faster than the Amiga (not something I'd personally expect in every app, mind you) and in others eeked out around a 10-20% increase.

If FastRAM boosts performance 50%, that may make it only slightly faster. However, until we get benchmarks on a FastRAM equipped A1200, I'll refrain from taking a guess.

> The mere fact that the Falcon just 'keeps up' means that it has
>a problem (16-bit data path). The 68030 by itself has optimizations
>of up to 50% faster than the '020 at the same speed.
>

Well, let's ask ourselves this: What is so wrong with the A1200 that a crippled 16-bit 68030 gives better performance?

I mean, early on, we had this whole thing about "A1200 is 15% faster than a Falcon!" and now the only set of benchmarks we have goes the other way (thoguh i agree they are biased towards the harvard architecture of the '030), it has also been demonstrated the caches do give drastic improvements on applications such as MGIF (as demonstrated in another post).

So given this knowledge, what is causing the A1200 to run slow enough for this 16-bit 68030 to keep up?

<that's the question I really want to know the answer to!>

Incidentally, I'm still saving up for both. :) In fact, I'll have to make a seperate post for info on some questions I have....

# 2043. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 17:58:48 UTC
From: cmedley@wam.umd.edu
Message-ID: <27q3oo$p22@cville-srv.wam.umd.edu>
Source record: 21322
Body handling: HTML body converted to readable text

In article <1993Sep22.170527.24521@rchland.ibm.com>,
Ricardo Hernandez Muchado wrote:
>|>
>|>
>|> Well, you're saying it is crippled, but if I remember this correctly:
>|>
>|> 1) the 68030 is standard on the Falcon.
>|> 2) the Falcon is usually used with the caches on.
>|> 3) there is no reason to cut the caches off (why would you? it can't run
>|> timing sensitive software any better... Spectrum 512 would die anyways!
>|> and who would need that with a 16-bit video mode available?)
>
>
> Don't jump to conclusions too quicly Flip. On the other posting
>the improvement is 46%. Any application (multimedia) that requires
>animating the screen will suffer painfully.
>

Why would animation slow it up? Granted, the more bits in the display the
more bandwidth devoted to video and the slower it will be for the 68030 or
any of the custom chips to move a block of screen data (simply because of
the depth of the image in bits)... but this A1200 will have the same problem
with no FastRAM.

Come to think of it, if all of the animation is being done in ChipRAM, the
A1200 would suffer more (%-age wise) because all writes to the screen
are done in ChipRAM and the CPU at those times runs at the "crippled" Falcon
speed, right? :)

>|>
>|>
>|> So, the architecture is NOT crippled because:
>|>
>|> 1) the cache is part of the system
>|> 2) the cache is usually on
>
> It IS CRIPPLED. Why?:
>
> 1. 68030 is a 32-bit chip with internal 32-bit registers and
> designed to be used for 32-bit datapaths.
>
> 2. No BURST MODE allowed on the Falcon. A 68030 feature.
>
> It is crippled Flip.

>

Point one is partially taken... to fully exploit the '030's powers they should have used a 32-bit datapath. I agree totally with that.

However the 68030 DOES function on a smaller bus.

Point two.... .well, yes, but if this is an '030 feature, doesn't this also mean the A1200 would lack this feature as well (crippling it, i'm sure) because the '020 doesn't have it?

Come to think of it, why did Commodore go with the 68020 when 68030s are so cheap?

> Hmmmmmmmmm.... Perhaps you shouldn't deviate from that point then.
>The point is that people started comparing to the A1200 in a VERY UNFAIR
>benchmark. The truth is that it seems that the A1200 seems to be from a
>tad faster to a decent percent in real world applications.
>

What real world application have we run to prove that statement? Name the one application we ran on both that substantiates that, and I'll shut up.

Really, you're stating something without any means of backing it up.

# 2044. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 18:10:52 UTC
From: hasse@dront.solace.hsh.se
Message-ID: <hasse.748720899@fizban>
Source record: 21318
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

[lotsa stuff deleted]

>|> Well, I hate to break the news to you, but if 200,000 Amiga 1200 users can't
>|> seem to port GNU C and this tiny group of ST/TT/Falcon owners can, then that
>|> seems to imply that Amiga 1200 owners don't seem too interesting in programming.

> Flip, Sorry to tell you the following this way but I think your comment
>deserves it:

> DON'T BE A J*RK.

> Amiga guys have ported Linux to the Amiga. If a current GNU C can't run (if that
>is correct) there will surely be a version in the future that would do it.

To bad that Linux won't be available for the people who have an A1200.
Unless you buy a 68030 and stuff it into your A1200, since the 68020 doesn't
have a MMU...

>And BTW, isn't the GNU C version you run on the Falcon the same as the ST version? (i.e. ,
no
>Falcon specific version?).

What has that to do with it? GNU C is GNU C is GNU C...
Cut from the online manual for GNU C (which says it all):

Configuration Dependent Options
M680x0 Options
-m68000 -m68020 -m68020-40 -m68030 -m68040 -m68881
-mbitfield -mc68000 -mc68020 -mfpa -mnobitfield -mrtd
-mshort -msoft-float

--- end of cut ---

[lotsa stuff deleted]

>------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /

/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

# 2045. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 18:30:45 UTC
From: boberg@lysator.liu.se
Message-ID: <CDrq3A.Cn7@lysator.liu.se>
Source record: 21310

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 16 Sep 93 00:20:31, Ricardo Hernandez Muchado wrote:

>RH> The Jaguar, as cool as it is, with no software jumps nowhere.

>Do you want the list with the software houses that already are making games
>for the Jaguar posted AGAIN?

Yes, please. I haven't seen it. I thought Atari hadn't even produced a
list yet. Not that it would take long (probably as long as it takes writing
ATARI ;-)

Let's see the list! I'm genuinely interested in seeing who's working on
Jaguar titles.

>RH> I would preffer a PC at that price.

>I would like the PC's applications, but NEVER tha hardware ...

I don't know about other people, but I get things based on the things
they can do for me. How it does it has very little importance. Getting
religious about these things is just stupid, and will do you no good,
unless you get a kick out of being really special.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 2046. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 18:35:36 UTC
From: hasse@dront.solace.hsh.se
Message-ID: <hasse.748721796@fizban>
Source record: 21319

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

[lotsa stuff deleted which I didn't interesting]

>|>
>|> GM> The A1200 has a better multitasking OS than the Falcon
>|>
>|> Hahahahaha .. no MEMORYPROTECTION,

> Is MULTI-TOS preemtpive or cooperative?

Yes. And multithreaded...

[more stuff deleted]

>|> GM> The Falcon has 16-bit sound, The A1200 8-bit
>|>
>|> Yup.

> Yes, the true Falcon Advantage.

What I can't understand is why CBM botched the sound in the A1200. Can't be
so hard to put in say 4 channels 16 bits in upto 50kHz or something...
(The F030's soundsystem isn't that great either, especially to program)

>|>
>|> GM> The Falcon has a DSP, the A1200 none
>|>
>|> yup.
>
> True.

Yummie.. Digital editing of music with a DSP.. :)

>|>
>|> GM> The Falcon has a SCSI port, extra cost for A1200
>|>
>|> SCSI-II

> 'SCSI-II' I think someone mentioned it wasn't a 'true SCSI-II'.

Uhm.. 'true SCSI-II' ??? Well, SCSI-II is the better defined standard of
SCSI, ie. SCSI-II can handle all the old SCSI "sub"-standards that arose from
different manufacturers (more or less anyway).

SCSI-II also supports wide SCSI and differential SCSI, but generally you need
both a device and an interface that handles those.

>|>
>|> GM> The Falcon has a LAN port, extra cost for A1200
>|>
>|> Yup.
>|>
>|> GM> The Falcon has MIDI ports, extra cost for A1200
>|>
>|> Yup.

> True for the above.

>|>
>|> GM> I think its pretty clear that, unless you are into music for which
>|> GM> the Falcon is ideally suited, the A1200 clearly is the more suitable
>|> GM> machine for the average user. Of course, the Falcon can do many
>|> GM> things excellently, but the A1200 does them better and there is much
>|> GM> better software available for it.
>|>
>|> The A1200 is a GAMES-MACHINE .. (cd32)

> If the A1200 is a games machine, then why a lot of people are using it
>for desktop video, image processing, etc.?

I play games on this SUN 4/490 I'm using right now.. 32MB of RAM and 30 MIPS..
It's a helluva games-machine.. :))) (who said you used a SUN 4/490 to do
serious stuff on?!??! ;)

>|>
>|> GM> THATS why Amiga owners get pissed off at the constant sniping and
>|> GM> misinformation from Falcon owners (many of whom are only Falcon
>|> GM> wannabes).
>|>
>|> I have a Falcon ... want some real info? Not a single Amiga (1200/4000) or PC
>|> (486/386) owning friend of mine has walked from this room without wanting a
>|> Falcon!

> DUH? REallY? That means if I see your Falcon I will want one?

> GEE, ATARI should hire you... all you have to do is show your Falcon to the
>world. I guess the PC clones and Macs are doomed.

Yupp.. (Well, at least the Macs..... ;)

>|>
>|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>|> + SYNC -------- Opinions expressed are definitely not my own! -------+

> Rickard: when you start using in your defense pure opinions that aren't
>based on facts, you are losing an argument. Try to come out with something
>intelligent. Don't speak for things you truly don't know what you are talking
>about (regarding the A1200).

I'm with you Ricardo.. But I've noticed that you yourself are a bit biased towards Amiga... (strange.. ;)

>--------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

Oops.. That was all.. well, time to ramble somewhere else...

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

## 2047. Amiga magsd..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 19:09:46 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep22.190946.20942@apgea.army.mil>
Source record: 21188
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

I was just reading in an Amiga magazine (no I don't remember which one, it
just had the CD 32 on the cover)
Things don't look good. They said the Commadore is betting the barn on CD32.
With the company only worth 90 mill, that its looking for either CD32 to be
its savor or a "suger daddy" to bail them out through take over.
With this, it also seems unlikely that the Amiga line of computers will be
advance. The article seem to suggest that they were giving up on the
computer market.

However, its worth mentioning that expanding the CD32 into a full Amiga 1200
seemed like a likelyhood.
So maybe the amiga will compete at another level.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

# 2048. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 20:06:55 UTC
From: tncg5@isuvax.iastate.edu
Message-ID: <CDruJK.H2E@news.iastate.edu>
Source record: 21323
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <27q2pp$ooq@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>Ricardo Hernandez Muchado wrote:
>>cmedley@wam.umd.edu ('Flip') writes:
>>|> Ricardo Hernandez Muchado wrote:
>>|> >Flip wrote:

I had to clean that up... Ikes-yay.

>>|> >|> GNU C, and the latest version of Lattice C.

>>|> > For your information, SAS/C is the 'next generation Lattice C.'

>>|> So is Lattice C 5.6. :) What's your point? Is SAS/C a Lattice product?
>>|> <inform me>

>> No, the other way around. Lattice is a C product. On the Amiga,
>>Lattice went up and then SAS took reponsability for it. The latest version
>>is 6.30 and there's a new one coming in October. They currently advertise
>>in Amiga magazines.

>So what you're saying is Lattice dropped their C compiler for the Amiga and
>another company picked it up.

No, Lattice went out of business/were bought out by SAS Institute. SAS still
releases un-updated packages as Lattice, but call updated versions by the
SAS name. For example SAS/C but Lattice C++ on the Amiga. This was my
understanding... And it seems to be supported by version numbers 5.6 on Atari
Lattice and 6.30 on Amiga SAS/C (as both were originally released at around
the same time.

>That sounds a lot like the way Borland dropped Turbo C and someone picked it
>up and turned it into Pure C.

>So I take all flames you've made or even hinted at about updates to Pure C
>and throw them back at your version of Lattice C. :)

Nope, you rolled a 3, you needed a 1. :)

Matt Griffith

## 2049. What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 20:25:03 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.748729503@nova>
Source record: 21324
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

While the attention that the Atari Jaguar is getting from various magazines is encouraging, I am surprised that the 3DO is garnering more attention. In the September issue of Time, the Atari Jaguar is barely mentioned, compared with paragraphs and photos of 3DO and its makers. Both systems offer comparable power, yet it seems that the media has already counted Atari down and out (and Jaguar hasn't even been released yet!) while they focus attention on a much more expensive system. The magazine WORTH advises investors to look into the rage of the future... the 3DO! They make no mention of Atari whatsoever.

I don't see the masses attracted to a system priced in excess of $675, but a $200 Jaguar unit looks very attractive.

With proper marketing, Atari could make the Jaguar a huge success. They need some impressive software, a good marketing strategy, and maybe even a mascot for it (like Mario is to Nintendo as Sonic is to Sega). This could be the big chance to push the Lynx back into stores as well. The Jaguar and Lynx, together, make a well-rounded display of computer game systems that could appeal to many stores (and hence their buyers). This may be Atari's last chance to become a prominent figure in computer entertainment.

# 2050. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 20:46:26 UTC
From: glens@natinst.com
Message-ID: <27qdj2$1a7@falcon.natinst.com>
Source record: 21325

In article <1993Sep16.093819.17836@mpifr-bonn.mpg.de>,
Michael van Elst <mlelstv@speckled.mpifr-bonn.mpg.de> wrote:

>From the "Enhanced 32b-Bit Microprocessor User's Manual", Section 7.3.7,
>Page 7-60 (in the 3rd edition).
>
>"The MC68030 allows burst filling only from 32-bit ports that terminate bus
>cycles with /STERM and respond to /CBREQ by asserting /CBACK..."

They could be packing the 16-bit words externally (transparently to
the '030).

---
"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com
---

# 2051. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-22 22:35:52 UTC
From: bgreen@iastate.edu
Message-ID: <bgreen.748737352@vincent2.iastate.edu>
Source record: 21326
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

In <khaley.748729503@nova> khaley@nova.gmi.edu (Kevin Haley) writes:

>While the attention that the Atari Jaguar is getting from various magazines
>is encouraging, I am surprised that the 3DO is garnering more attention. In
>the September issue of Time, the Atari Jaguar is barely mentioned, compared
>with paragraphs and photos of 3DO and its makers. Both systems offer
>comparable power, yet it seems that the media has already counted Atari down
>and out (and Jaguar hasn't even been released yet!) while they focus
>attention on a much more expensive system. The magazine WORTH advises
>investors to look into the rage of the future... the 3DO! They make no
>mention of Atari whatsoever.

>I don't see the masses attracted to a system priced in excess of $675, but a
>$200 Jaguar unit looks very attractive.

>With proper marketing, Atari could make the Jaguar a huge success.
>They need some impressive software, a good marketing strategy, and maybe
>even a mascot for it (like Mario is to Nintendo as Sonic is to Sega). This
>could be the big chance to push the Lynx back into stores as well. The
>Jaguar and Lynx, together, make a well-rounded display of computer game
>systems that could appeal to many stores (and hence their buyers). This
>may be Atari's last chance to become a prominent figure in computer
>entertainment.

Yeah, but given Atari's track record with previous game systems.....

I guess we can always hope and pray, eh?

Lynxer to the end....

Brian Green, bgreen@iastate.edu

# 2052. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 00:33:50 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15575@uqcspe.cs.uq.oz.au>
Source record: 21328
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>Well, if the main programmers behind the GNU C port are often writing
>Linux 680x0 for the Amiga, then I doubt if they could be bothered
>redoing the gnu c library. If you poke around in the Unix newsgroups,
>you'll see that it's up and going.

Linux on the Amiga is "up and running"? That is stretching things a
little. The version number is 0.05.1 - ie. it just barely runs.

Not that I'm knocking the Linux 68K development. Linux 68K development
is progressing on both Amiga and Atari machines (>=030 only, of course),
and this is a Good Thing.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

# 2053. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 00:46:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15578@uqcspe.cs.uq.oz.au>
Source record: 21329

cmedley@wam.umd.edu ('Flip') writes:
>In article <1993Sep21.194432.43742@rchland.ibm.com>,
>> Average: 97.73% improvement [with cache on]
>Not bad for just cutting on a little 256-byte cache, eh? :)
>(with a 16k cache, it'd probably be a real monster)

Gain from larger caches diminishes quite rapidly. If a 100%
improvement is gained with the 256byte caches of the 030, it is
unlikely you'd get much at all from 16k (since the algorithm's inner
loops are already fitting in the cache, it would appear). Many of the
"caches" you may have heard of on Intel based machines are not on-chip
caches, but merely a "secondary cache" - needed when the access between
the CPU and main memory is very slow (eg. 8-bit busses on many clones).

The PowerPC however has 32K (*2 or /2, I cannot recall) of cache ON-CHIP.

Will Atari follow the trend (eg. Apple is moving over completely to PowerPC)?
I hope so.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

# 2054. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 01:21:01 UTC
From: <>
Message-ID: <CDs931.Ax7@mentor.cc.purdue.edu>
Source record: 21332
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

In article <khaley.748729503@nova> khaley@nova.gmi.edu (Kevin Haley) writes:
>
>With proper marketing, Atari could make the Jaguar a huge success.
>They need some impressive software, a good marketing strategy, and maybe
>even a mascot for it (like Mario is to Nintendo as Sonic is to Sega). This
>could be the big chance to push the Lynx back into stores as well. The
>Jaguar and Lynx, together, make a well-rounded display of computer game
>systems that could appeal to many stores (and hence their buyers). This
>may be Atari's last chance to become a prominent figure in computer
>entertainment.

Up until this year I have been actively involved in Lynx discussion on Prodigy.
(Rates got too expensive on *P.) We decided long ago Atari needed a mascot.
I think we finally decided they would have to go with the "cat" theme--like a
big black panther or some similar feline. But don't count on Atari to market.
They've always counted on the consumer to market the product for them by word
of mouth. Unfortunately, that doesn't work when you have advertisers as big
as Nintendo and Sega. I hope they hire a good Advertising agency. They
obviously don't have one now (and haven't for the last few years!)
George

# 2055. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 01:44:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.teliicsKCzM@semprini.waterloo-rdp.on.ca>
Source record: 21144
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In <1993Sep20.160451.22160@btree.uucp>, George Crissman writes:
> Not in massive quantities ... yet ... and Atari is being cautious
> because the overall market for computers is depressed, for now.
> Apple's had to slash prices, IBM's had to lay off workers and
> experienced an embarrasing decline in stock price from $120/share
> to $40/share, and Commodore ... well they're still in there trying!
> This is not the sort of market that encourages a "giant leap forward".

I guessed you missed that bit of market analysis that showed computer
sales _rising_ over the rest of this year.

> Not competitive? It takes a '486 @ 66 MHz MS-DOS machine to keep up
> with a 68030 @ 16 MHz Falcon, and it's the *Falcon* that's not
> competitive???? <incredulous look> One needs to spend a thousand
> dollars _more_ just to get the same performance as a Falcon, yet
> the *other* machine is 'competitive'? <even more incredulous look>

I guess you missed all those posts by myself (and a cast of thousands)
showing how the aforementioned '486 absolutely CRUSHED the LIFE out of
the Falcon when it came to real work... like raytracing. :-)

I guess you missed all those posts (and all those many, many magazines
at the local <whatever> store) showing that a _complete_ '486dx/33
system _with_ the monitor is the cost of a Falcon030 _without_ a
monitor.

Or maybe you're just ignoring them since you don't believe that anything
could be better than the Falcon. How do you feel about the new AV Macs?
They're based on a nice fast chip (68040) and have a nice fast DSP which
is probably better than the one in the Falcon (from the specs it looked
a bit better; I haven't seen anyone claim either way though).

> And knowing that the rate of change will make the 'other' machine
> obsolete in about three years is more competitive than a machine that
> remained usable and productive for eight years? <thoroughly
> incredulous look>

Oh, I guess PC owners are somehow prevented from doing exactly what
you've been _forced_ to do... ie, keep using the same software for the
better part of a decade. Does Mickeysoft somehow _force_ everyone to
buy the 'latest' version? I'll bet you there are more WordPerfect 5.1
users than there are Atari users, and that's an 'old' version lacking
many of the wonderful (?) features of WP 6.0.

> I don't think so. The MS-DOS machines appear to be the ones that
> are 'not competitive'.

Then, maybe, just maybe, people will have brains and STOP USING DOS.

> You're right, they _can't_ demo the Jaguar yet. But if Atari was
> using "all its resources ($35 million, down from the $50 million they
> said they had to launch the Falcon) toward launching the Jaguar",
> then they would *not* have been at the show at all. My point: Atari
> is still actively marketing the Falcon.

No they're not; they never started. You keep ignoring the people saying
that the 'great Falcon demo' that was being discussed was put on
completely by user group personelle; not a single Atari worker was present.

> In another response, I've copied a question posed to Bob Brodie of
> Atari and his answer relating to future Falcons. In short, Bob says
> there will be more of them coming down the road.

That's the line he's been feeding us for over a year; still no plans to
actually _release_ one though. It doesn't take massive amounts of
resources to _plan_ your company's future, does it?
--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

# 2056. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 02:23:34 UTC
From: rjung@netcom.com
Message-ID: <rjungCDsBzA.HMM@netcom.com>
Source record: 21333
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx,rec.games.video.misc

In article <khaley.748729503@nova> khaley@nova.gmi.edu (Kevin Haley) writes:
>While the attention that the Atari Jaguar is getting from various magazines
>is encouraging, I am surprised that the 3DO is garnering more attention. In
>the September issue of Time, the Atari Jaguar is barely mentioned, compared
>with paragraphs and photos of 3DO and its makers. Both systems offer
>comparable power, yet it seems that the media has already counted Atari down
>and out (and Jaguar hasn't even been released yet!) while they focus
>attention on a much more expensive system.

There are many reasons for the media to focus more on the 3DO, and none of
them are indicative of an anti-Atari bias:

1> The 3DO has been talked about since January 1993. The Jaguar was officially
rolled out just last month. Hence more time for the 3DO to get into
people's ears.

2> Trip Hawkins has access to a bigger PR arm than Atari does. Atari can court
the video-gaming media (a good move), but Trip can ostensibly get word of
the 3DO out to more places, not just this (relatively) small audience.

3> The 3DO has a gimmick. It's not "another video game machine", but a
hardware protocol/platform. The popular press loves gimmicks. How much
coverage did Time give the Super Nintendo when it came out? Not a whole
lot, because it didn't have an original angle to it.

>I don't see the masses attracted to a system priced in excess of $675, but a
>$200 Jaguar unit looks very attractive.

I wouldn't get too worried about things. If Atari gets Jaguars and games
out at a good price, people WHO ARE INTERESTED in video games (e.g., the
folks reading this in rec.games.video.misc and alt.games.lynx) will hear about
it and buy the stuff. Time, Newsweek, and the Wall Street Journal may not
bother to report things, but that hardly matters -- if the HOBBISTS know
and support the stuff with their buying dollars, that's all that counts.

--R.J.
B-)

////////////////////////////////////|\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+------------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

# 2057. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 03:00:09 UTC
From: cmedley@wam.umd.edu
Message-ID: <27r3fp$3hd@cville-srv.wam.umd.edu>
Source record: 21334

In article <15575@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>
>>Well, if the main programmers behind the GNU C port are often writing
>>Linux 680x0 for the Amiga, then I doubt if they could be bothered
>>redoing the gnu c library. If you poke around in the Unix newsgroups,
>>you'll see that it's up and going.
>
>
>Linux on the Amiga is "up and running"? That is stretching things a
>little. The version number is 0.05.1 - ie. it just barely runs.
>
>Not that I'm knocking the Linux 68K development. Linux 68K development
>is progressing on both Amiga and Atari machines (>=030 only, of course),
>and this is a Good Thing.
>

It only will run on 68030 or better? Does this mean A1200 owners are
out in the cold regarding Linux? (unless, of course, they get an '030
board).

How usable do you think Linux would be on a Falcon? A 16mhz 68030 may
run MultiTOS or MiNT fine, but I would think Linux would be much more
demanding.

# 2058. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 03:38:51 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep23.033851.18516@monu6.cc.monash.edu.au>
Source record: 21189
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

If somebody has the a benchmark suite, with source code and
compiler options, you could post it in comp.sys.amiga.programmer
asking somebody to run this program on their Amiga 1200 and
ask for them to post their results and system set up.

DO NOT crosspost this thread in c.s.a.programmer, as it will
p*ss a lot of people off!

- Jim

## 2059. Common mistake here...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 03:57:10 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep22215710@flammulated.owlnet.rice.edu>
Source record: 21139

I've read a number of posts latley saying how a 33% improvement by using the cache "just shows how bad the 16-bit bus is for the system".

What? Are you then saying that with a 32-bit bus, that the cache would not help at all? I believe that an A1200 owner with a 68030 upgrade posted almost the exact same speedup with his 68030 as well, running on a 32-bit bus.

I'm not saying the the 16-bit bus gives no slowdown at all, I'm saying that the cache results are a fairly useless measure of how mach drag you get from a 16-bit bus, because the cache would help some on either system. Is there any way to get the 68030 to report a hit rate for the cache?

Well then, it looks to me like no-one can say anything much about the 16-bit bus based on the cache results... What you'd really need is a real 32-bit Falcon to compare with, perhaps a Falcon with an accellerator card running a program from fastram.

ObInflammitoryRemark - The 3DO will never sell at $700, the CD-32 will never sell at any price, the Jaguar can be used for everthing from car-buffing to food dehydrating all while rotating a transparent True Color (not TrueColor(TM) you idiots, get it straight) animated morphing picture of Norm from Cheers and playing every national anthom on earth at the same time. ;-0

Cheerfully,
--
---> Kendall Gelner (kendall@rice.edu)

# 2060. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 05:00:34 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDsJ8y.tI@jonh.wimsey.bc.ca>
Source record: 21153
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

crissman@btree.uucp (George Crissman) writes:

>Bob Brodie, in an online interview, was quizzed about the future of
>Atari computers. He couldn't give any details, but noted that there
>*are* additional machines planned and believes that we will be "very
>satisified" with them.

What the heck would you expect Bob Brodie to say in answer to that question? Isn't this the same guy who was telling people for months that FSM-GDOS was delayed because the packaging was later, while in actual fact Atari had long before decided it was a dog and would never be shipped. I tend to take anything said by Bob Brodie with a large box of salt, as his track record is fairly dismal.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

# 2061. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 05:07:34 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDsJKM.ww@jonh.wimsey.bc.ca>
Source record: 21154

cmedley@wam.umd.edu ('Flip') writes:

>How usable do you think Linux would be on a Falcon? A 16mhz 68030 may
>run MultiTOS or MiNT fine, but I would think Linux would be much more
>demanding.

On the contrary, linux would probably be quite zippy, even on the
16mhz 030. It does relatively well on a 386SX, or so I've heard. I
wouldn't particularly care to try running X though.
X may also be a problem for the linux porting team, as XFree that
linux uses is also very X86 oriented. Fortunately for anyone trying the
port, however, there'll only be couple of video systems to support.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

# 2062. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 08:23:39 UTC
From: c60c-1cs@e260-1b.berkeley.edu
Message-ID: <27rmeb$mi8@agate.berkeley.edu>
Source record: 21193

> Don't jump to conclusions too quicly Flip. On the other posting
>the improvement is 46%. Any application (multimedia) that requires
>animating the screen will suffer painfully.

Wait, the Falcon's blitter which is rated at 64 million pixels per second
(compare to SNES at 1 million & 3DO at 16 million) has 32 bit
access to RAM. Multimedia (page flipping) for the Falcon is no problemo.

Allen Pouratian

## 2063. to all americans .....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 09:38:10 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.66.2CA16E82@dhhalden.no>
Source record: 21196

can someone get the "Game-Pro" magazine for me?
I want the issue with pictures/review of the Jaguar .....

Please respond by e-mail if so, and we agree on how to proseed ...

Thanks!


# ## # Proud owner of: TT 10meg, 425MB HD, 24-Bit card
# ## # Falcon030, 4/65
# ## #
# ## # EMAIL: Rogeraw@dhhalden.no
## ## ##
### ## ### snailmail: Roger A. Wahlgren
### ## ### Sandvn. 5, 1719 Greaker
### ## ### Norway

# 2064. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 10:33:29 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231030.AA00935@ash9>
Source record: 21197
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip') writes..

>Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>>Can you add a 32 bit CPU<->memory bus to the Falcon??
>>
>Yes. It's easy. Add the 33mhz 68030 board which has up to 128MB FastRAM
>available and away you go.

Ah, just upgrade the CPU. Why not just upgrade to a true 32-bit
Amiga!!!!

BTW< is this wonder board widely available yet??

Gavan

# 2065. Re: A1200 15 pc Faster than Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca13dd8@troed.ct.se>
Source record: 21194

In a message of 22 Sep 93 19:29:18, Ricardo Hernandez Muchado wrote:

RH> There's slowdown, don't talk nonsense. The benchmarks that your dear
RH> friend
RH> Heiko posted proved it.

Huh? I must have missed those .. Comparing Falcon benchmarks to TT benchmarks shows the Falcon to be half the speed as expected ..

Someone posted a message yesterday, claiming Atari to have said that the whole bus system in the Falcon is 32Mhz ... that would mean no slowdown ..

RH> True. With FastRam I calculated it must be around 40%. Without
RH> FastRAm
RH> the Falcon is just a tad faster, except where DSP operations are
RH> concerned.

Sure, then I'll add some FastMem in my Falcon too before we do benchmarks ..

RH> |> My Falcon has 4 Megs, the A1200 I've seen are all 2 meg.
RH>
RH> Perhaps you are a little blind then.

Sorry? In all the adverts for Amiga they say "2 meg RAM" ..

RH> Since day 1. Dual playfields, near 24-bit capabilities IN ALL
RH> resolutions.

"near"

RH> Sprites. Copper List. 24-bit palette.

RH> Is MULTI-TOS preemtpive or cooperative?

pre-emptive

RH> 'SCSI-II' I think someone mentioned it wasn't a 'true SCSI-II'.

It's true SCSI-II, who said it wasn't?

RH> If the A1200 is a games machine, then why a lot of people are using it
RH> for desktop video, image processing, etc.?

The A1200??? Maybe an A4000 ..

RH> DUH? REallY? That means if I see your Falcon I will want one?

You wil stop arguing about the A1200 being "faster" or "better graphics" no doubt .. :-) ..

RH> GEE, ATARI should hire you... all you have to do is show your Falcon to
RH> the
RH> world. I guess the PC clones and Macs are doomed.

Yup .... ;) .. Seriously, the Falcon demos are *VERY* impressive .. (using the
DSP mostly)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2066. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca13ca6@troed.ct.se>
Source record: 21195

In a message of 22 Sep 93 19:29:18, Ricardo Hernandez Muchado wrote:

RH> Rickard, enough of your HAM lies and nonsense! OK? You don't need 10
RH> pixels.
RH> The worst case is three, and this doesn't happen even in the old Ham if
RH> you select
RH> 16 color registers that go with the Image. In HAM8 this VERY RARELY
RH> HAPPENS.

Sure, HAM8, with as many as 64 colours to freely choose between ... do you know many graphicians actually using HAM8 when DRAWING pictures? (Not raytracing/digitizing)

RH> Rickard, Ham8 is a DARN USEFUL mode for real-time animation,
RH> multimedia,
RH> raytraced art and paint. I am willing to bet that an average 24-bit
RH> picture in
RH> 640x400 HAM8
RH> will look SUPERIOR to a 'True Color' Falcon picture.

Sure, but can you do vektors in HAM8 for example?

RH> absolutely false. The gfx chips on the CD-32 are special.
RH> You get the
RH> copper, blitter, sprites and
RH> dual-playfields.

Yeah, how fast can it rotate a screen, scale it, flip it etc? (My SNES does it very fast)

RH> You can make an opinion Rickard, but it doesn't mean it is fact.

You don't say .. :-)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2067. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 12:10:38 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep23.121038.2677@monu6.cc.monash.edu.au>
Source record: 21203

Warwick Allison (warwick@cs.uq.oz.au) wrote:
: int877w@lindblat.cc.monash.edu.au (William Fang) writes:
:
: >Well, if the main programmers behind the GNU C port are often writing
: >Linux 680x0 for the Amiga, then I doubt if they could be bothered
: >redoing the gnu c library. If you poke around in the Unix newsgroups,
: >you'll see that it's up and going.

Make that working on NetBSD, Linux and some other Unix-a-like that I
can't remember.

: Linux on the Amiga is "up and running"? That is stretching things a
: little. The version number is 0.05.1 - ie. it just barely runs.

NetBSD is up and running. As far as I can determine, people are using
it for unix-a-like work. I don't really need/like Unix for my work, so
don't pay much attention.

: Not that I'm knocking the Linux 68K development. Linux 68K development
: is progressing on both Amiga and Atari machines (>=030 only, of course),
: and this is a Good Thing.

Is NetBSD also available for the Atari machines as well? It really amazes
me the amount of work people will do for free. Lots of gnu and other
ports for the cost of the medium. I'm glad they program and give the
world something to use, instead of playing games like me.

- Jim

# 2068. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 12:26:54 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep23.122654.3307@monu6.cc.monash.edu.au>
Source record: 21204
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Hans Holmberg (hasse@dront.solace.hsh.se) wrote:
:
: To bad that Linux won't be available for the people who have an A1200.
: Unless you buy a 68030 and stuff it into your A1200, since the 68020 doesn't
: have a MMU...

Yeah, I can see a lot of A1200 user wanting to use Unix on their machines.
Especially considering it can consume 170mb for the binaries/docs/etc and
a 30 mb swap space.

: >And BTW, isn't the GNU C version you run on the Falcon the same as the ST version? (i.e.
, no
: >Falcon specific version?).
:
: What has that to do with it? GNU C is GNU C is GNU C...

Well, it's got just as much as relevance as running Linux on an A1200 as
a measure of speed.

Flip is saying that Amiga users aren't "serious" because they haven't
got GNU C working on a base A1200. I heard that ixemul.library required
for GNU C programs doesn't work under KS3.0. This may or may not be
fixed, but I don't know and I started this rumor (which, I think I
got from the Latex documentation, which is a gnu C compiled program).

Ricardo is saying that you didn't need to change anything to get GNU C
running on the Falcon.

The problem is that the main forces behind the GNU C port are off working
on NetBSD, Linux or something or other. If the talented people behind
a project are working on something else, have exams, off on holidays, etc
nothing much gets done (eg. NetHack 3.1.3 official binaries, new library
which may or may not be broken under kickstart 3.0, etc)

- Jim

# 2069. Re: F30-A1200 benchmarks! (re dual 256 colour playfields)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 13:44:34 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231341.AA00749@ash17>
Source record: 21198

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes..

>BTW; What do you think I get if I split the True Colour mode into two
>8-bitplane playfields?

>Dual Playfield in 256 colours.

Bollocks! It just doesn`t work that way!. You would need proper
colour registers to do that!

The Amiga offers dual playfields as standard, but you can also
twiddle the bitplanes to do paralax effects. I gather that the
`true` colour (24 bit is TRUE colour rick) is chunky, so I`d be
interested to see how this Amazing imaginary 256 dual playfield
screen works...

Why do you constantly make stupid claims about the Falcon? You
aren`t doing it`s credibility any good making silly statements which
are shot down....

flames by email ..

gavan

# 2070. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 13:46:01 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep23.134601.716@apgea.army.mil>
Source record: 21219
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

>
>I don't see the masses attracted to a system priced in excess of $675, but a
>$200 Jaguar unit looks very attractive.

Actually the first 3DO machine, Panasonics, is already taking orders of
$380 at Electronics Boutiqe.

>
>With proper marketing, Atari could make the Jaguar a huge success.
>They need some impressive software, a good marketing strategy, and maybe
>even a mascot for it (like Mario is to Nintendo as Sonic is to Sega). This
>could be the big chance to push the Lynx back into stores as well. The
>Jaguar and Lynx, together, make a well-rounded display of computer game
>systems that could appeal to many stores (and hence their buyers). This
>may be Atari's last chance to become a prominent figure in computer
>entertainment.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

# 2071. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 13:54:27 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231351.AA00758@ash17>
Source record: 21199

27di00$p9o@cville-srv.wam.umd.edu writes...

>Go buy a Jaguar if you wanna play games. :)

Just what games would they be? I haven`t seen anything in the way
of software for the wonder-machine. It`s no good having advanced
hardware if noone produces software for it.

gavan

# 2072. Re: The CD32

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 13:58:09 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231355.AA00763@ash17>
Source record: 21200

phyd@interaccess.com (Brian Leake) writes ...

>Yawn. One day EA will actually start doing interesting games again.
>I also have it on reliable authority that EA are very interested in the
>Jaguar and are taking it very seriously. So you could see Madden Football
>on Atari hardware yet.

Get an Amiga if you want to see madden. There is an excellent
conversion available. Given that it runs on an A1200, it would be
*no problem* to port it to CD for the CD32. That`s one of the big
advantages of the CD32. It`s a new console, but since it`s basically
an Amiga, getting a large quantity of software out quickly is no
problemo. Of course, it won`t utilise the CD32 but at least it`s
good, playable software which will keep people happy til the
mega-games arrive....

gavan

# 2073. PC lordship

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 14:05:32 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231402.AA00775@ash17>
Source record: 21201
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes..

>Why did the IBM (or Intel if you wish) PC become so dominate?

because they let people clone it which encouraged lots of people to
make cheap, powerful versions of it. It was also the first business
computer with any real power. As it dominated the business world, so
it is beginning to strangle the other markets by sheer weight of
numbers. It`s rather like a vermin problem....

>Anyways, my point is, I never really had a prefance towards the pc, however, it
>seemed all the factors FORCED me into a PC clone.
>(BTW, when I say PC, I mean those based on the Intel format)
>So is it simple the lack of availablity the reason the other formats aren't
>doing well?

Thats the problem, people are being forced into buying PCs as
software companies decide to maximise their profits and produce
solely for it. Thats good news for software companies, but bad news
for the consumer. In my opinion, the ONLY reason to buy a PC is to
use software which is unavailable for other formats. There are
plenty of alternatives which are faster and better, but don`t have
the software.

The other Formats are doing badly because of cronically bad
marketting and business strategy (C= and Atari). Apple has good
management and strategy, but is starting to suffer from the price
war. The PCs will smash apple price-wise

>And now both companies apear to be activly becoming videogame companies. So
>is it true that in 95 or so, that the pc will be the ONLY choice?
>Rob Merritt

Both C= and Atari seem to see their future in Videogames. Eventually
the PC will (unfortunately) be the ONLY choice for people who aren`t
prepared to `roll their own` software - ie it will be the computer
for consumers.

Gavan

# 2074. Rickard, HEY YOU! was Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 14:11:41 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231409.AA00780@ash17>
Source record: 21202

rickard.troedsson@troed.ct.se (Rickard Troedsson) rants...

>RH> DON'T YOU JUST GET IT? I have a '030 setup and enabling the caches
>RH> on my applications DO NOT GIVE ME A 75% PERFORMANCE BOOST THAT THE
>RH> FIRST BENCHMARK DID TO THE FALCON. THEY GIVE ME LIKE 12% ON AVERAGE.

>I have a 16Mhz 68000 acc. on my 8Mhz 68000 STE .. it boost 80-90% average, and
>100% on math. There's no reason for me to believe you when you claim that a 030
>acc. only gives you a 12% boost!

As usual Rick, you DIDN`t READ THE POST PROPERLY. I beleive RH was
saying that enabling the cache on his 030 only sped up his
applications by 12% over the cache-disabled versions.

How about doing the benchmarks on your 50Mhz 030 based A1200
Raist, and seeing how they compare with the F030. They should be at
least 3x faster, and would be more if memory access was important.
Kids! Dont forget that you can get a 6/80 030 50MHz A1200 for
around the same price as a F030 16Mhz 4/65 Falcon!!

Disclaimer: In the UK that is.

gavan

# 2075. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 14:15:18 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231412.AA00785@ash17>
Source record: 21205

mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes..

>I'm also not that convinced that the Falcon's analog input can be compared
>with the much more expensive samplers used in studios. If you have digital
>music instruments this is not so much of a problem though but then such
>a digital port isn't very exciting.

Yep, since the F030 lacks a digital input for sound, then it has
to sample EVERYTHING using it`s own 16bit ADC. I doubt it will
compare well with commercial samplers. Even worse, if you want to
sample a CD you must Xvert the 16 bit sample on CD to analogue, and
then back to digital, to read it into the F030.

I`m sure you can buy an add-on to give you digital inputs, but
aren`t falcon owners always boasting that the F030 has `all add-ons
as standard??`

gavan

# 2076. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 14:31:13 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep23.143113.44560@rchland.ibm.com>
Source record: 21208
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <hasse.748720899@fizban>, hasse@dront.solace.hsh.se (Hans Holmberg) writes:
|> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|>
|> [lotsa stuff deleted]
|>
|>
|> > Amiga guys have ported Linux to the Amiga. If a current GNU C can't run (if that
|> >is correct) there will surely be a version in the future that would do it.
|>
|> To bad that Linux won't be available for the people who have an A1200.
|> Unless you buy a 68030 and stuff it into your A1200, since the 68020 doesn't
|> have a MMU...

Well, guess what: you can get one and still be well below Falcon's price.

[stuff deleted]

|>
|> /Hasse
|> --
|> / email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
|> \ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
|> / phone: +46 60 569169, fax: +46 60 569266 \
|> \ "In a crazy world a sane person would appear to be crazy." /

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2077. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 14:36:56 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep23.143656.13404@rchland.ibm.com>
Source record: 21209

In article <2c9eb110@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 21 Sep 93 00:46:22, Ricardo Hernandez Muchado wrote:
|>
|> RH> Anyway, my point is divide now the first number that the Falcon
|> RH> got on the first benchmark by 1.3 (30% improvement) and I think that
|> RH> even the A1200 without FastRam is a tad faster.
|>
|> Then you'll have to do the same with the A1200 figures since those also were
|> concieved with the Cache on.

And I said that before, didn't I?

|>
|> That way the A1200 will NOT be faster.

You think.

|>
|> A Falcon with FastMem will also be faster.

Ah, but is way even more expensive than the A1200. If price is not
a concern, then I'll say a Cray I supercomputer is way faster than a Falcon
and an A1200 and both are crap. Unfair, isn't it?

|>
|> My car is quite fast too.

I don't care.

|>
|> Can the base A1200 do virtual memory? Just played around with it ... 8 Meg RAM
|> is quite handy for viewing/editing big pictures ..
|>
|> Maybe I should set up my 100Mb partition as Virtual Memory ...

Not the base one. But what does this have to do with the original
topic? Do you feel like you are losing?

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2078. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 14:40:44 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231437.AA00803@ash17>
Source record: 21206
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip') writes ...

>Here's why the Mac is dead:

>1) Windows 3.1.
>2) OS/2 2.1
>3) Windows NT

Amen to that! The Macs main market is the *SAME* market as the PC
market. PC domination of this market is inevitable. I don`t like
PCs, but I have to acknowledge they will totally `assimilate` the
business market. (Actually, they already have but the Mac is still
hanging in there from it`s old established base.)

More and more, the PC is *the* choice for business use.

>Apple's doom is that they are unable to retreat because their operating system
>and applications have tied them to the business computer market and when they
>can no longer be a force in that area, they are going to die.

Yep, Apple are SCREWED

gavan

## 2079. rehashing old messages....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 14:44:23 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231441.AA00808@ash17>
Source record: 21207

Rickard, I`ve noticed that you are `replying` to messages I made nearly 3 weeks ago and to which you had already posted replies. In fact, I think they are simply re-posts of the ones you made at the time. What is going on? Is it because I`m not around on the net as much as I used to that you think you can get away with posting your ill informed crap?

Gavan

# 2080. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 15:01:29 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231458.AA00817@ash17>
Source record: 21210

cmedley@wam.umd.edu ('Flip') writes ...

>I think ANY system would benefit from the cache. A secondary cache would
>make life even more tolerable.

Very true. However, the point is that the Falcon seems to benefit
massively from the cache!
Conclusion: The 16 bit access is crippling the machine.

Why? Because Raists 50Mhz 030 based A1200, with FULL 32 bit access
*and* burst mode benefitted only a relatively small amount (but
still very useful and welcome) from the cache.
However, F030 programs show a much bigger improvement proving that
memory access is a very big factor on the Falcon.

My original (`A1200 15pc faster than Falcon?) post made the point
that the A1200 *may* be 15% faster with fastram than the F030
*BECAUSE* the F030 was crippled with its memory access, even though
on the face of it there is a faster clock speed (16 vs 14.2) and a
superior processor (030 vs 020).

This still hasnt been addressed. The only way would be to run a
large (preferrably commercial) program that is binary compatible to
both the machines and doesn`t depend on disk IO. I guess this is
probably impossible to prove.

gavan

# 2081. Falcon sound (was Re: A1200 15 pc Faster than Falcon?.. and lots of others too)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 15:05:48 UTC
From: hasse@dront.solace.hsh.se
Message-ID: <hasse.748796256@fizban>
Source record: 21211

p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

>mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes..

>>I'm also not that convinced that the Falcon's analog input can be compared
>>with the much more expensive samplers used in studios. If you have digital
>>music instruments this is not so much of a problem though but then such
>>a digital port isn't very exciting.

> Yep, since the F030 lacks a digital input for sound, then it has
>to sample EVERYTHING using it`s own 16bit ADC. I doubt it will
>compare well with commercial samplers. Even worse, if you want to
>sample a CD you must Xvert the 16 bit sample on CD to analogue, and
>then back to digital, to read it into the F030.

Why would I sample the analogue sound from a CD when I can hook up a CD-ROM to
the SCSI port and read from it directly????

> I`m sure you can buy an add-on to give you digital inputs, but
>aren`t falcon owners always boasting that the F030 has `all add-ons
>as standard??`

It already have digital inputs.. it's called the DSP port...

>gavan

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

# 2082. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 15:07:15 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231504.AA00829@ash17>
Source record: 21212
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes...

>> And yes, I have had the opportunity to work on both the A1200 and the Falcon.
>> Had a chance to use a Mac for a bit, after trying to use System 7 for about
>> 5 minutes, I was close to tossing the whole machine out the closest window.

>Yea I play around with Workbench 3.0. To bad there isn't any useful software
>for it.
>>
>> Just my $0.02 worth.

>My three cents worth.

AAARRRGGGGHHH! FUCK! fgdksfgsdljsdlkgjsdilgfjslk!!!#@#TYU@UY#

Yet again Sinclair Day changes the subject when confronted with an
argument.

Look PSD, everyone notices you make pathetic postings and then when
challenged on them you change the subject or just insult the person
who replied. You have NO credibility in these groups. Either make a
good argument or don`t bother posting. I`ve given up even trying to
argue with your crap as I know you won`t take up any of the points I
make!

gavan

# 2083. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 15:16:30 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231513.AA00835@ash17>
Source record: 21214

> |> I guess GM's talk about all swedes being "moronic" suits you better? Oh well.

Actually, I didn`t mean to accuse all Swedes of being moronic, just
Rickard ;-)

Mind you, his infantile rantings must be really embarassing to other
Swedes and also Falcon owners in general.

Gavan

# 2084. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 15:26:59 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231524.AA00843@ash17>
Source record: 21213
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

medley@wam.umd.edu ('Flip') writes..

>Why would animation slow it up? Granted, the more bits in the display the
>more bandwidth devoted to video and the slower it will be for the 68030 or
>any of the custom chips to move a block of screen data (simply because of
>the depth of the image in bits)... but this A1200 will have the same problem
>with no FastRAM.

Because most animation is done with delta compression which requires
CPU processing time. No blitter will help here as the CPU must
decompress the anim.

> "healthy" A1200s :) >

I would expect a Falcon to outperform a chipram only A1200 quite
easily. The fact that it doesn`t shows deficiencies in the Falcon
design. It may be faster, but not 2x as fast as a chipram only A1200.

Most Amiga owners will want to take the step of adding to the RAM
of the machine. @mb is OK to start with but you will soon want to
expand. Since a 4Mb RAM expansion will also double the speed of the
machine I think its a damn good option. You get the memory you need,
twice the speed and you lose the contention problems. I`d say an
A1200 is `crippled` as shipped, but at least the solution is easy,
cheap and practical. There is no cheap and easy way to get around
the 16 bit bus problems on the F030

I intend to buy a 4meg expansion soon, but not yet for a couple
of reasons

1) I`m unemployed and penniless and saving to buy Blitz Basic!

2) I want to see how the proposed CD32 expansion works out before I
commit money to a card that will block the trapdoor slot.

gavan

# 2085. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 16:01:11 UTC
From: cmedley@wam.umd.edu
Message-ID: <27sh87$da8@cville-srv.wam.umd.edu>
Source record: 21215
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9309231030.AA00935@ash9>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
> cmedley@wam.umd.edu ('Flip') writes..
>
>>Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>>>Can you add a 32 bit CPU<->memory bus to the Falcon??
>>>
>>Yes. It's easy. Add the 33mhz 68030 board which has up to 128MB FastRAM
>>available and away you go.
>
>
> Ah, just upgrade the CPU. Why not just upgrade to a true 32-bit
>Amiga!!!!
>

Because if I got an accelerator for an Atari, it'd be to speed up:

1) my MIDI sequencer
2) my favorite C compiler (currently gcc and g++)

Why would I dump all of my current software to get an Amiga to do the
same job when I would (as i plan to do, albeit later) buy an Amiga for
something it IS good at, namely video?

(speaking of which, I need to know if there are any programs for the Ami
that support the synchronization of the playback of an animation to an
external source, or failing that, could be planned out to have specific
events occur in the animation with about 1/50 second accuracy...)

# 2086. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 16:03:38 UTC
From: cmedley@wam.umd.edu
Message-ID: <27shcr$dag@cville-srv.wam.umd.edu>
Source record: 21216
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

In article <9309231524.AA00843@ash17>,
Gavan Martin Moran wrote:
>medley@wam.umd.edu ('Flip') writes..
>
>>Why would animation slow it up? Granted, the more bits in the display the
>>more bandwidth devoted to video and the slower it will be for the 68030 or
>>any of the custom chips to move a block of screen data (simply because of
>>the depth of the image in bits)... but this A1200 will have the same problem
>>with no FastRAM.
>
>Because most animation is done with delta compression which requires
>CPU processing time. No blitter will help here as the CPU must
>decompress the anim.
>
>>> "healthy" A1200s :) >
>
> I would expect a Falcon to outperform a chipram only A1200 quite
>easily. The fact that it doesn`t shows deficiencies in the Falcon
>design. It may be faster, but not 2x as fast as a chipram only A1200.
>

I'm still lost.

If the Falcon is crippled and it outruns the Amiga 1200, what does that
make the Amiga 1200?

# 2087. Re: Where to buy CD32

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 16:07:56 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9309231605.AA00882@ash17>
Source record: 21217
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Also crossposted to C.S.atari.advocacy as proof the CD32 does exist
in Europe at any rate...

clarkem@aston.ac.uk (M.CLARKE) writes...

>I was in a Dixons store in Birmingham (UKs second bigest city) on Tuesday,
>and was told by the salesman that Dixons had no plans to support the CD32.
>He did mention that they had no plans to support the superNES either, when
>it first arived.....
>At least he'd heard of it, which is better than salespersons at most other
>places I've been to since!

>Dixons is probably the biggest mainstream TV/Video/Video Games stores in the
>UK. The already sell a600s and a1200s, Archemedes, Sega and Nintendo, even
>the Atari Lynx I think, so how come C= can't persuade them to stock the
>CD32? It was the first place I went to get a demo of it. Eventualy I
>found one in Rumbelows, but they had no software to show me because they'd
>sold out of everything but their window machine.

In N.Ireland, Dixons in Belfast and Bangor both said that they WOULD
stock CD32 but were waiting for stocks. The Bangor salesperson was
very enthusiastic saying they had hundreds of requests and expected
to shift all their allocated stock long before Christmas.

CD32s were on sale early at Rumbelows but someone somewhere fucked
up and didn`t include any software in the boxes! Still, at least you
can play audio CDs and look at the boot-up screen!

I think prospective Jaguar owners could come to know this feeling!

Gavan

# 2088. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 16:11:39 UTC
From: cmedley@wam.umd.edu
Message-ID: <27shrr$den@cville-srv.wam.umd.edu>
Source record: 21218

In article <9309231412.AA00785@ash17>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes..
>
>>I'm also not that convinced that the Falcon's analog input can be compared
>>with the much more expensive samplers used in studios. If you have digital
>>music instruments this is not so much of a problem though but then such
>>a digital port isn't very exciting.
>
> Yep, since the F030 lacks a digital input for sound, then it has
>to sample EVERYTHING using it`s own 16bit ADC. I doubt it will
>compare well with commercial samplers. Even worse, if you want to
>sample a CD you must Xvert the 16 bit sample on CD to analogue, and
>then back to digital, to read it into the F030.
>

Let me clarify this...

DIGITAL inputs would use optical cables, like what you see on DATs and
MiniDiscs to send the data from a source to a destination using a
method akin to (if not the same as) fiber optic cabling.

At this time, I know of no keyboard or sampler (professional or not) that
uses this method for output.

All of them currently use a set of 1/4" monaural jacks. The jacks recieve
and send ANALOG signals.

The Falcon comes standard with (yuck!) a 1/8" STEREO input. Because of
the nature of the Falcon's sound hardware, it can sample and playback
16-bit audio at once and if quality is a big deal and you don't like the
DACs in the Falcon or you want something more than an adapted 1/8" stereo
mini-jack for recording, then you can buy an adapter to improve on that.

However, if you look at the market, musicians who are buying digital
recorders tend to spend big bucks on their gear. At least right now, before
the prices drop. :)

If a musician's rig (or his/her own ear) demands it, they can improve the
quality of the DACs for a small fee.

But OUT OF THE BOX, the Falcon has 16-bit audio, 16-bit DACs, and a stereo
input (although i admit myself, i don't like the use of a stereo minijack,
if I'm going to pay $700 for Cubase Audio, I'll be getting the DSP connector
with it. :) )

> I`m sure you can buy an add-on to give you digital inputs, but
>aren`t falcon owners always boasting that the F030 has `all add-ons
>as standard??`
>
>gavan

# 2089. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 18:57:31 UTC
From: gloomboy@netcom.com
Message-ID: <gloomboyCDtLzw.5uI@netcom.com>
Source record: 21220
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

Am I hearing this right? $380 for a Panasonic 3D0 at EB???

This has to be a typo...

--

--
Chris Yaryan gloomboy@netcom.com
Graphics Network Manager The Gap, Inc.
Advertising San Francisco, CA
"...If you want a friend, feed any animal..." - P.F.

# 2090. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 20:17:16 UTC
From: cmedley@wam.umd.edu
Message-ID: <27t08c$gur@cville-srv.wam.umd.edu>
Source record: 21221
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

In article <1993Sep23.134601.716@apgea.army.mil>,
Robert C. Merritt <rcmerrit> <rcmerrit> wrote:
>>
>>I don't see the masses attracted to a system priced in excess of $675, but a
>>$200 Jaguar unit looks very attractive.
>
>Actually the first 3DO machine, Panasonics, is already taking orders of
>$380 at Electronics Boutiqe.
>

Are you sure they quoted you $380? My friend has a 3DO on hold for him
at about seven different places locally (and one place in CA where he also
has a Jaguar reserved) and the lowest price he was quoted was $675, including
the Electronic Boutique in MD.

(we're near DC)

# 2091. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 22:37:33 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep23.223733.13622@ida.liu.se>
Source record: 21230

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 22 Sep 93 19:29:18, Ricardo Hernandez Muchado wrote:

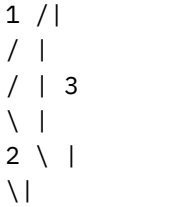
>Sure, HAM8, with as many as 64 colours to freely choose between ... do you
>know many graphicians actually using HAM8 when DRAWING pictures? (Not
>raytracing/digitizing)

Once more: People who want to do HAM8 graphics use 24-bit true-colour
paint packages such as TV-Paint, OpalPaint, Brilliance and so on. And FYI,
Brilliance for example uses the HAM8 capability to view the edited image,
but keeps the actual image off-screen in a 24-bit buffer, so you actually
draw in 24-bit colour, and Brilliance converts it to HAM8 on-the-fly. Very
nice for people without 24-bit graphic cards/framebuffers.

>RH> Rickard, Ham8 is a DARN USEFUL mode for real-time animation,
>RH> multimedia, raytraced art and paint. I am willing to bet that an
>RH> average 24-bit picture in 640x400 HAM8 will look SUPERIOR to a
>RH> 'True Color' Falcon picture.

>Sure, but can you do vektors in HAM8 for example?

Yep. Actually, it's brilliant for filled vectors. Can you figure out why?
OK, you couldn't, so I'll explain: Say that you want a filled triangle on
screen:




Now, normally you would do this by drawing a set of horizontal lines, namely
as many lines as the triangle is high. However in HAM8, you can take advantage
of the fact that a colour change in one pixel will remain in effect until it
is changed in another pixel. Thus you only draw line 1 and 2, so that it
modifies the colour registers to your desired colour, and then you draw line
3 so it changes it back to black, or whatever colour you want to change it to.
All pixels enclosed by the three lines will be of the same colour as line 1 and
2.

Satisfied?

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

## 2092. What are the hardware/software specs of the Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-23 23:36:43 UTC
From: KCR103@psuvm.psu.edu
Message-ID: <93266.193643KCR103@psuvm.psu.edu>
Source record: 21222

What are the sound, graphics, etc etc capabilities of the Atari Falcon?

Ken

# 2093. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 00:03:02 UTC
From: cpage@mv.us.adobe.com
Message-ID: <cpage-230993165654@paleface.mv.us.adobe.com>
Source record: 21223

In <khaley.748729503@nova> khaley@nova.gmi.edu (Kevin Haley) writes:

>While the attention that the Atari Jaguar is getting from various magazines
>is encouraging, I am surprised that the 3DO is garnering more attention. In
>the September issue of Time, the Atari Jaguar is barely mentioned, compared
>with paragraphs and photos of 3DO and its makers. Both systems offer
>comparable power, yet it seems that the media has already counted Atari down
>and out (and Jaguar hasn't even been released yet!) while they focus
>attention on a much more expensive system. The magazine WORTH advises
>investors to look into the rage of the future... the 3DO! They make no
>mention of Atari whatsoever.

Remember: 3DO is not a single-manufacturer machine; 3DO is a "standard"
shared and supported by many big-name manufacturers. This is the same
reason why VHS "won" the war with Betamax, even though Beta is technically
better; VHS was licensed to many manufacturers and Beta was proprietary to
Sony.

No matter whether the articles highlited this fact (I do not know, since I
haven't read any), the writers and publishers are clearly aware that 3DO is
a big deal because it is supported by big companies.

Atari will probably only get such attention if the product sells well--that
is, after the fact--whereas 3DO is getting attention before any products
are released because of the reasons outlined above.

Chris Page "I won't buy another computer
Adobe Systems, Inc. until I can get a PowerPC."
cpage@mv.us.adobe.com - Me

Disclaimer: opinions expressed are not necessarily those of my employer.

# 2094. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 00:10:43 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca1d3b4@troed.ct.se>
Source record: 21224

In a message of 23 Sep 93 03:40:22, Stefan Boberg wrote:

SB> Yes, please. I haven't seen it. I thought Atari hadn't even produced a
SB> list yet. Not that it would take long (probably as long as it takes
SB> writing
SB> ATARI ;-)

Atari hasn't, but there has been some names published. I have it in one of the Jaguar textfiles on my BBS ... I will try to get it out today. (All you need to know is that 11 games are almost finished, and that 5 of the major companies has called Atari and said they wanted to develope on the Jaguar.)

SB> I don't know about other people, but I get things based on the things
SB> they can do for me. How it does it has very little importance. Getting
SB> religious about these things is just stupid, and will do you no good,
SB> unless you get a kick out of being really special.

Do you like PC-hardware? Feel alone!

SB> ========== Disclaimer: I only speak for myself - not Team 17. ===========

:-)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2095. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 00:10:43 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca1d57e@troed.ct.se>
Source record: 21225

In a message of 23 Sep 93 03:41:06, Ricardo Hernandez Muchado wrote:

RH> Could it be the rumored 16Mhz TT access to memory? I heard that in
RH> this
RH> group. Also remember to take benchmarks with a grain of salt.

....wrote in the first letetr where I talked about this that the TT was running in TT-RAM, which is connected directly to the 32Mhz 030 at 32 bit ... do you only read half the messages here?

RH> No. The 68030 is far superior to the 68000.

Jupps, and to the 68020.

RH> Okay Rickard, what's the deal with you. WHY YOU WANT TO BE SO DAMN
RH> IGNORANT? I already explained this to you, and it's not flipping
RH> screen basepage.

So? All the HAM8 animations I've heard about are of the type "flipping screen basepage" (or the likes) ... That's becoz you CAN'T put a new object on the same background without having to re-calculate A LOT!

RH> Well, if you do what team -17 guy told you (for got his name, Steven
RH> Bolberg?),
RH> you won't have any problems.

Yeah, you'll need a VERY FAST processor to be able to do all that re-calc while doing the animation!

RH> Typcial Dpain will have fringes, when you stamp the brush it looks
RH> beautiful. Far superior to the Falcon's "True color mode"

Seen one?

RH> |> Last I heard from Sky One's TTV was 32 bit.
RH>
RH> Ah, okay. You just believe in what you want. I understand you know.

Why shouldn't I believe in what I read there? That's where I read about the CD32 ... Maybe I shouldn't beleive in that one either then .. ?

RH> Well Rickard, you are not showing... whatever wisdome you supposedly
RH> have...

Good. Don't want you to feel incompetent.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
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+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2096. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 00:10:43 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca1d61a@troed.ct.se>
Source record: 21226

In a message of 23 Sep 93 03:41:17, 'Flip' wrote:

'> So given this knowledge, what is causing the A1200 to run slow enough for
'> this 16-bit 68030 to keep up?

I saw something about the A1200 being severely crippled as soon as you get to
640*480*256 ... maybe that's a reason?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
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+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2097. Jaguar 3:d party developing?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 00:10:43 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca1e060@troed.ct.se>
Source record: 21227

I know this isn't what I promised, but since I haven't got the time to read through all the Jaguar textfiles I have, I grabbed this for the time being ...

*Quoting Message from R.Ljung*

Observer: "What would be neat is if Atari can get the big third-party developers to do stuff for the Jaguar."

Me: "That'll happen when people buy Jaguars. If Atari can go to Capcom or Konami or whoever and say, 'Look, we got 5 million Jags in people's hands already--'"

Bill Rehbock (making a "time out" sign): "Hold it, hold it. What makes you THINK we don't have big-name third-party developers signed up already?"

Questions, comments, and clarifications are always welcome.

--R.J.
B-)

////////////////////////////////////|\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

*End of Quote*

If I were developing games for different consoles/platforms, I wouldn't wait.(Maybe if I were an Amiga fanatic .. always looking for a new Atari to bash)

Oh, BTW, Bill Rehbock is the Atari emplyee in charge of 3:d party development ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
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+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2098. 3DO vs. Jaguar... Does anyone remember the MSX?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 02:37:42 UTC
From: cmedley@wam.umd.edu
Message-ID: <27tmhm$m7q@cville-srv.wam.umd.edu>
Source record: 21228

One thing I'm worried about with 3DO is that it seems similar to the attempts to make MSX computers the "de facto" standard back before the IBM PC took over.

I don't think anyone in America remembers these, but there were massive write-ups about these, and they looked nice on paper, and the same companies backed MSX that are going for 3DO.

Personally, I think 3DO has a better chance because people *want* something like this... the demand is there... but the price is too high right now, i think.

# 2099. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 03:24:39 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep24.032439.26886@monu6.cc.monash.edu.au>
Source record: 21229
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

John Henders (jhenders@jonh.wimsey.bc.ca) wrote:
: int877w@lindblat.cc.monash.edu.au (William Fang) writes:
:
: >Few people run gnu c because (1) it requires gobs of memory
: > (2) it requires a 160KB library, something
: > which make distribution of binaries
: > difficult
: > (3) there are better pd/shareware alternatives
:
: If there are better alternatives to gcc in terms of good code
: generation then someone must of done an awfully poor port of gcc for the
: Amiga. Gcc is fairly well known in the unix world for the quality of
: it's optimizer, to the point that people with Sun's run gcc and throw
: away Sun's compiler.

[ sigh ]

GCC might have the best optimizations, but it doesn't make very nice
AMIGA programs. A lot of GNU C programmers use it for their own work
and don't release the binaries. DICE has loads more support and
compiles better Amiga programs. If I wanted lots of unix-a-like
command line driven programs, then GNU C would be good.

Programmers tend to get the best available compiler. Code generation
is once facet of programming. Easy of use, system requirements,
development tools and support are other factors. Dillon' Intergrated
C Environment is a good shareware program that meets the other
requirements.

I've got heaps of shareware/freeware stuff on my 340mb hard-drive that
were programmed with DICE. I've got a few, very big programs, like
Latex, unix-ports of adventure games that are huge that were made with
GNU, probably because it was a very simple unix-amiga port, made
simpler by using GNU C.

- Jim

PS. I'm not a programmer.

## 2100. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 07:50:23 UTC
From: farren@netcom.com
Message-ID: <farrenCDuLs0.1yw@netcom.com>
Source record: 21231
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

cmedley@wam.umd.edu ('Flip') writes:

>If the Falcon is crippled and it outruns the Amiga 1200, what does that
>make the Amiga 1200?

A machine with a less powerful processor, a lower price, and a lot more
potential than the Falcon.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 2101. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca22cec@troed.ct.se>
Source record: 21137

In a message of 23 Sep 93 19:01:02, Gavan Martin Moran wrote:

GM> Mind you, his infantile rantings must be really embarassing to other
GM> Swedes and also Falcon owners in general.

Jupps, that's why my Email box is filled to the lid with letters like "Keep
teaching those Amiga fanatics what a computer is" ...

You're right again .. as usual .. not ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2102. Re: F30-A1200 benchmarks! (re dual 256 colour playfields)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca22b42@troed.ct.se>
Source record: 21232

In a message of 23 Sep 93 18:59:06, Gavan Martin Moran wrote:

GM> The Amiga offers dual playfields as standard, but you can also
GM> twiddle the bitplanes to do paralax effects. I gather that the
GM> `true` colour (24 bit is TRUE colour rick) is chunky, so I`d be
GM> interested to see how this Amazing imaginary 256 dual playfield
GM> screen works...

It works quite well used as "see through" objects, quite stunning effects made by a typo .. (.b instead of .w) ...

Maybe "playfields" wasn't the right word, but then, have you seen some of the playfields we used to do on the ST/STEs? ... Simple trick, but nice screens .. the Falcon is even better at the same trick .. :-)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2103. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca22b7c@troed.ct.se>
Source record: 21233

In a message of 23 Sep 93 18:59:42, Gavan Martin Moran wrote:

GM> Ah, just upgrade the CPU. Why not just upgrade to a true 32-bit
GM> Amiga!!!!

68EC020, notice the EC which means that the possibility that the processor will fail after a few months is quite big ..

GM> BTW< is this wonder board widely available yet??

Jupps.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2104. Re: A1200 15 pc Faster than Falcon?.. and lots of others too

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca22bfc@troed.ct.se>
Source record: 21234

In a message of 23 Sep 93 19:00:18, Gavan Martin Moran wrote:

GM> Yep, since the F030 lacks a digital input for sound, then it has
GM> to sample EVERYTHING using it`s own 16bit ADC. I doubt it will

B U L L S H I T !!!!!!!!!!!!!!!!!!!!!!

Go drown yourself .. what the H*LL do you think the 16-bit DSP I/O port is used
for???

GM> I`m sure you can buy an add-on to give you digital inputs, but
GM> aren`t falcon owners always boasting that the F030 has `all add-ons
GM> as standard??`

Exactly .. it has a 16-bit I/O port as STANDARD!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2105. rehashing old messages....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca22c5e@troed.ct.se>
Source record: 21235

In a message of 23 Sep 93 19:00:36, Gavan Martin Moran wrote:

GM> Rickard, I`ve noticed that you are `replying` to messages I made
GM> nearly 3 weeks ago and to which you had already posted replies. In
GM> fact, I think they are simply re-posts of the ones you made at the
GM> time. What is going on? Is it because I`m not around on the net as
GM> much as I used to that you think you can get away with posting your
GM> ill informed crap?

Get a life!

You're the one having been invisible the last week ...

(No, I haven't reposted a damn thing, ok?)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2106. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca22c96@troed.ct.se>
Source record: 21236

In a message of 23 Sep 93 19:00:50, Ricardo Hernandez Muchado wrote:

RH> Not the base one. But what does this have to do with the original
RH> topic? Do you feel like you are losing?

Nope, just pointed out ANOTHER thing the base A1200 just CAN'T DO ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2107. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 11:23:09 UTC
From: boberg@lysator.liu.se
Message-ID: <CDuvMM.7st@lysator.liu.se>
Source record: 21140

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 23 Sep 93 03:41:06, Ricardo Hernandez Muchado wrote:

>RH> No. The 68030 is far superior to the 68000.

>Jupps, and to the 68020.

Amazing fact #3: The 68040 is *far* superior to the 68030. Surprised?
A later design usually means improvements have been made.

>RH> Well, if you do what team -17 guy told you (for got his name, Steven
>RH> Bolberg?), you won't have any problems.

>Yeah, you'll need a VERY FAST processor to be able to do all that re-calc
>while doing the animation!

No you don't. I've explained this already, and I won't do it again. It
probably wouldn't do any good anyway. You believe whatever you see fit.

>RH> |> Last I heard from Sky One's TTV was 32 bit.
>RH>
>RH> Ah, okay. You just believe in what you want. I understand you know.

>Why shouldn't I believe in what I read there? That's where I read about the
>CD32 ... Maybe I shouldn't beleive in that one either then .. ?

Well, from what I've seen here you're prepared to believe anything that
suits you, and ignore whatever facts don't comply with your twisted views.

And if you believe everything you see/hear on TV, I feel truly sorry
for you.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 2108. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 13:21:42 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <27us96$u4r@info2.rus.uni-stuttgart.de>
Source record: 21142
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <27ks3a$ikv@crchh610.bnr.ca>, Randy Hoekstra <renfro@bnr.ca> wrote:
>I in fact my test showed the low end of possible improvement with the
>cache, then perhaps someone could post a real world test of something
>that does not do much if any I/O and we could see what the high end
>would be.

Ok.
Please read my posting "Dhrystone-Benchmark"...

Ciao, Heiko.
(zcam1121@rpool9.rus.uni-stuttgart.de)

# 2109. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 13:32:26 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <27usta$od2@info2.rus.uni-stuttgart.de>
Source record: 21143
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Sep20.165059.32357@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> Now tell me something: Have you made the tests without Caches with
>|> FastRAM (32 bit)? If so, your whole posting is obsolete, sorry.
>
> No, my posting isn't obsolete. I used my 60ns FAST RAM of my accelerator
>to do all the tests. Read below in my signature.

That's what i have expected. If you get a 20% improvement with FastRAM, you
will get a bigger improvement with a 16bit ST-RAM.
See my posting "Dhrystone-Benchmark" for some examples...

Ciao, Heiko.
(zcam1121@rpool9.rus.uni-stuttgart.de)

## 2110. Re: PC lordship

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 13:53:41 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93267.095341STIRRE31@MAINE.MAINE.EDU>
Source record: 21145
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Actually, I think that there will always be an alternative. There are always going to be people not happy with the "standard", such as ST and Amiga owners. For that reason, there will always be competition in the computer market. I still believe that if Atari can sell the Jaguar then the Falcon still has a chance to take off yet.

# 2111. Re: What are the hardware/software specs of the Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 13:55:07 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDv2nx.vB@barclays.co.uk>
Source record: 21155

1,4 or 14Mb RAM, optional built in IDE 2.5 inch HD (usually shipped as 4/65 or 4/80 at the moment). Many graphics modes built in and more available using cheap hardware addons upto 1400x800x16. usually 800x600x16 is a usable figure. 2,4,16,256,'truecolour' colour modes. 16Mhz 68030. Slot for co-pro. Slot for 2nd processor. SCSI2. 1.44 Floppy. 56001 DSP chip. 3(?) sound systems. Built in sampling upto 50-odd khz (DAT rates) 16bit. Can sample direct to HD. MIDI ports. 2 normal joystick ports plus 2 extended ports which accept various things like light pen etc. Plus lots more!

There is already some very nice 3rd party software & hardware and lots of good PD/shareware stuff. You can attach genlocks, video digitisers, pc emulators (1024x768x256 while running Windows 3 - I'm told), graphics enhancers etc. Needs a multisync to get the best out of the graphics but a normal SVGA screen will do.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 2112. Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 14:23:52 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <27uvto$odt@info2.rus.uni-stuttgart.de>
Source record: 21146

Hi there!

This is my second try. This time it is the well known Dhrystone benchmark
which i have tested. I only have the figures for the Falcon, so, if any
A1200 user has GNU-C: please make these tests and post your figures!
(I am not hoping to get the figures of a A1200 with FastRAM... i'm still
waiting for the results from my last benchmark :).

How to make the test:
You must have: GNU C (Versions 2.x).
You can get the bechmark via ftp from: src.doc.ic.ac.uk
Directory: /packages/unix-c/benchmarks File: dhrystone.c
If you have another dhrystone-benchmark please make sure that it is the
same version!
Then you will have to set some defines:
#define LOOPS 100000 /* 50000 Loops are too inaccurate */
#define TIME /* if your GNU C port has the time() function */
#define HZ 60 /* all tests were done with 60 Hz */

The dhrystone benchmark consists of:
assignments 53%
control statements 32%
procedure, function calls 15%
It is a general purpose benchmark. I hope you can trust the figures...

F30-BENCHMARKS:

OS | Resolution | Caches | Dhrystones | Time | Improvement...
--------+------------------+--------+------------+------+---------------
TOS 4.01| 640x200x4 60 Hz | ON | 2631 | 38 s | 116 %
" | " | OFF | 2272 | 44 s | 100 %
--------+------------------+--------+------------+------+---------------
TOS 4.01| 640x240x256 60 Hz | ON | 1851 | 54 s | 122 %
" | " | OFF | 1515 | 66 s | 100 %
--------+------------------+--------+------------+------+---------------
TOS 4.01| 640x200x2 60 Hz | ON | 2777 | 36 s | best possible
--------+------------------+--------+------------+------+---------------
MultiTOS| 640x200x4 60 Hz | ON | 1724 | 58 s | 124 %
" | " | OFF | 1388 | 72 s | 100 %
dito with highest priority| ON | 2500 | 40 s |
--------+------------------+--------+------------+------+---------------
MultiTOS| 640x240x256 60 Hz | ON | 1041 | 96 s | 129 %
" | " | OFF | 806 |124 s | 100 %
dito with highest priority| ON | 1724 | 58 s |
--------+------------------+--------+------------+------+---------------
MultiTOS| 640x200x2 60 Hz | ON | 2631 | 38 s |

```
--------+------------------+--------+------------+------+---------------
```

Notes:
What does "highest priority" mean:

| Name | Priority |
|---|---|
| MINT | 0 |
| AESSYS | -20 |
| SCREEN | -20 |
| NEWDESK | -20 |
| PS_CONTR | -20 |
| XCONTROL | -20 |
| MINIWIN | -20 |
| DHRYSTON | 20 |

There are 8 processes running. MiNT must have priority "0". All other
(except DHRYSTON) have the priority "-20".
Under MultiTOS the benchmark is running in a window, under TOS it is
not (that means additional time for window-handling).

The figures in 640x200x2 (monochrome) mode are the best you can get
on a (base-) Falcon (well...with the small program ROMSPEED you can get
3125 Dhrystones in this mode - this program copies the ROM in the RAM
which is approximatly 7% faster).

THE "REAL-LIFE-DISCUSSION":
You see, in this benchmark, the improvement caused by the cache is only
16 - 29 % !

I have made some other tests with "real life"-programs. Here are the
results:

Compiling 10644 lines GFA-Code: Improvement:
with caches: 28.215 s 214 % !!!
without caches: 60.51 s 100 %
(GFA-Basic 3.5E, no harddisk I/O)

TEX, compiling 19 pages:
with caches: 116.0 s 115 % + I/O
without caches: 133.7 s 100 %
(MultiTEX 5.1, very much harddisk I/O)

St-Zip packing a 350 Kb file:
with caches: 20.3 s 177 % + I/O !
without caches: 36.0 s 100 %
(ST-Zip 2.2, few harddisk I/O)

GemView loading/depacking/dithering a JPEG picture:
witch caches: 56.8 s 156 % + I/O
without caches: 88.9 s 100 %
(GemView 2.46, 768x462 JPEG, few harddisk I/O)

TopazFractal calculating/drawing a 616x415 fractal:
with caches: 16.5 s 181 % !
without caches: 29.8 s 100 %
(TopazFractal 1.41, Integer mode, no harddisk I/O)

LHarc packing a 360 KByte file:
with caches: 38.1 s 126 % + I/O
without caches: 48.1 s 100 %
(LHarc 2.22, no harddisk I/O)

Calamus SL (DTP) loading/calculating/drawing test page:
with caches: 22.4 s 163 %
without caches: 36.4 s 100 %
(Calamus SL, test page: euroscale, no harddisk I/O)

PFXPack packing a 330 Kb file:
with caches: 188.5 s 128 %
without caches: 242.0 s 100 %
(PFXPack, no harddisk I/O)

TeXDraw converting a IMG picture to TeX source:
with caches: 20.2 s 149 % + I/O
without caches: 30.1 s 100 %
(TexDraw 2.01.2, few harddisk I/O)

**********RESULTS:**********
Improvement by caches in "real life": 15 - 114 % !
If we take only the programs without harddisk I/O we have: 28-114 %
Arithmetic middle: 57 %
(without the programs with harddisk I/O: 72 % !).

You see: this benchmark is bad for systems with caches, but i did it
anyway.

Ciao, Heiko.
(zcam1121@rpool9.rus.uni-stuttgart.de)

# 2113. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 14:32:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDv4EB.1GA@barclays.co.uk>
Source record: 21156

In article <1993Sep23.223733.13622@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

```
|>
|> 1 /|
|> / |
|> / | 3
|> \ |
|> 2 \ |
|> \|
|>
|> Now, normally you would do this by drawing a set of horizontal lines, namely
|> as many lines as the triangle is high. However in HAM8, you can take advantage
|> of the fact that a colour change in one pixel will remain in effect until it
|> is changed in another pixel. Thus you only draw line 1 and 2, so that it
|> modifies the colour registers to your desired colour, and then you draw line
|> 3 so it changes it back to black, or whatever colour you want to change it to.
|> All pixels enclosed by the three lines will be of the same colour as line 1 and
|> 2.
|>
|> Satisfied?
```

Yup. Isn't there a mode on the TT that works like this? (smear?)

```
--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

# 2114. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 15:00:33 UTC
From: boberg@lysator.liu.se
Message-ID: <CDv5oy.9JJ@lysator.liu.se>
Source record: 21141

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 23 Sep 93 03:40:22, Stefan Boberg wrote:

>SB> I don't know about other people, but I get things based on the things
>SB> they can do for me. How it does it has very little importance. Getting
>SB> religious about these things is just stupid, and will do you no good,
>SB> unless you get a kick out of being really special.

>Do you like PC-hardware? Feel alone!

Well, I don't think the PC is an elegant design, but I am getting a 486
system nevertheless to complement my current computer setup. Primarily
because Psygnosis' SEGA development system is MS-DOS based, but I also
want to play around with it and have a closer look at what the US game
companies and our PC programmers are up to.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 2115. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 15:10:01 UTC
From: cmedley@wam.umd.edu
Message-ID: <27v2k9$2k7@cville-srv.wam.umd.edu>
Source record: 21148
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <farrenCDuLs0.1yw@netcom.com>,
Mike Farren <farren@netcom.com> wrote:
>cmedley@wam.umd.edu ('Flip') writes:
>
>>If the Falcon is crippled and it outruns the Amiga 1200, what does that
>>make the Amiga 1200?
>
>A machine with a less powerful processor, a lower price, and a lot more
>potential than the Falcon.
>

Now we get to the heart of the whole ideological war. :)

How in the world can a machine with a less powerful processor and fewer
built-in I/O ports, and no DSP (and no WAY to add one, either!) have more
potential? Potential for what, is the key thing to consider...

And on the issue of speed and crippling, perhaps the whole point is that
if Atari can be said to have crippled the Falcon by putting a 16-bit
bus from the 68030 to RAM, the Amiga 1200 was crippled by Commodore's
decision to go with a 68020.... and it was crippled so much that when you
take it out of the box and put it next to a Falcon out of the box, it
is slower.

Personally, I like the Amiga 1200, and may wind up using one myself for
video work (still checking to see if it has the one killer app i need to
make the purchase worth it) but I don't see how it is so much better than
a Falcon as Amiga owners claim.

(especially not when it is slower and offers fewer options standard...)

The only thing it has going for it is the low price, and if that were all
that counted, the Amiga 4000/40 wouldn't have a chance against the current
(and cheap!) '040 Macs and Centris machines.

# 2116. Re: F30-A1200 benchmarks! (re dual 256 colour playfields)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 15:12:00 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Sep24171201@arthur.crpht.lu>
Source record: 21147

In article <2ca22b42@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

It works quite well used as "see through" objects, quite stunning effects made by a typo .. (.b instead of .w) ...

Maybe "playfields" wasn't the right word, but then, have you seen some of the playfields we used to do on the ST/STEs? ... Simple trick, but nice screens .. the Falcon is even better at the same trick .. :-)
Ahh, that reminds me of those times where I did fullscreens, syncscrolls and all that stuff what is in theory impossible to do...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
Greetings from Unlimited Matricks (ULM), finally also on news.
I got a Falcon now, but got no time to code something...

Georges

--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2117. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 15:36:05 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep24.153605.3611@btree.uucp>
Source record: 21169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <9309221551.AA13633@IBX.COM> zim@IBX.COM (Bill Zimmer) writes:
>The Falcon being a niche computer doesn't help. (It's easier to find Atari
>products in music stores than computer stores. When Joe Consumer goes to
>buy a computer, will he visit a music store or a computer store? Even if
>he wants the computer for music/MIDI, the sales droids will steer him
>to an IBM or MAC machine. "This is just what you're looking for".)

There was a full-page advertisement by Guitar Center in the printed
program distributed at the recent San Diego Computer Fair, in which
they trumpeted the fact that they carry the "leading hardware" for
musicians. The picture with the ad showed an Atari 1040STE.

No, I don't think the sales droids are pushing other platforms.

-- George Crissman

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
**************************************************************************
--
```

# 2118. Re: Where to buy CD32

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 15:41:51 UTC
From: kruger@mhd1.moorhead.msus.edu
Message-ID: <1993Sep24.094151.5623@msus1.msus.edu>
Source record: 21158
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

The only problem here in the States is that ONLY Amiga owners know about the CD^32, therefore ONLY Amiga owners will buy it. Someone sent me E-Mail regarding the CBM "Head Honcho"'s philosophy on advertising:

"A good product will sell itself, with or without advertising" (paraphrased)

That's fine if you have a good reputation in the field. Commodore's best move would be to rename their company, rename the Amiga to something else, and start anew (perhaps licence out the hardware to cloners and do away with inhouse production).

I live in a fairly small town. When the Amiga was first introduced on the market, there was a good demand for them (hell, the Sears in town here used to sell them, I stress USED to sell them). Now there is one place in town that sells the hardware (run by a bunch of boneheads who have absolutely no clue as to what is going on), and Software Etc. is trying to get rid of the software stock (again they have no clue. Thought the CD^32 was a 3DO product.)

I fear the CD^32 will not do well here without public recognition. In Australia, "Amiga" is synonymous w/great games. Over here, the name is ridiculed. I'm afraid the notion that it will be sold everywhere Segas are won't work here. How can you expect stores to take a risk on carrying a product when they have no idea what it is/does. Again, this would be eliviated by some advertising.

You may have guessed by now that I strongly disagree with the philosophy of the powers that be at CBM. In todays market, unless it is a total breakthrough (yes, the CD^32 is a great machine, but by no means a breakthrough technologically) you have absolutly NO hope of selling it without sufficient public recognition. This means more than infomercials (CD-I supposedly has them, it isn't doing them one damn bit of good, but they have the Philips name, so they get some press coverage.), and cable broadcast commercials. I realize that this all costs money (which Commodore may or may not have), but you have to spend money if you have any hope of making money.

End of Sermon

dk

## 2119. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 16:21:16 UTC
From: mcookson@flute.aix.calpoly.edu
Message-ID: <1993Sep24.162116.179051@zeus.aix.calpoly.edu>
Source record: 21150
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

In article <khaley.748729503@nova>, Kevin Haley <khaley@nova.gmi.edu> wrote:
>While the attention that the Atari Jaguar is getting from various magazines
>is encouraging, I am surprised that the 3DO is garnering more attention. In
>the September issue of Time, the Atari Jaguar is barely mentioned, compared
>with paragraphs and photos of 3DO and its makers. Both systems offer
>comparable power, yet it seems that the media has already counted Atari down
>and out (and Jaguar hasn't even been released yet!) while they focus
>attention on a much more expensive system. The magazine WORTH advises
>investors to look into the rage of the future... the 3DO! They make no
>mention of Atari whatsoever.

> [More Deleted]

I agree with your sentiments on this issue. I think that the Jaguar
has a very good chance because of its price structure.

It is very amusing that Time says somenthing to the effect that
"Nintendo plans to leapfrog this step and go for a 64 bit machine". The
Jaguar IS a 64 bit machine. They did not mention that. That is almost
criminal! :-) If that was the only additional thing they mentioned, it
would have been a fair article. You can't expect them to give Atari a
lot of attention after the first paragraph says somenthing about the
"Rise and fall" or Atari. (I.e. time has declared them officially dead!
Ahahah....) Anyhow, if they had said "Atari is coming out with a 64 bit
machine that will be out in January" it would have been a much better
article. Instead they are going to try to ignore it, which may be what
the public does if it is not well advertised starting very soon.

- mike

# 2120. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 17:04:49 UTC
From: cmedley@wam.umd.edu
Message-ID: <27v9bh$46q@cville-srv.wam.umd.edu>
Source record: 21151

In article <CDv5oy.9JJ@lysator.liu.se>,
Stefan Boberg <boberg@lysator.liu.se> wrote:
>rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>>In a message of 23 Sep 93 03:40:22, Stefan Boberg wrote:
>
>>SB> I don't know about other people, but I get things based on the things
>>SB> they can do for me. How it does it has very little importance. Getting
>>SB> religious about these things is just stupid, and will do you no good,
>>SB> unless you get a kick out of being really special.
>
>>Do you like PC-hardware? Feel alone!
>
> Well, I don't think the PC is an elegant design, but I am getting a 486
>system nevertheless to complement my current computer setup. Primarily
>because Psygnosis' SEGA development system is MS-DOS based, but I also
>want to play around with it and have a closer look at what the US game
>companies and our PC programmers are up to.
>

I agree with you Stefan about the PC... it is an interesting platform because
so many people have had time to add neat expansions to it and help it progress
in to quite a usable platform.

Incidentally, I noticed your post mentioned Psygnosis... there was an article
in a magazine over here claiming they had a "new method" for programming
TurboGrafx/Duo games to get 4096 colors on screen at once using a method
called "Hold and Modify".

(is that familiar sounding to all the Amiga owners?)

The programs using this technique are supposed to pop up in a year or so...
I'm just curious as to whether this is fact or fiction or cannot be talked
about because you'll be killed for disclosing trade secrets. :)

# 2121. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 17:10:32 UTC
From: rbarbaga@cs.uml.edu
Message-ID: <27v9m8$enj@ulowell.uml.edu>
Source record: 21152
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

It's called research.... a lot of magazines will just do reports
on what's handed to them. Atari has not really been promoting the Jag
like 3d0 has... 3d0 has barraged the media with ads, facts, etc... demos..
The reporters etc... usually ignorant of technology etc. will just to a
superficial report on what info is easily available. How many articles on
Multimedia have you seen that don't mention the Amiga when they claim to
cover all systems? How many articles on Music with Computer have you seen
that don't mention the Atari when they claim to do a look at the whole
market....

--
----Ralph A. Barbagallo III---rbarbaga@cs.uml.edu---amiga Amiga AMIGA !!!!--
| _____ ^^^^^^^^^^^^^^^^^^ -=-=-=-=-=-=-=-=-=-=- |
| Down with the HORSEMEN! School Address... . . Amiga 4000/030!!!!! |
---

# 2122. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 18:22:21 UTC
From: boberg@lysator.liu.se
Message-ID: <CDvF1B.B9z@lysator.liu.se>
Source record: 21149

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 23 Sep 93 19:01:02, Gavan Martin Moran wrote:

>GM> Mind you, his infantile rantings must be really embarassing to other
>GM> Swedes and also Falcon owners in general.

>Jupps, that's why my Email box is filled to the lid with letters like "Keep
>teaching those Amiga fanatics what a computer is" ...

"Jupps"? I don't think that's an english word. It's not even swedish. And why don't the ones supposedly filling your mailbox to the brim with fan-mail step forward and tell us what a computer is? I'd like to know the ultimate definition from a True God-Like-Hacker with the inside knowledge only the absolute elite possess. ;-/

And what about this "keep teaching" bit? As far as I see, you haven't teached anyone a single thing yet. Just made an ass of yourself with your endless narrow-minded raving and ranting about how great anything Atari is.

>You're right again .. as usual .. not ..

There you go! Another epic line of childish ranting. And please, if you want to come across as any more literate than a 11 year-old just starting learning english, try to stop putting those ellipses between each and every clause. <teachers voice>: Ellipses are used to indicate omissions and nothing else.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 2123. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 19:05:33 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep24.190533.3090@ida.liu.se>
Source record: 21159

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 23 Sep 93 18:59:42, Gavan Martin Moran wrote:

>GM> Ah, just upgrade the CPU. Why not just upgrade to a true 32-bit
>GM> Amiga!!!!

>68EC020, notice the EC which means that the possibility that the processor
>will fail after a few months is quite big ..

My god, you're stupid. There is no difference in the quality of an EC
part and a RC part. The abbreviation EC stands for `Embedded Controller',
and EC processors are often used as such in electronic appliances (even
in cars). The only real difference between the RC and EC part is that the
EC part is differently packaged, and only brings out 24 address lines,
instead of 32.

>GM> BTW< is this wonder board widely available yet??

>Jupps.

"Fjopps, Klopps, Fnix, Zonx".

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2124. Re: F30-A1200 benchmarks! (re dual 256 colour playfields)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 19:12:27 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep24.191227.3315@ida.liu.se>
Source record: 21160

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 23 Sep 93 18:59:06, Gavan Martin Moran wrote:

>GM> The Amiga offers dual playfields as standard, but you can also
>GM> twiddle the bitplanes to do paralax effects. I gather that the
>GM> `true` colour (24 bit is TRUE colour rick) is chunky, so I`d be
>GM> interested to see how this Amazing imaginary 256 dual playfield
>GM> screen works...

>It works quite well used as "see through" objects, quite stunning effects made
>by a typo .. (.b instead of .w) ...

<sarcasm alert>

Oh, great! So you mean you can actually have one orange playfield, and one
cyan playfield, and where there is data in both playfields, the outcome is
the composite of these two? Sounds very useful in real-life situations.

>Maybe "playfields" wasn't the right word, but then, have you seen some of the
>playfields we used to do on the ST/STEs? ... Simple trick, but nice screens ..
>the Falcon is even better at the same trick .. :-)

I haven't seen it, but it must be absolutely mind-numbingly awesome, I'm
sure.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2125. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 19:24:44 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep24.192444.20013@apgea.army.mil>
Source record: 21157
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

In article <27t08c$gur@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
>In article <1993Sep23.134601.716@apgea.army.mil>,
>Robert C. Merritt <rcmerrit> <rcmerrit> wrote:
>>>
>>>I don't see the masses attracted to a system priced in excess of $675, but a
>>>$200 Jaguar unit looks very attractive.
>>
>>Actually the first 3DO machine, Panasonics, is already taking orders of
>>$380 at Electronics Boutiqe.
>>
>
>
>Are you sure they quoted you $380? My friend has a 3DO on hold for him
>at about seven different places locally (and one place in CA where he also
>has a Jaguar reserved) and the lowest price he was quoted was $675, including
>the Electronic Boutique in MD.
>
>(we're near DC)
>
>

The EB in Goldern Ring Mall is taken orders now for the Panasonic 3DO
machine for $389 + tax. (I ment 389 not 380, typo I guess)
If you want, I can get the phone number of the place..

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

# 2126. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 20:07:06 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep24.200706.4359@ida.liu.se>
Source record: 21161

zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:

Just out of interest, I ran the same benchmark on my A4000/040 and
A3000/030:

A3000: 25MHz 68030, 8M Fast, 2M Chip
A4000: 25MHz 68040, 16M Fast, 2M Chip

Especially the A3000 is interesting, because it runs the same processor
as the Falcon, but in a well-designed system (32-bit paths, burst
available). It does run at a higher clockspeed, but by multiplying the
execution times by 16/25 you roughly get how a 16MHz part would
perform.

The resolution the machines ran in are irrelevant here, since there is
no contention, but anyway, the A4000 ran 976*612 in 64 colours, and the
A3000 ran a 760*560 display in 8 colours. I increased the loopcount
from 50000 to 500000 because using 50000 would be ridicilous on these
machines (low accuracy). I compiled using GCC 2.4.5. The A4000 test
was not run in a "clean" system. I had this terminal program and a
number of other tasks running in the background, so the figure below
is probably a bit low.

>F30-BENCHMARKS:

> OS | Resolution | Caches | Dhrystones | Time | Improvement...
>--------+------------------+--------+------------+------+---------------
>TOS 4.01| 640x200x2 60 Hz | ON | 2777 | 36 s | best possible
>--------+------------------+--------+------------+------+---------------
>MultiTOS| 640x200x2 60 Hz | ON | 2631 | 38 s |
>--------+------------------+--------+------------+------+---------------

A3000/030/25MHz:

OS Caches Dhrystones/s Time Comment
-------------+--------+------------+------+----------
AmigaDOS 3.1 | ON | 8064 | 62 s | Cache+Burst
AmigaDOS 3.1 | ON | 7352 | 68 s | Cache+NoBurst
AmigaDOS 3.1 | OFF | 5434 | 92 s | NoCache+NoBurst

A4000/040/25MHz:

OS Caches Dhrystones/s Time Comment
-------------+--------+------------+------+----------
AmigaDOS 3.1 | ON | 27777 | 18 s | Cache+Copyback

Summary:
========

The "A3016" entries are the equivalent 25MHz results scaled to 16MHz. This is a pretty accurate indication of how fast a real 16MHz system would be. A real 16MHz system would probably even be faster than this, because of the general slowness of RAM.

```
--------+---------+------+---------------------
OS | Dhry/s |Ratio | Comment
--------+---------------+---------------------
MTOS | 2631 | 1.00 | Falcon/030 running MultiTOS, best possible
TOS4.01 | 2777 | 1.05 | Falcon/030 running TOS 4.01, best possible
A3016 NC| 3477 | 1.32 | A3000/16 Caches off, no burst
A3016 | 5161 | 1.96 | A3000/16 Caches on
A3000 NC| 5434 | 2.07 | A3000/25 Caches off, no burst
A3000 NB| 7352 | 2.80 | A3000/25 Caches on, no burst
A3000 | 8064 | 3.06 | A3000/25 Caches on
A4000 | 27777 |10.56 | A4000/040/25 Caches on
```

What conclusions can we draw from this? Well, first of all, we see that the A4000/040 pretty much crushes the Falcon ;-).

Otherwise, we can see that an equivalent system with a well-designed full 32-bit bus able to take advantage of burst-mode would be almost TWICE as fast as the Falcon/030 is. Even with all caches turned off, it would be 32% faster than the Falcon/030 is now.

This pretty much proves that the 16-bit bus severely cripples the Falcon.

Any questions? Feel free to ask.

>Ciao, Heiko.
>(zcam1121@rpool9.rus.uni-stuttgart.de)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2127. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-24 21:24:43 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep24.212443.5783@ida.liu.se>
Source record: 21162

y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
>zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:

> Just out of interest, I ran the same benchmark on my A4000/040 and
>A3000/030:

A bit later still, I recompiled with Amiga SAS/C V6.3. The results
are interesting..

> A3000/030/25MHz:

> OS Caches Dhrystones/s Time Comment
>-------------+--------+------------+------+----------
>AmigaDOS 3.1 | ON | 8064 | 62 s | Cache+Burst

As above, but with SAS/C 6.3 : 10638 dhrystones/second!

> A4000/040/25MHz:

> OS Caches Dhrystones/s Time Comment
>-------------+--------+------------+------+----------
>AmigaDOS 3.1 | ON | 27777 | 18 s | Cache+Copyback

With SAS/C 6.3 : 35211 dhrystones/second!

>--------+---------+------+----------------------
>OS | Dhry/s |Ratio | Comment
>--------+---------------+----------------------
>MTOS | 2631 | 1.00 | Falcon/030 running MultiTOS, best possible
>TOS4.01 | 2777 | 1.05 | Falcon/030 running TOS 4.01, best possible
>A3000 | 8064 | 3.06 | A3000/25 Caches on
10638 | 4.04 | As above but SAS/C 6.3 compiled
>A4000 | 27777 |10.56 | A4000/040/25 Caches on
35211 |13.38 | As above but SAS/C 6.3 compiled

Conclusions? So much for the "legendary" optimization performance of Gnu
CC someone raved about earlier. Native Amiga compilers clearly generate
better (as in more efficient) code.

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2128. Re: 3DO vs. Jaguar... Does anyone remember the MSX?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 03:40:57 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep25.034057.23528@apgea.army.mil>
Source record: 21163

In article <27tmhm$m7q@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
>
>One thing I'm worried about with 3DO is that it seems similar to the
>attempts to make MSX computers the "de facto" standard back before the IBM
>PC took over.
>
>I don't think anyone in America remembers these, but there were massive
>write-ups about these, and they looked nice on paper, and the same companies
>backed MSX that are going for 3DO.

Yeah I DO remember that! I even got an old compute that talks all about them.
Were any of those type of systems made??

>
>Personally, I think 3DO has a better chance because people *want* something
>like this... the demand is there... but the price is too high right now, i
>think.
>
>

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

# 2129. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 08:43:43 UTC
From: c60c-1cs@e260-1a.berkeley.edu
Message-ID: <2810bv$4ob@agate.berkeley.edu>
Source record: 21164

>The only real difference between the RC and EC part is that the
>EC part is differently packaged, and only brings out 24 address lines,
^^^^^^^^^^^^^^^^^^^^
>instead of 32.

Us politically correctos in Berkeley prefer to call it
"technologically challenged" rather that CRIPPLED!! :)

Allen

# 2130. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 08:53:13 UTC
From: c60c-1cs@e260-1a.berkeley.edu
Message-ID: <2810tp$4qv@agate.berkeley.edu>
Source record: 21165

>>MTOS | 2631 | 1.00 | Falcon/030 running MultiTOS, best possible
>>TOS4.01 | 2777 | 1.05 | Falcon/030 running TOS 4.01, best possible
>>A3000 | 8064 | 3.06 | A3000/25 Caches on
10638 | 4.04 | As above but SAS/C 6.3 compiled
>>A4000 | 27777 |10.56 | A4000/040/25 Caches on
35211 |13.38 | As above but SAS/C 6.3 compiled

> Conclusions? So much for the "legendary" optimization performance of Gnu
>CC someone raved about earlier. Native Amiga compilers clearly generate
>better (as in more efficient) code.

Not only that, he didn't (or chose not to) use the DSP
for the obvious reason that the Amiga 4000/040 would be put to shame,
and the 4000/030 would look paperweightish. :)

Allen Pouratian

# 2131. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 12:33:47 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep25.123347.15246@ida.liu.se>
Source record: 21171

c60c-1cs@e260-1a.berkeley.edu (Air Honkey) writes:
>>>MTOS | 2631 | 1.00 | Falcon/030 running MultiTOS, best possible
>>>TOS4.01 | 2777 | 1.05 | Falcon/030 running TOS 4.01, best possible
>>>A3000 | 8064 | 3.06 | A3000/25 Caches on
>> 10638 | 4.04 | As above but SAS/C 6.3 compiled
>>>A4000 | 27777 |10.56 | A4000/040/25 Caches on
>> 35211 |13.38 | As above but SAS/C 6.3 compiled

>> Conclusions? So much for the "legendary" optimization performance of Gnu
>>CC someone raved about earlier. Native Amiga compilers clearly generate
>>better (as in more efficient) code.

>Not only that, he didn't (or chose not to) use the DSP
>for the obvious reason that the Amiga 4000/040 would be put to shame,
>and the 4000/030 would look paperweightish. :)

By all means, use the DSP! It would be interesting to see the results.
I'm not really sure how you're going to use it in a dhrystone benchmark,
though. But remember to use a C compiler to generate the code; no
assembly downcoding.

>Allen Pouratian

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2132. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 14:55:43 UTC
From: cmedley@wam.umd.edu
Message-ID: <281m5f$kmb@cville-srv.wam.umd.edu>
Source record: 21166

In article <1993Sep24.212443.5783@ida.liu.se>,
Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
> Conclusions? So much for the "legendary" optimization performance of Gnu
>CC someone raved about earlier. Native Amiga compilers clearly generate
>better (as in more efficient) code.
>

Actually, I'm leery of saying it is a better compiler based on Dhrystone or any standardized benchmark of that nature because many compilers will be optimized to beat specific benchmarks. Admittedly, it looks good, but then, we haven't tried any other ST C Compilers.

As for the benchmark results, it is interesting, but why didn't you test an Amiga 1200? If you want to test A3000s, then we should whip out an Atari TT030 (really fast 030 machine....a 33mhz one :) ) and see how those two systems compare (after all, both have been orphaned or dumped by their creators, right?).

:)

So in conclusion:

1) both the Falcon and A1200 are crippled
2) if you want real speed, go buy a TT or an A3000 which are now no longer being made, but have faster CPUs.

# 2133. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 14:58:12 UTC
From: cmedley@wam.umd.edu
Message-ID: <281ma4$kmg@cville-srv.wam.umd.edu>
Source record: 21167

In article <2810tp$4qv@agate.berkeley.edu>,
Air Honkey <c60c-1cs@e260-1a.berkeley.edu> wrote:
>
>Not only that, he didn't (or chose not to) use the DSP
>for the obvious reason that the Amiga 4000/040 would be put to shame,
>and the 4000/030 would look paperweightish. :)
>

That's actually true... for the Dhrystone and many other benchmarks the
DSP in the Falcon would burn the A4000/40. Of course, the 56001 is not a
general purpose processor, but it would make a good account of itself in
bencmarks it is suited for. :)

Of course, the original purpose of this thread was to compare Falcons and
A1200s.. the low-end machines of the new generation.. the lowest common
denominator of both company's lines of machines. Stefan has now thrown
down the gauntlet on TT owners by bringing back the now discontinued A3000. :)

# 2134. Re: 3DO vs. Jaguar... Does anyone remember the MSX?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 15:00:27 UTC
From: cmedley@wam.umd.edu
Message-ID: <281meb$kqh@cville-srv.wam.umd.edu>
Source record: 21168

In article <1993Sep25.034057.23528@apgea.army.mil>,
Robert C. Merritt <rcmerrit> <rcmerrit> wrote:
>In article <27tmhm$m7q@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
>
>Yeah I DO remember that! I even got an old compute that talks all about them.
>Were any of those type of systems made??
>

I have no idea about many of those machines, but before the Atari ST came
out, Yamaha (who makes musical instruments) put out the Yamaha CX5M (i think
that was the name) which was an MSX-based computer with MIDI. If could run
MSX software, etc.. and use the peripherals. Later on, when the ST line
came out, I think that wiped those machines out totally...

## 2135. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 15:01:58 UTC
From: sbrixey@sprawl.win.net
Message-ID: <81@sprawl.win.net>
Source record: 21172
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

In article <CDs931.Ax7@mentor.cc.purdue.edu>, null pointer)@symphony.cc.purdue.edu (George Belle () writes:
>In article <khaley.748729503@nova> khaley@nova.gmi.edu (Kevin Haley) writes:
>>
>>With proper marketing, Atari could make the Jaguar a huge success.
>>They need some impressive software, a good marketing strategy, and maybe
>>even a mascot for it (like Mario is to Nintendo as Sonic is to Sega). This
>>could be the big chance to push the Lynx back into stores as well. The
>>Jaguar and Lynx, together, make a well-rounded display of computer game
>>systems that could appeal to many stores (and hence their buyers). This
>>may be Atari's last chance to become a prominent figure in computer
>>entertainment.
>
>Up until this year I have been actively involved in Lynx discussion on Prodigy.
>(Rates got too expensive on *P.) We decided long ago Atari needed a mascot.
>I think we finally decided they would have to go with the "cat" theme--like a
>big black panther or some similar feline. But don't count on Atari to market.
>They've always counted on the consumer to market the product for them by word
>of mouth. Unfortunately, that doesn't work when you have advertisers as big
>as Nintendo and Sega. I hope they hire a good Advertising agency. They
>obviously don't have one now (and haven't for the last few years!)
>George
>
>
>

Lynx, Jaguar, Big Black Cat... Anyone beginning to see a pattern
here???

--
Shawn L. Brixey Preferred:sbrixey@sprawl.win.net
or:sbrixey@phantom.com

"I'm Living in my own Private Idaho" - B-52's

# 2136. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 15:52:10 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDx2qz.13L@jonh.wimsey.bc.ca>
Source record: 21087

cmedley@wam.umd.edu ('Flip') writes:

>Of course, the original purpose of this thread was to compare Falcons and
>A1200s.. the low-end machines of the new generation.. the lowest common
>denominator of both company's lines of machines. Stefan has now thrown
>down the gauntlet on TT owners by bringing back the now discontinued A3000. :)

I think _you've_ missed the point, Flip. The article, at leastt to
me, clearly stated what the author wanted to show by comparison. The
benchmark tests did show that the Falcon is 'crippled', when compared to
a 68030 run on a full 32 bit bus capable of burst filling the cache. If
you'd ever read any of Dave Small's notes regarding the design of his
'030 ST accelerator, this would have been obvious without the A3000
tests. I think the article definately shows that if Atari had have
designed the Falcon as a 32 bit machine, it would have been a far faster
machine.
In fact, if any enterprising TT owner is reading this, and would
like to help add to this info, I have thought of a rather interesting
test. If the TT could be set to run at 16mhz, possible through finding
the 16mhz clock driving the rest of the TT and connecting it to the
'030's clock input, then the same gnu C benchmark could be run on a
machine that was 32 bit and 16mhz. Run the test in ST ram on the TT and
you'd have a direct comparison to the Falcon's performance, vs a 32 bit
implementation.
However, one thing that the article did not prove, was that the
Falcon has been sufficiently 'crippled' to be worse than an A1200.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

# 2137. Re: Let's pool our money and buy Pete a girlfriend. :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 16:55:16 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep25.165516.13204@monu6.cc.monash.edu.au>
Source record: 21170
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:

[...]

: Flip, I guess that Pete needs to do more than that. His problem
: is that he usually doesn't use what he preaches about a lot.
: And again, we all love his postings, full of quoted wisdom and
: added BS. :-)

Man, newbie freshmen are coming on pretty heavy this year.

It's weird how he has to put something Mac into every thread, even if
it's got nothing to do with it.

Pete: oh, it's 13:30pm, central mac time
I synchronize my watch with Mac HQ's time zone.

I live 350 miles from Mac HQ.

My univeristy is 450 miles from Mac Hq and 720 miles from the Mac
factory.

Oh, you come from Ireland. Don't they have a Mac factory there?

I see you're from Australia, do they have macs there?

Oh, you're Italian. Do the AV850's speak italian?

Were there any Macs in Monaco for the Olympics?

Wow, this Sparc stations isn't like a Mac
Wow, this Cray is not a mac
Wow, a 486dx33 is not a mac.
Wow, am I boring?

I've also noticed that he likes to get into racist slanging matches.
Methinks he puts on a pointy hat on the weekends, gets into his mother's
sheets and parties with the Grand Wizard.

- Jim

# 2138. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 18:32:10 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca374d6@troed.ct.se>
Source record: 21173

In a message of 24 Sep 93 11:31:38, Stefan Boberg wrote:

SB> 3 so it changes it back to black, or whatever colour you want to change it
SB> All pixels enclosed by the three lines will be of the same colour as line
SB>
SB> Satisfied?

Yep. Nice. Now please draw the same vector on top of a GREAT HAM8 picture in
the background.

Oh, was that impossible?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2139. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 18:32:10 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca375c2@troed.ct.se>
Source record: 21174

In a message of 24 Sep 93 18:53:37, Stefan Boberg wrote:

SB> Amazing fact #3: The 68040 is *far* superior to the 68030. Surprised?
SB> A later design usually means improvements have been made.

Oki, then you agree that the Falcon's CPU is better than the A1200 CPU ..
atleast we got that one straight now ...

SB> >Yeah, you'll need a VERY FAST processor to be able to do all that re-calc
SB> >while doing the animation!
SB>
SB> No you don't. I've explained this already, and I won't do it again. It
SB> probably wouldn't do any good anyway. You believe whatever you see fit.

Sure, tell me how you put one picture on top of another in HAM8 without messing
up the graphics, and DON'T tell me that you can "recalculate everything" coz
that takes *TIME*

SB> Well, from what I've seen here you're prepared to believe anything that
SB> suits you, and ignore whatever facts don't comply with your twisted views.
SB>
SB> And if you believe everything you see/hear on TV, I feel truly sorry
SB> for you.

Aha, I should beleive that C= was making a CD32, but not that they're going to
use 32bit sound in the new Amigas .. Oki .. silly me, not knowing that they lie
exactly half the time ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2140. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 18:32:10 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca37536@troed.ct.se>
Source record: 21175

In a message of 24 Sep 93 13:07:54, Kendall Helmstetter Gelner wrote:

KH> sec. I'll try running some more tests later - I need to get a program to
KH> turn the cache off outside Multitos...

FCONTROL.ACC

Available on my BBS, as all other good programs are .. :-)

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 2141. Re: F30-A1200 benchmarks! (re dual 256 colour playfields)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 18:32:10 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca37702@troed.ct.se>
Source record: 21176

In a message of 24 Sep 93 18:56:23, Georges Kesseler wrote:

GK> Ahh, that reminds me of those times where I did fullscreens, syncscrolls
GK> and
GK> all that stuff what is in theory impossible to do...

Guess where "sync" in Syncscrolling comes from .. hehe ... (Sync still
rulez...)

GK> Greetings from Unlimited Matricks (ULM), finally also on news.
GK> I got a Falcon now, but got no time to code something...

Cool! .. Liked your demos alot .. atleast you released some .. (unlike us, who
did the best demos ever, but only showed them to a few people at parties,
always saying "we need to tweak this piece of code a bit further before we
release it" ... )

Boy ... optimizing code inside fullscreens .. :-)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2142. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 18:32:10 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca377bc@troed.ct.se>
Source record: 21177

In a message of 24 Sep 93 21:16:57, Stefan Boberg wrote:

SB> There you go! Another epic line of childish ranting. And please, if you
SB> want to come across as any more literate than a 11 year-old just starting
SB> learning english, try to stop putting those ellipses between each and
SB> every clause. <teachers voice>: Ellipses are used to indicate omissions
SB> and nothing else.

I guess I should throw my grades away then .. too bad, they can't get any
higher ... (english that is)

What has this got to do with atari.advocacy? Are you running out of ammunition?

NOTE TO EVERYONE: I know I shouldn't write messages here without a proper
spelling/language checker, please forgive me for my sins ... let the almighty
Stefan Boberg rule CyberSpace ...

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 2143. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-25 21:20:08 UTC
From: vidgames@netcom.com
Message-ID: <vidgamesCDxHxL.IE7@netcom.com>
Source record: 21178
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

Shawn L. Brixey (sbrixey@sprawl.win.net) wrote:
> Lynx, Jaguar, Big Black Cat... Anyone beginning to see a pattern
> here???

For the last few years, Atari has had a policy of:

Fish names for PC-compatible computers (though I can't remember any)
Bird names for their own computers (like Falcon)
Feline names for game products (like Lynx, Panther and Jaguar)

A E
--
Andy Eddy, Freelance Writer (specializing in electronic entertainment)
VIDGAMES@NETCOM.COM <=+=> 818-246-6550 fax/voice/answering machine
*finger me for my recent writing credits and other online accounts*
"I don't want the world, I just want your half." -- They Might Be Giants

# 2144. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-26 00:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca440ea@troed.ct.se>
Source record: 21179

In a message of 25 Sep 93 10:43:07, Stefan Boberg wrote:

SB> My god, you're stupid. There is no difference in the quality of an EC
SB> part and a RC part. The abbreviation EC stands for `Embedded Controller',
SB> and EC processors are often used as such in electronic appliances (even
SB> in cars). The only real difference between the RC and EC part is that the
SB> EC part is differently packaged, and only brings out 24 address lines,
SB> instead of 32.

Cheap plastic package, hasn't been through the same tests as the normal model
..

SB> "Fjopps, Klopps, Fnix, Zonx".

Ahh .. old good amiga 8-bit sound .. :-))

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2145. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-26 00:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca442ae@troed.ct.se>
Source record: 21180

In a message of 25 Sep 93 10:43:07, Stefan Boberg wrote:

SB> What conclusions can we draw from this? Well, first of all, we see that
SB> the A4000/040 pretty much crushes the Falcon ;-).

In raw processing power. Nothing else.
(Except when the Falcon is using the DSP where it outperforms the A4000 too)

Test: Loading/Calculating/Displaying a 125*125 JPEG (24bit) picture.

GEM-View (using the normal JPEG libraries, caches on etc) 7.9s
Brainstorm DSP-JPEG viewer. (Old version, faster exists) 0.96s

Quite an improvement ..

SB> This pretty much proves that the 16-bit bus severely cripples the
SB> Falcon.
SB>
SB> Any questions? Feel free to ask.

Sure, I can ask you this for the FOURTH time ..

Benchmarking the Falcon against a 32Mhz 32-bit TT results in the Falcon being
50% of the TT's speed, as expected.

No re-calculations or different systems involved, just a comparisation between
a 32Mhz 32 bit system and a 16Mhz 16 bit system.

With your figures a 32 bit 16Mhz system would equal a 32 bit 32Mhz system ..
that's nonsense.

(BTW; you wanted the 3:d party developers list for the Jaguar, it's now
officially release .. someone posted it in comp.sys.atari.st)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2146. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-26 01:53:00 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Sep25.215300.15859@umiami.ir.miami.edu>
Source record: 21181
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

In article <1993Sep24.192444.20013@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
> In article <27t08c$gur@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
>>In article <1993Sep23.134601.716@apgea.army.mil>,
>>Robert C. Merritt <rcmerrit> <rcmerrit> wrote:
>>>>
>>>>I don't see the masses attracted to a system priced in excess of $675, but a
>>>>$200 Jaguar unit looks very attractive.
>>>
>>>Actually the first 3DO machine, Panasonics, is already taking orders of
>>>$380 at Electronics Boutiqe.
>>>
>>
>>
>>Are you sure they quoted you $380? My friend has a 3DO on hold for him
>>at about seven different places locally (and one place in CA where he also
>>has a Jaguar reserved) and the lowest price he was quoted was $675, including
>>the Electronic Boutique in MD.
>>
>>(we're near DC)
>>
>>
>
> The EB in Goldern Ring Mall is taken orders now for the Panasonic 3DO
> machine for $389 + tax. (I ment 389 not 380, typo I guess)
> If you want, I can get the phone number of the place..

Perhaps it is merely a deposit and the rest is due on pick up.

>
> Rob Merritt
> email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
> Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
> (410)391-6291, Running Renegade **and family, and not of a co-worker.
> "Nostalgia isn't what it used to be" -unknown

Mark Santora

# 2147. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-26 06:52:16 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep26.065216.4378@monu6.cc.monash.edu.au>
Source record: 21182

Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
:
: Sure, I can ask you this for the FOURTH time ..
:
: Benchmarking the Falcon against a 32Mhz 32-bit TT results in the Falcon being
: 50% of the TT's speed, as expected.
:
: No re-calculations or different systems involved, just a comparisation between
: a 32Mhz 32 bit system and a 16Mhz 16 bit system.
:
: With your figures a 32 bit 16Mhz system would equal a 32 bit 32Mhz system ..
: that's nonsense.

Sounds like something's broken in the TT, doesn't it? He did say that
the A3000 came with a good memory architecture that allowed the 030 to
use all of it's features.

Operating a 68030 on a 16 bit bus removes the burst mode feature found
on the 68030. Does the TT support burst mode? If not, then it seems
to support the "feature" of having a 16bit data path. If it does, then
whatever benchmarks you're using to get the 50% speed figure from
are suspect.

Also, if you think that a DSP is going to help in a lot of apps and
crush an 040 box, tell Next all about it. They had a 030+56001 box
which was very sluggish. Their 040+56001 box had acceptable speed.
If a 56001 is going to crush an 68040, then I guess Next systems
didn't know how to use it. And all those developers who were porting
their Next software to the Falcon don't know how to use it.

A DSP is very good for certain applications and developers should
use it's features, but if they don't use it, then the dsp is doing
nothing and you, the end user doesn't see any speed improvement
in your programs.

- Jim

# 2148. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-26 06:58:51 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep26.065851.4705@monu6.cc.monash.edu.au>
Source record: 21183

Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
: In a message of 25 Sep 93 10:43:07, Stefan Boberg wrote:
:
:
: Cheap plastic package, hasn't been through the same tests as the normal model

I'm sure you know a lot more about fabrication than Motorolla. What
tests do they perform on EC and RC plastic? All their silicon chips
go through the same tests, with the EC components not tested for
MMU functionality in the 030 and 040 chips.

What is the normal pin package for 68020 and 68030? PCC, PLC? What?
Do you know what plastic packaging Stefan is talking about?

- Jim

# 2149. Motorola is crap! -> Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-26 07:12:29 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep26.071229.5622@monu6.cc.monash.edu.au>
Source record: 21184
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
: In a message of 23 Sep 93 18:59:42, Gavan Martin Moran wrote:
:
: GM> Ah, just upgrade the CPU. Why not just upgrade to a true 32-bit
: GM> Amiga!!!!
:
: 68EC020, notice the EC which means that the possibility that the processor will
: fail after a few months is quite big ..

[... Sarcasm mode on ...]

Where did you get this piece of information from? Alt.FolkLore or from
Intel.Only?

I'm sure all those devices that have Embedded Controls are failing all
the time? Hmmm... You're right, all those airplane crashes are due to
Motorola and their crappy chips.

That's why everyone is switching to Intel! They don't make junk like
Motorola!

And I'm sure lots of Amiga and Atari ST owners who have 680ec30
accelerator boards will tell us how crap the EC components really
are. Every A4000/ec030 has been returned to their dealers with a
dead cpu.

[... Sarcasm mode off ...]

EC Components may have some tests ommitted, which makes for a cheaper
price. The 030 and 040 EC chips do not have the mmu checked. There
are 040 models without a floating point unit. Testing costs money!

If you want to worry about anything, worry about the 16mhz 68030 in
the Falcon. In binning, chips that fail the higher spec test go into
the lower spec bin and tested until it passes a test. Often, the lowest
grade chips have other manufacturing problems.
It's not a good idea to go with the lowest grade chip from any
manufacturer.

- Jim

# 2150. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-26 08:19:16 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca4c282@troed.ct.se>
Source record: 21185

In a message of 25 Sep 93 21:30:04, 'Flip' wrote:

'> 2) if you want real speed, go buy a TT or an A3000 which are now no longer
'> being made, but have faster

Atari has started making TT030's again, there's still a huge demand for them!
(Until the Falcon040 is released I guess...)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2151. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-26 12:07:44 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep26.120744.28922@ida.liu.se>
Source record: 21088

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 25 Sep 93 21:30:04, 'Flip' wrote:

>'> 2) if you want real speed, go buy a TT or an A3000 which are now no longer
>'> being made, but have faster

>Atari has started making TT030's again, there's still a huge demand for them!
>(Until the Falcon040 is released I guess...)

Huge demand? You mean, like more than 50 per month ? ;-)

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2152. Telecom HELP NEEDED !

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-26 16:20:35 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <284fgj$7oi@usenet.rpi.edu>
Source record: 21186

Hello, I have just got my falcon030 and I am trying to hook up
to my school's unix network. I have gotten conNect but the one I have is in
German. Since I can't read German menus, I was wondering if I could get the
correct .rsc file to change them <btw I was told getting the correct .rsc file>
would help. If someone can help me please advice me what telecommunications
program will help me. Also my Control pannel won't recognize my IBX modem, for
some odd reason.Please Help me I really need to log on at closer locations
than the Comp. Center.

Much Thanks

Amalaye Oyake
oyake@rpi.edu

# 2153. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-26 16:31:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.tpT1M3mfpfQ@semprini.waterloo-rdp.on.ca>
Source record: 21089
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.advocacy

In <1993Sep22.171538.14154@btree.uucp>, George Crissman writes:
[blah blah blah]
> Do I need to drag out the '486 @ 66 MHz / Falcon benchmark again?
> Or mention that an 80 Megabyte drive on the Atari is equivalent to
> a 240 Megabyte drive on an MS-DOS machine? Or that 4 Megabytes of
> RAM in a Falcon provides equivalent space to 8 Megabytes of RAM
> elsewhere (assuming OS/2 and not Windows/NT)? Or (as noted elsewhere)
> that computers work better with a monitor, an item included in the
> $1500.00 Falcon price?

This '486/66 vs Falcon benchmark was the stupid statement that started this thread. So, a Falcon with an appropriately re-written DSP Mandlebrot generator can build a fractal faster than a '486/66, which CRUSHES the life out of a Falcon for all real-world uses. When are you going to take your head out of the sand and realise that a faster CPU is more useful than a zippy co-processor that isn't useful for "everyday" operations?

You keep saying the 16Mhz Falcon (with its crippling 16-bit bus) is adequate because _there_isn't_anything_else_ available. Like the Amiga users who say memory protection isn't necessary, you're turning something you don't have the option of using into a feature.
--
------------------==========================================----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

# 2154. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 08:16:49 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca61600@troed.ct.se>
Source record: 21090

In a message of 26 Sep 93 17:43:22, William Fang wrote:

WF> Operating a 68030 on a 16 bit bus removes the burst mode feature found
WF> on the 68030. Does the TT support burst mode? If not, then it seems

Yes it does.

WF> Also, if you think that a DSP is going to help in a lot of apps and
WF> crush an 040 box, tell Next all about it. They had a 030+56001 box
WF> which was very sluggish. Their 040+56001 box had acceptable speed.
WF> If a 56001 is going to crush an 68040, then I guess Next systems
WF> didn't know how to use it. And all those developers who were porting
WF> their Next software to the Falcon don't know how to use it.
WF>
WF> A DSP is very good for certain applications and developers should
WF> use it's features, but if they don't use it, then the dsp is doing
WF> nothing and you, the end user doesn't see any speed improvement
WF> in your programs.

Sure, but most of the programs that need CPU power at the moment are indeed
looking into DSP subroutines ... (Crunchers/Compilers etc)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2155. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 08:16:49 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca616f0@troed.ct.se>
Source record: 21091

In a message of 26 Sep 93 21:16:16, Stefan Boberg wrote:

SB> >Atari has started making TT030's again, there's still a huge demand for
SB> them!
SB> >(Until the Falcon040 is released I guess...)
SB>
SB> Huge demand? You mean, like more than 50 per month ? ;-)

Oh, almighty Stefan, please, why do you even try to lower thyself down to our sub-standard? Why don't you take that big-almighty-knowledge of yours and put it where it belongs... (no need to mention the specific ass)

Seen the Jaguar Developers list yet? Satisified?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2156. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 14:28:32 UTC
From: zim@IBX.COM
Message-ID: <9309271428.AA00714@IBX.COM>
Source record: 21092

>>> The Jaguar was brought up because Atari has virtually abandoned the
>>> Falcon already, putting (according to Bob Brodie, just to satisfy
>>> Warwick's curiosity) all its resources ($35 million, down from the
>>> $50 million they said they had to launch the Falcon) toward launching
>>> the Jaguar.
>>>
>>> They haven't abandoned the Falcon, this is plain BS! Just because
>>> they're investing a lot of money in the console market does not mean
>>> they give up the computer-market... The money they make on the jaguar
>>> will probably be used to develope new Falcons...
>>
>> One would think that if the Jaguar makes money that Atari will
>> reinvest most of the money in the Jaguar. (It'll maximize their
>> return).
>
>Oh yes, and simply let all the money they have already invested in the
>Falcon-line go to waste? Probably not! Why do you think they have continued
>making computers thus far?

If you had a Jaguar line which was making money and a Falcon/ST line
which was was losing money (or at best, just breaking even), where would
you spend your money?? Jaguar, of course. Let's make it better. Let's
get even better software, etc.

The Falcon being a niche computer doesn't help. (It's easier to find Atari
products in music stores than computer stores. When Joe Consumer goes to
buy a computer, will he visit a music store or a computer store? Even if
he wants the computer for music/MIDI, the sales droids will steer him
to an IBM or MAC machine. "This is just what you're looking for".)

Competing with the MS-DOG world is like trying to stop an avalanche.
To make the Falcon/ST competitive, Atari must advertise the hell out of
the machine. (Remember how Atari used to advertise in the past? Anyone
remember the Alan Alda TV spots??) They must build a dealer base of
COMPUTER dealers. Not just music stores. Atari's been building up their
dealer network for how many years??

Bill Zimmer - zim@ibx.com

# 2157. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 14:55:08 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Sep27155508@arthur.crpht.lu>
Source record: 21093

> Also, if you think that a DSP is going to help in a lot of apps and
> crush an 040 box, tell Next all about it. They had a 030+56001 box
> which was very sluggish. Their 040+56001 box had acceptable speed.
> If a 56001 is going to crush an 68040, then I guess Next systems
> didn't know how to use it. And all those developers who were porting
> their Next software to the Falcon don't know how to use it.
>
> A DSP is very good for certain applications and developers should
> use it's features, but if they don't use it, then the dsp is doing
> nothing and you, the end user doesn't see any speed improvement
> in your programs.

Well, nobody on NeXT programmed games. But a DSP is very well suited for games.
You can make it do the music (8 voices or more) AND do the 3D calculation stuff
for those gouraud-shaded polygons.
The game-preview I saw from Eclipse at the Cebit was quite nice and fast. And
they didn't even use the DSP. Most of the calculation time was used for 3D, so
in the DSP version the game will be very nice and fast.

Georges.

--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2158. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 16:56:44 UTC
From: chriso@vigsun1.larc.nasa.gov
Message-ID: <28760c$chn@reznor.larc.nasa.gov>
Source record: 21094

In article <1993Sep24.164443.13462@btree.uucp>, crissman@btree.uucp (George Crissman) writes:

|> Atari computers are considered to be business machines in Germany,
|> and that's where a lot of the business software comes from. ("Big

It's right that most of the business software for TOS machines comes from Germany. However, Atari computers are NOT considered to be business machines in Germany, at least not by the public ("Atari? Hasn't that once been a videogame company?") is a typical statement.

And you can also hardly find any companies who have Atari computers in their offices. As I am german, I think I know what I'm talking about.

|> Marketing does make the difference, you're right! But I disagree on
|> the low, low prices of the clones. It takes a $2500.00 '486 running
|> at 66 MHz to equal the power of the $1500.00 Atari Falcon. As I said:
|> >>[...] The MS-DOS machines appear to be the ones that are 'not competitive'.

You once mentioned a certain benchmark that you saw where the Falcon was much faster than the 486/66. It would be fair if you made clear what kind of benchmark that was and whether the Falcon's DSP was used or not.

Everybody knows that the performance of 486/66 is far better than the one of the 68030/16.

Chris.

# 2159. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 17:28:10 UTC
From: hasse@krynn.solace.hsh.se
Message-ID: <hasse.749149590@fizban>
Source record: 21100

int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>Also, if you think that a DSP is going to help in a lot of apps and
>crush an 040 box, tell Next all about it. They had a 030+56001 box
>which was very sluggish. Their 040+56001 box had acceptable speed.
>If a 56001 is going to crush an 68040, then I guess Next systems
>didn't know how to use it. And all those developers who were porting
>their Next software to the Falcon don't know how to use it.

I can explain why it was (is?) slow: The DSP was only equipped with 8kword
(try do squeeze in program AND data in 8kword), and since the NeXT used
display-postscript I can imagine that it felt sluggish.

>A DSP is very good for certain applications and developers should
>use it's features, but if they don't use it, then the dsp is doing
>nothing and you, the end user doesn't see any speed improvement
>in your programs.

Yes, that's right, but things that is standard (ie. not optional) has a
tendency to be used.

>- Jim

/Hasse
--
/ email: hasse@solace.mh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

# 2160. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 17:42:18 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep27.174218.14908@btree.uucp>
Source record: 21095

In article <H.eg.teliicsKCzM@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca gets serious and notes:
>I guessed you missed that bit of market analysis that showed computer
>sales _rising_ over the rest of this year.

Analysts are great fun, because they can take just about any
data and twist it around to the benefit of whoever's buying
the final report. Generally, the market for computers is down.
Also generally, we can expect the market to go up. I find
myself in agreement with you, although I have not seen the
specific analysis you are referring to.

>I guess you missed all those posts by myself (and a cast of thousands)
>showing how the aforementioned '486 absolutely CRUSHED the LIFE out of
>the Falcon when it came to real work... like raytracing. :-)

Nawww -- remember how we discussed that good software takes time?
Or did you see the posting that someone *was* working on a raytracer
for the Falcon? The benchmark shows that the Falcon is capable of
outperforming a '486 running at 66 MHz, and as updated software is
written to make use of the new hardware, it will be easier and easier
to prove.

>I guess you missed all those posts (and all those many, many magazines
>at the local <whatever> store) showing that a _complete_ '486dx/33
>system _with_ the monitor is the cost of a Falcon030 _without_ a
>monitor.

But that system *doesn't* have the power of the Falcon system. It
takes a '486 running at 66 MHz with a whole buncha EXTRA COST GOODIES
(Midi? LAN? FCC Class B? Microphone Input? Sound other than a beep?)
to come close. And I've been generous, too, because the '486 ran the
benchmark in 6 seconds, while the Atari ran the benchmark in 4 seconds:
I'm willing to ignore the extra two seconds needed by the '486 and call
it "comparable".

>Or maybe you're just ignoring them since you don't believe that anything
>could be better than the Falcon.

For the price, and value received, and for my use, you are correct.
If money were no object, I'd consider a workstation of some sort.

> How do you feel about the new AV Macs?
>They're based on a nice fast chip (68040) and have a nice fast DSP which
>is probably better than the one in the Falcon (from the specs it looked
>a bit better; I haven't seen anyone claim either way though).

Are they compatible with my existing TOS software <grin>? Quite honestly, I haven't looked at the new MacIntoshes because I wasn't too happy with the MacPlus I used for several years. The operating environment was smooth, but slow and got in the way many times. There have been upgrades in the intervening years, but the basic overall look and feel hasn't changed much ... and if you check over in Mac *.advocacy, you'll find a lot of yelling and screaming about how awful System 7 is. I suspect I'm not missing much by ignoring Apple's offerings....

>Oh, I guess PC owners are somehow prevented from doing exactly what
>you've been _forced_ to do... ie, keep using the same software for the
>better part of a decade. Does Mickeysoft somehow _force_ everyone to
>buy the 'latest' version? I'll bet you there are more WordPerfect 5.1
>users than there are Atari users, and that's an 'old' version lacking
>many of the wonderful (?) features of WP 6.0.

Calamus has upgraded. STalk The Market has upgraded. Card File has upgraded. Even ST Writer (public domain) has upgraded. Sure, I keep using the same applications (I *like* a good piece of software), but they are updated at intervals to add new functions and ex-ter-min-ate the odd bug or flakey feature.

>Then, maybe, just maybe, people will have brains and STOP USING DOS.

You mean MS-DOS machines, eh? Do you suggest Apple? Atari? Amiga? Silicon Graphics? Hewlett Packard? What do you think the next big platform is going to be?

>No they're not; they never started. You keep ignoring the people saying
>that the 'great Falcon demo' that was being discussed was put on
>completely by user group personelle; not a single Atari worker was present.

At the San Diego Computer Fair, they *were* in the San Diego ACE booth. However, the booth was divided in half, with the ACE members running an 8-machine MIDI-MAZE (the highlight of last year's show and this year's show, according to the organizers, winning the "most interactive" award) on one half.

In the other half, Atari's official show booth was set up, and the music demo was being shown by a software house. It is my understanding that an Atari employee was at the show (so says my dealer), but I didn't chat with him/her.

>> In another response, I've copied a question posed to Bob Brodie of
>> Atari and his answer relating to future Falcons. In short, Bob says
>> there will be more of them coming down the road.
>
>That's the line he's been feeding us for over a year; still no plans to
>actually _release_ one though.

They're concentrating on the Jaguar right now, aren't they? They can publicly promote the next development in the Falcon series once they've got the Jag off the ground.

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* *********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
*************************************************************************
--
```

# 2161. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 17:54:55 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep27.175455.17059@btree.uucp>
Source record: 21096

In article <H.eg.tpT1M3mfpfQ@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca continues to expostulate with:
>This '486/66 vs Falcon benchmark was the stupid statement that started
>this thread. So, a Falcon with an appropriately re-written DSP
>Mandlebrot generator can build a fractal faster than a '486/66, which
>CRUSHES the life out of a Falcon for all real-world uses. When are you
>going to take your head out of the sand and realise that a faster CPU is
>more useful than a zippy co-processor that isn't useful for "everyday"
>operations?

As a system, the Falcon performed *better* than the '486 system.
It's only a matter of time before there is software available for
the Falcon to take advantage of the available power in real-world
applications like ... um ... raytracing? Is raytracing a real-world
application?

>You keep saying the 16Mhz Falcon (with its crippling 16-bit bus) is
>adequate because _there_isn't_anything_else_ available.

A crippled Falcon is outperforming a '486 running at 66 MHz? Just
imagine what the *next* Falcon development will be like! Wow!

> Like the Amiga
>users who say memory protection isn't necessary, you're turning
>something you don't have the option of using into a feature.

I'm willing to admit that things aren't perfect for the Atari
platform right now. And I'm fairly certain that upcoming software
and hardware developments will address the problems that exist.

-- George Crissman

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ************************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
**************************************************************************
--
```

## 2162. Rickard why you have to be so... was Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 17:55:27 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep27.175527.16064@rchland.ibm.com>
Source record: 21102

CLUELESS?!

In article <2ca1d57e@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> In a message of 23 Sep 93 03:41:06, Ricardo Hernandez Muchado wrote:
|>
|> RH> Could it be the rumored 16Mhz TT access to memory? I heard that in
|> RH> this
|> RH> group. Also remember to take benchmarks with a grain of salt.
|>
|> .....wrote in the first letetr where I talked about this that the TT was running
|> in TT-RAM, which is connected directly to the 32Mhz 030 at 32 bit ... do you
|> only read half the messages here?

No.

|>
|> RH> No. The 68030 is far superior to the 68000.
|>
|> Jupps, and to the 68020.

Yep, when operated in the environment that Motorola designed for it. I.E. NOT A FALCON.

|>
|> RH> Okay Rickard, what's the deal with you. WHY YOU WANT TO BE SO DAMN
|> RH> IGNORANT? I already explained this to you, and it's not flipping
|> RH> screen basepage.
|>
|> So? All the HAM8 animations I've heard about
^^^^^^^^^^^^^^^^
Well, now you are hearing differently.

|> are of the type "flipping screen
|> basepage" (or the likes) ... That's becoz you CAN'T put a new object on the
|> same background without having to re-calculate A LOT!

FALSE. When I talk animation I am talking about decompressing delta-frames.
All the 'recalculation' needed has already been done. It's not page-flipping, you
write to de bitplanes. AND BTW, read below.... there's a way to move objects
in HAM8 without recalculating a thing.

|>
|> RH> Well, if you do what team -17 guy told you (for got his name, Steven
|> RH> Bolberg?),
|> RH> you won't have any problems.
|>
|> Yeah, you'll need a VERY FAST processor to be able to do all that re-calc while

|> doing the animation!

YOU DON'T! He mentioned a method where you don't need to recalculate anything
at all. Why you refuse to accept it? It's simple to understand or is it
that you are not the programmer you want us to believe?

|>
|> RH> Typcial Dpain will have fringes, when you stamp the brush it looks
|> RH> beautiful. Far superior to the Falcon's "True color mode"
|>
|> Seen one?

Working with video and raytracing/animation programs for more than 2 years
now clearly have showed me that having a 64k color palette is not enough
for video applications. Intensities are too limited (256 intensities for a 24-bit
palette for the RGB's vs. 32->64 of the Falcon).

And BTW, was is the highest resolution of 'true color'? Isn't it 320x200 or
320x400? I can do ham8 on 320x200, 640x400, 800x600, 1280x400. More with overscan.

|> RH> |> Last I heard from Sky One's TTV was 32 bit.
|> RH>
|> RH> Ah, okay. You just believe in what you want. I understand you know.
|>
|> Why shouldn't I believe in what I read there?

Well, because ATARI's specs differ! And BTW, you could read the
US National Enquirer then, I guess...

|> That's where I read about the
|> CD32 ... Maybe I shouldn't beleive in that one either then .. ?

Ah, I guess that if in Sky One's they say that CD-32 has
kick-butt capabilities you'll believe it then?

|>
|> RH> Well Rickard, you are not showing... whatever wisdome you supposedly
|> RH> have...
|>
|> Good. Don't want you to feel incompetent.

You are not making me feel incompetent. But you are starting to show
that perhaps you are.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2163. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 17:57:36 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep27.175736.35337@rchland.ibm.com>
Source record: 21103

In article <2ca1d61a@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 23 Sep 93 03:41:17, 'Flip' wrote:
|>
|> '> So given this knowledge, what is causing the A1200 to run slow enough for
|> '> this 16-bit 68030 to keep up?
|>
|> I saw something about the A1200 being severely crippled as soon as you get to
|> 640*480*256 ... maybe that's a reason?

Not in 'those benchmarks'.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2164. Re: F30-A1200 benchmarks! (re dual 256 colour playfields)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 17:59:12 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep27.175912.26185@rchland.ibm.com>
Source record: 21104

In article <2ca22b42@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 23 Sep 93 18:59:06, Gavan Martin Moran wrote:
|>
|> GM> The Amiga offers dual playfields as standard, but you can also
|> GM> twiddle the bitplanes to do paralax effects. I gather that the
|> GM> `true` colour (24 bit is TRUE colour rick) is chunky, so I`d be
|> GM> interested to see how this Amazing imaginary 256 dual playfield
|> GM> screen works...
|>
|> It works quite well used as "see through" objects, quite stunning effects made
|> by a typo .. (.b instead of .w) ...
|>
|> Maybe "playfields" wasn't the right word, but then, have you seen some of the
|> playfields we used to do on the ST/STEs? ... Simple trick, but nice screens ..
|> the Falcon is even better at the same trick .. :-)

OH, yeah right. Probably you are talking about something entirely different.
One of the reasons why Shadow of the Beast for the Amiga's kick the butt
of the ST's version.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
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// >>> I LOVE IT <<<< My comments are my own, not of my employer
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>>> New internet address: raist@vnet.ibm.com <<<<

# 2165. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 18:00:25 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep27.180025.33673@rchland.ibm.com>
Source record: 21105

In article <2ca22c96@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 23 Sep 93 19:00:50, Ricardo Hernandez Muchado wrote:
|>
|> RH> Not the base one. But what does this have to do with the original
|> RH> topic? Do you feel like you are losing?
|>
|> Nope, just pointed out ANOTHER thing the base A1200 just CAN'T DO ..

Ok, I'll start posting out then the things a base Falcon can't do
against a base A4000/040. Why? Well, since the price doesn't matter
eh Rick?

Feel like losing again?

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
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// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2166. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 18:04:35 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep27.180435.33749@rchland.ibm.com>
Source record: 21106
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <KENDALL.93Sep19183957@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Sep18.221316.15659@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|>
|> > Why don't do the following:
|> >
|> > An Atarian with a Falcon look for a program that can do some CPU processing
|> > that takes some time that involves no I/O. Image Processing, or SpreadSheet, etc.
|> >
|> > Turn off the cache and do an operation that takes at least 30 seconds. Measure it.
|> > Turn on back the cache and measure again. Post the numbers. This should give
|> > the % of improvement of a real-world Falcon app of the benchmark. Then in turn
|> > we can apply that number to the Falcon Benchmark numbers.
|> >
|> [stuff deleted]
|>
|> Here are some preliminary numbers I got by running an image display
|> program with cache on/off:
|>
|> Setup: 16 colors, Multitos running, Running Gemview loading a large GIF.
|> Cache on:
|> 1 min. 32 sec.
|> Cache off:
|> 2 min. 20 sec.
|>
|> Setup: same as above, 256 colors
|> Cache on:
|> 2 min. 2 sec.
|> Cache off:
|> 2 min. 52 sec.

Kendall, thanks for posting those numbers. No flames to you,
you did the proper thing. Now some flames to my 'friend' Rickard:

See that the Falcon ALSO has some problems with a lot of colors?
Looks like the cache didn't help that much.

52% improvement for first test.
40% improvement for second.

The 'mythical' 100% goes down again :-)

|>
|> As I said, this was run under multitos, however gemview was the only

|> running program apart from the desktop/accessories. I have no screen
|> accellerator installed.
|>
|> This was timed with a lowly stopwatch, but still accurate to about 2
|> sec. I'll try running some more tests later - I need to get a program to
|> turn the cache off outside Multitos...

Cool. Kendall, no flames to you. I think the Falcon looks like a nice
machine for music. It's just that I have to clarify things up where the A1200
is concerned.

|>
|>
|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2167. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 18:11:38 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep27.181138.33415@rchland.ibm.com>
Source record: 21107

In article <27uvto$odt@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
|> Hi there!
|>
[stuff deleted]

|> Improvement by caches in "real life": 15 - 114 % !
|> If we take only the programs without harddisk I/O we have: 28-114 %
|> Arithmetic middle: 57 %
|> (without the programs with harddisk I/O: 72 % !).
|>
|> You see: this benchmark is bad for systems with caches, but i did it
|> anyway.

Congratulations Heiko! This is all much more objective. 57% Sounds about right, considering that the Falcon's '030 should benefit more from the cache than my machine (because of the 16-bit datapath).

Using these new numbers doesn't favors the Falcon against the A1200. Congratulations on doing a 'true benchmark.' (Look that I didn't nit-pic on your drystone benchmark.)

|>
|> Ciao, Heiko.
|> (zcam1121@rpool9.rus.uni-stuttgart.de)
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

## 2168. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 18:16:14 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep27.181614.16088@rchland.ibm.com>
Source record: 21108
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <27v2k9$2k7@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <farrenCDuLs0.1yw@netcom.com>,
|> Mike Farren <farren@netcom.com> wrote:
|> >cmedley@wam.umd.edu ('Flip') writes:
|> >
|> >>If the Falcon is crippled and it outruns the Amiga 1200, what does that
|> >>make the Amiga 1200?
|> >
|> >A machine with a less powerful processor, a lower price, and a lot more
|> >potential than the Falcon.
|> >
|> Now we get to the heart of the whole ideological war. :)
|>
|> How in the world can a machine with a less powerful processor and fewer
|> built-in I/O ports, and no DSP (and no WAY to add one, either!) have more
|> potential? Potential for what, is the key thing to consider...

Because since it has sold BY FAR MORE, has more software, has more
expansions, it looks like it has more potential. Now you like music?
Go for the bird. :-)

|> And on the issue of speed and crippling, perhaps the whole point is that
|> if Atari can be said to have crippled the Falcon by putting a 16-bit
|> bus from the 68030 to RAM, the Amiga 1200 was crippled by Commodore's
|> decision to go with a 68020.... and it was crippled so much that when you
|> take it out of the box and put it next to a Falcon out of the box, it
|> is slower.

Ah, again, we are forgetting the tiny and yet significant price difference,
right?

After all, then I could say the same of the Falcon vs the Amiga 4000/040, eh?

|>
|> Personally, I like the Amiga 1200, and may wind up using one myself for
|> video work (still checking to see if it has the one killer app i need to
|> make the purchase worth it)

Check out Scala MM210 (about to be upgraded now to MM300), Real 3D/Imagine/Aladdin 4D,
Image F/X or ADPro.

|> but I don't see how it is so much better than
|> a Falcon as Amiga owners claim.

I don't claim it is leaps and bounds better. Depends on what you want
to do. But putting down the A1200 because of silly nonsense (most certainly

the award goes to Rickard in this category) is a different story.

|> (especially not when it is slower and offers fewer options standard...)

Read above. It carries a much slower price. BTW, did you call Memory World?

|> The only thing it has going for it is the low price, and if that were all
|> that counted, the Amiga 4000/40 wouldn't have a chance against the current
|> (and cheap!) '040 Macs and Centris machines.

True, but the same for the Falcon vs the Macs *AND* the Amiga 4000.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2169. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 18:21:57 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <287b05$f5k@sol.ctr.columbia.edu>
Source record: 21097

then (George Crissman) writes:

Chris Herborth (I think!) wrote:
} >How do you feel about the new AV Macs?
} >They're based on a nice fast chip (68040) and have a nice fast DSP which
} >is probably better than the one in the Falcon (from the specs it looked
} >a bit better; I haven't seen anyone claim either way though).

then (George Crissman) writes:
} Are they compatible with my existing TOS software <grin>?

I doubt they are TOS-compatible, unless they're running MiNT - this
makes them binary compatible to a large extent...

What would be more feasible is the Medusa - an Atari-clone system.
It consists of 68040 clocked at 32MHz, with 8Mb of fast ram. Puts in
about 26Mips, or 4.5 MFlops. Memory bandwidth ranges from 73 to
85Mb/sec - writing is faster than reading (!) Comes with TOS 2
(slightly modified) and in a tower case with 6 expansion slots on
the Medusa bus, (32a/32d lines, 100 pole) and 1 atari expansion slot
(24a/16d lines, 60-odd pole). I'm going to phone for more details,
(not sure about the video/hard disk etc.) but it looks like they
are going to release Medusa bus graphics cards and SCSI2 cards. There
is also a planned 68060 expansion. Who needs Atari when you've got
Medusa ? :-) This thing'll really make MultiTOS fly !!!

Costs about 1400 UK pounds. (That's translated from the Swiss price)

} >Then, maybe, just maybe, people will have brains and STOP USING DOS.
}
} You mean MS-DOS machines, eh? Do you suggest Apple? Atari? Amiga?
} Silicon Graphics? Hewlett Packard? What do you think the next big
} platform is going to be?

No, I think Chris means DOS itself. You can make a reasonable machine
out of a 486/66 (for example) if it's running Linux/Xwindows. Even
a 486/33 puts in an acceptable performance. A friend of mine has a
33 MHz '486 portable, and it runs X great...

[caveat: the MiNT group working on sockets for the MiNT kernel appear
to be doing reasonably well, and that's the only real thing stopping
an implementation of X on the Falcon/ST(e)/TT/Medusa(!!!) Watch
this space - I hesitate to use 'RSN' :-) ]

Simon.

--

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2170. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 18:44:40 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep27.184440.396@ida.liu.se>
Source record: 21098

cmedley@wam.umd.edu ('Flip') writes:

>Incidentally, I noticed your post mentioned Psygnosis... there was an article
>in a magazine over here claiming they had a "new method" for programming
>TurboGrafx/Duo games to get 4096 colors on screen at once using a method
>called "Hold and Modify".

>(is that familiar sounding to all the Amiga owners?)

>The programs using this technique are supposed to pop up in a year or so...
>I'm just curious as to whether this is fact or fiction or cannot be talked
>about because you'll be killed for disclosing trade secrets. :)

Well, since I don't know anything about TurboGrafx/Duo or know those
programmers I could not disclose anything even if I wanted to ;-) I have
no idea what they've come up with. I don't work for Psygnosis either, I
just share some equipment with a couple of programmers that work for
them.

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2171. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 18:46:24 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep27124624@flammulated.owlnet.rice.edu>
Source record: 21099

In article <9309271428.AA00714@IBX.COM> zim@IBX.COM (Bill Zimmer) writes:

If you had a Jaguar line which was making money and a Falcon/ST line
which was was losing money (or at best, just breaking even), where would
you spend your money?? Jaguar, of course. Let's make it better. Let's
get even better software, etc.

The Falcon being a niche computer doesn't help. (It's easier to find Atari
products in music stores than computer stores. When Joe Consumer goes to
buy a computer, will he visit a music store or a computer store? Even if
he wants the computer for music/MIDI, the sales droids will steer him
to an IBM or MAC machine. "This is just what you're looking for".)

Competing with the MS-DOG world is like trying to stop an avalanche.
To make the Falcon/ST competitive, Atari must advertise the hell out of
the machine. (Remember how Atari used to advertise in the past? Anyone
remember the Alan Alda TV spots??) They must build a dealer base of
COMPUTER dealers. Not just music stores. Atari's been building up their
dealer network for how many years??

Bill Zimmer - zim@ibx.com

Ahh, but your reasoning has a hole large enough to drive a 1950 Buick
through - you are (incorrectly) assuming that Atari is run by Vulcans,
who operate purley by logic.

As you can see, this is clearly not the case - otherwise they would
have spent more money advertising before, as that is the Logical thing
to do!!

Also, as long as they make a profit on the Atari computer line, why
should they stop? If it pays for itself, why should they stop going?
And indeed, if they are somewhat crazy, then why not funnel some
Jaguar money into the Falcon? Don't forget that the Jaguar is pretty
much at the end of design, so R&D costs will fall (no more etching
test chips for awile). So why not place a bit of that money in the Falcon.

Now Commodore, on the other hand, needs to spend oodles of money still
on R&D to catch up. They just tore some chips and a keyboard off of
an A1200, and called the resulting CD-32 new technology. Perhaps the
CD-64 will be an A4000 minus the keyboard!! Has CD-32 received any
press at all outside of this group? At least the Jaguar I have heard
of elsewhere...

--
---> Kendall Gelner (kendall@rice.edu)

# 2172. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 19:01:54 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep27.190154.760@ida.liu.se>
Source record: 21112

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 26 Sep 93 17:43:22, William Fang wrote:

>WF> Operating a 68030 on a 16 bit bus removes the burst mode feature found
>WF> on the 68030. Does the TT support burst mode? If not, then it seems

>Yes it does.

Is this a fact, or is it just something you wish were true? I remember
back when it was introduced, Dave Haynie (A3000,A4000 system designer)
said that it did not. He also had a few other comments to make on the
less-than-perfect TT system design. It's too bad that I didn't archive
that article. Anyhow, I tend to believe him more than you, because he's
known to speak only about things he knows. Dave is known to know
a lot about a great deal of things (he's by far the most respected
person working at Commodore), and he would never make up things just
to protect `his' platform.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2173. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 19:23:03 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep27.192303.1275@ida.liu.se>
Source record: 21113

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

>Seen the Jaguar Developers list yet? Satisified?

I've seen it alright, and it was pretty disappointing. About five
well-known companies (Ocean, US Gold, Tradewest, Krisalis, Maxis),
a bunch of notorious crap software houses (Silmarils, Anco, Microids
to name a few), and four or five I've never heard of before.

Among the "well-known", Ocean and US Gold are pretty notorious for
producing naff games. Once in a while they release a good title, but
the problem is that they release maybe five substandard titles for
every good title. That leaves two or three *good* companies.

Granted, just because a company isn't well-known doesn't mean that
it won't produce good games. But the probability is higher with
well-known and established companies, who have more resources and
can develop games for several platforms in parallel, effectively
lowering development costs and creating a larger market for each
title.

Another point made in the press release was that the games these
companies were producing would not be released until late spring/
summer 1994.

Even the real Jaguar fanatics in rec.games.video.misc thought
the list was pretty depressing. They had expected more.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2174. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-27 23:14:53 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <287s5d$6vo@charm.magnus.acs.ohio-state.edu>
Source record: 21101

The TT has burst mode RAM it is call TT RAM and it has ST RAM this ram is also for video. Clock speed correction 33MKz.

Reports from Germany mag. ST68000er and Current Notes, GE-Soft to produce TT clone named Eagle indications that it will feature DSP and MC68040 chips at 50MHz.

Raymond Collins
Internet E-mail rcollins@magnus.acs.ohio-state.edu

Does your mother, know you do this?

# 2175. Re: 3DO vs. Jaguar... Does anyone remember the MSX?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 01:20:24 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep28.012024.15755@btree.uucp>
Source record: 21109

In article <27tmhm$m7q@cville-srv.wam.umd.edu> cmedley@wam.umd.edu
('Flip') writes:
>One thing I'm worried about with 3DO is that it seems similar to the
>attempts to make MSX computers the "de facto" standard back before the IBM
>PC took over.
>
>I don't think anyone in America remembers these, but there were massive
>write-ups about these, and they looked nice on paper, and the same companies
>backed MSX that are going for 3DO.
>

MSX did really well in Japan, didn't it?

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
*************************************************************************
--
```

# 2176. Re: F30-A1200 benchmarks! (re dual 256 colour playfields)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 04:07:55 UTC
From: cmedley@wam.umd.edu
Message-ID: <288dar$94d@cville-srv.wam.umd.edu>
Source record: 21110

In article <1993Sep27.175912.26185@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>One of the reasons why Shadow of the Beast for the Amiga's kick the butt
>of the ST's version.
>

Shadow of the Beast?

Does that run on an A1200?

(best version of it was on the TurboGrafx Duo CD-ROM system... Amiga version
couldn't come close... heck... NO OTHER VERSION could come close...)

Anyone remember the old classic "Sword of Sodan" for Amiga?

# 2177. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 04:16:10 UTC
From: cmedley@wam.umd.edu
Message-ID: <288dqa$9a5@cville-srv.wam.umd.edu>
Source record: 21111
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep27.181614.16088@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <27v2k9$2k7@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>|> In article <farrenCDuLs0.1yw@netcom.com>,
>|> Mike Farren <farren@netcom.com> wrote:
>|> >cmedley@wam.umd.edu ('Flip') writes:
>|> >
>|> >>If the Falcon is crippled and it outruns the Amiga 1200, what does that
>|> >>make the Amiga 1200?
>|> >
>|> >A machine with a less powerful processor, a lower price, and a lot more
>|> >potential than the Falcon.
>|> >
>|> Now we get to the heart of the whole ideological war. :)
>|>
>|> How in the world can a machine with a less powerful processor and fewer
>|> built-in I/O ports, and no DSP (and no WAY to add one, either!) have more
>|> potential? Potential for what, is the key thing to consider...
>
> Because since it has sold BY FAR MORE, has more software, has more
>expansions, it looks like it has more potential. Now you like music?
>Go for the bird. :-)
>

Exactly. Despite selling more units, the Amiga doesn't do what I (and some
other people) need a computer for. In my case it is MIDI. Lord knows, after
a day on my new job (programming an app under OS/2 2.1 with multithreading...)
I realize the PC has blown the Amiga and ST completely away. There is no
competition for general purpose or most hobbyist computing.

So the Amiga has more potential for video, and Falcon for MIDI and audio...

All this means is... despite selling pletny of units... it's
not doing much better compared to the "big boys".

>|> And on the issue of speed and crippling, perhaps the whole point is that
>|> if Atari can be said to have crippled the Falcon by putting a 16-bit
>|> bus from the 68030 to RAM, the Amiga 1200 was crippled by Commodore's
>|> decision to go with a 68020.... and it was crippled so much that when you
>|> take it out of the box and put it next to a Falcon out of the box, it
>|> is slower.
>
> Ah, again, we are forgetting the tiny and yet significant price difference,
>right?

>

"Tiny yet significant"?

So you're saying it is okay to cripple a machine in the name of cheapness?
Hmmmm. :) I should have used that in defense of the Falcon's CPU->RAM
16-bit bus argument...

"It costs less than an A4000/40, which is why we don't need it! Duh!" :)

> After all, then I could say the same of the Falcon vs the Amiga 4000/040, eh?
>

Is it just coincidence, or am I the only one who has noticed when the Falcon
whips the A1200 (which I think is a very nice machine), Amiga owners whip
the A4000/40 out their butts? :) I mean, no one in this discussion even
seems to HAVE one. :)

<at least we have some Falcon owners involved in this... loudly, too...>

>|>
>|> Personally, I like the Amiga 1200, and may wind up using one myself for
>|> video work (still checking to see if it has the one killer app i need to
>|> make the purchase worth it)
>
> Check out Scala MM210 (about to be upgraded now to MM300), Real 3D/Imagine/Aladdin 4D,
>Image F/X or ADPro.
>

Can you quote me some prices?

Also, Mike Van Elst told me about an app called MainActor that coudl be used
to synchronize events in an animation... I need to know if there are some
commercial packages for this. I haven't tried to help my friend with it, but
he's having problems so it'd be best if we had something commercial for this.

>
>|> but I don't see how it is so much better than
>|> a Falcon as Amiga owners claim.
>
> I don't claim it is leaps and bounds better. Depends on what you want
^^^^^^^^^^^^^^^^^^^^^^^^
>to do. But putting down the A1200 because of silly nonsense (most certainly
^^^^^

That's it. The whole flame war is mute if people buy a machine based on that.

:)

You say TOE-MAH-TOH, I say TOE-MAY-TOH, and I'm right. :) just kidding...
Diff'rent strokes for different folks. Amigas for some, STs for others. PCs
for everyone who doesn't have to work with one 12 hrs. a day and want something
different to play on when they get home.

## 2178. Bloody Bunch of Kids.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 05:16:14 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <288hau$npg@news.dmpe.CSIRO.AU>
Source record: 21115

I know that this is going to make a few people angry, but
STOP CRAPPING ON ABOUT WHOSE COMPUTER IS BEST!
Jesus. If I were you guys, I'd worry about INTEL Boxes, as these are what are
pushing the 680x0 series out....

Thought this was an ADVOCACY group - i.e. advocate the computer.

Hmm.

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

## 2179. Re: What's wrong with the media?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 05:58:43 UTC
From: dth@duke.cs.duke.edu
Message-ID: <749195922@umbriel.cs.duke.edu>
Source record: 21114
Cross-posted to: comp.sys.atari.advocacy,alt.games.lynx

In article <81@sprawl.win.net> sbrixey@sprawl.win.net (Shawn L. Brixey) writes:
>
>
>Lynx, Jaguar, Big Black Cat... Anyone beginning to see a pattern
>here???
>

This must mean that Atari is on track to a BOOMing business.

--
Department of Computer Science, Duke University, Durham, NC 27706
Internet: dth@cs.duke.edu
UUCP: mcnc!duke!dth

# 2180. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 08:01:16 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Sep28090116@arthur.crpht.lu>
Source record: 21116

> Jaguar money into the Falcon? Don't forget that the Jaguar is pretty
> much at the end of design, so R&D costs will fall (no more etching
> test chips for awile). So why not place a bit of that money in the Falcon.
Why not place some of that HARDWARE in the Falcon ???

Georges

--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2181. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 08:59:00 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep28025900@flammulated.owlnet.rice.edu>
Source record: 21117
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Sep27.180435.33749@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

<My original figures deleted>

Kendall, thanks for posting those numbers. No flames to you,
you did the proper thing. Now some flames to my 'friend' Rickard:

See that the Falcon ALSO has some problems with a lot of colors?
Looks like the cache didn't help that much.
----------

Well, in all fairness, I think that the slowdown is do to a lot more
memory being moved around by Gemview - I belivee that it uses 4-bit
pixles internally for 16 color mode, vs 8 for 256 color mode - I
believe that would account for the greater time.

----------

52% improvement for first test.
40% improvement for second.

The 'mythical' 100% goes down again :-)

----------

Still, %50 is pretty good!!

----------

|>
|> As I said, this was run under multitos, however gemview was the only
|> running program apart from the desktop/accessories. I have no screen
|> accellerator installed.
|>
|> This was timed with a lowly stopwatch, but still accurate to about 2
|> sec. I'll try running some more tests later - I need to get a program to
|> turn the cache off outside Multitos...

Cool. Kendall, no flames to you. I think the Falcon looks like a nice
machine for music. It's just that I have to clarify things up where the A1200
is concerned.

----------

A calm voice,
can it be?
not on atari.

advocacy

:-)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

--
---> Kendall Gelner (kendall@rice.edu)

# 2182. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 09:05:48 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep28030548@flammulated.owlnet.rice.edu>
Source record: 21118

In article <1993Sep27.192303.1275@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

>Seen the Jaguar Developers list yet? Satisified?

I've seen it alright, and it was pretty disappointing. About five
well-known companies (Ocean, US Gold, Tradewest, Krisalis, Maxis),
a bunch of notorious crap software houses (Silmarils, Anco, Microids
to name a few), and four or five I've never heard of before.

Among the "well-known", Ocean and US Gold are pretty notorious for
producing naff games. Once in a while they release a good title, but
the problem is that they release maybe five substandard titles for
every good title. That leaves two or three *good* companies.
summer 1994.

Even the real Jaguar fanatics in rec.games.video.misc thought
the list was pretty depressing. They had expected more.

Hey!! I am one such fanatic, reading that group to the exclusion of
all other earthly activities... You just can't depress a real Jaguar
enthusiast. Sure a few people were depressed, but they seemed
suspiciouslylike the people who didn't much care for the Jag in the
first place... not that I wouldn't mind Mortal Kombat for the Jag, of
course - though I'd prefer a Samurai Shodon port any day!!

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

Aha!! A game programmer. Well of course you tend to see any other
game developer in a negative light. See!! so the list really isn't
all that bad...
--
---> Kendall Gelner (kendall@rice.edu)

# 2183. Re: Bloody Bunch of Kids.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 09:15:34 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep28031534@flammulated.owlnet.rice.edu>
Source record: 21119

In article <288hau$npg@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:

I know that this is going to make a few people angry, but
STOP CRAPPING ON ABOUT WHOSE COMPUTER IS BEST!
Jesus. If I were you guys, I'd worry about INTEL Boxes, as these are what are
pushing the 680x0 series out....
----------

Nah, I wouldn't say that intel boxes are pushing the 68x000 machines
out as much as the whole market is pushing everything everywhere... I
think that over the next five years, we have just started the Rullette
(sp!?) Wheel of computing going in all markets - OS's, game machines,
home computers, processors - and like they say, round and round it
goes, where it stops, nobody knows!

----------

Thought this was an ADVOCACY group - i.e. advocate the computer.

Hmm.

Karl.
----------

Hey, we do advocate our computers, it's just that others disagree with
our advocations. Every now and then some resonable discussion falls
through, and you can learn something - though it is rare and possibly
not worth the effort... :-)

--
---> Kendall Gelner (kendall@rice.edu)

# 2184. Re: The Atari Jaguar News...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 12:49:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.L1CSdgBexLA@semprini.waterloo-rdp.on.ca>
Source record: 21124

In <280mpuINN779@darkstar.UCSC.EDU>, Ana M Rodriguez writes:
> 09/24 1103 Atari announces Jaguar Developers
>
> SUNNYVALE, CALIF. (SEPT. 24) BUSINESS WIRE - Atari Corp. (AMEX:ATC) Friday
> announced its initial list of developers for the Atari Jaguar 64-bit
> Interactive Multimedia system.
> Since July, 20 developers have signed license agreements to publish game
> titles for Jaguar. Additional high-profile developers and publishers are
> expected to be announced in the coming weeks.
> "Developer response to Jaguar has been overwhelming -- we've accomplished
> what we set out to do by attracting the industry's top developers," said Sam
> Tramiel, president of Atari. "The tremendous power of Jaguar removes the
> programming barriers that exist on all other gaming platforms, allowing
> developers to focus their energy and imagination on creating truly
> revolutionary video games. The technological prowess of our developers
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> coupled with Atari's aggressive marketing and comprehensive developer support
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> program will create a new industry standard for multimedia performance."
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

That has got to be _the_ funniest thing Sam Tramiel has ever said. Too
bad he didn't mention the way Atari's upper management usually hobbles
the developers in the name of keeping the cost down...

When do we find out the Jaguar has a 16-bit bus? :-) (I know, I know...)
--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

# 2185. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 14:25:19 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep28.142519.38754@rchland.ibm.com>
Source record: 21120
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <288dqa$9a5@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Sep27.181614.16088@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <27v2k9$2k7@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> >|> In article <farrenCDuLs0.1yw@netcom.com>,
|> >|> Mike Farren <farren@netcom.com> wrote:
|> >|> >cmedley@wam.umd.edu ('Flip') writes:

[stuff deleted]

|> >
|> > Because since it has sold BY FAR MORE, has more software, has more
|> >expansions, it looks like it has more potential. Now you like music?
|> >Go for the bird. :-)
|> >
|>
|>
|> Exactly. Despite selling more units, the Amiga doesn't do what I (and some
|> other people) need a computer for. In my case it is MIDI. Lord knows, after
|> a day on my new job (programming an app under OS/2 2.1 with multithreading...)
|> I realize the PC has blown the Amiga and ST completely away. There is no
|> competition for general purpose or most hobbyist computing.
|>
|> So the Amiga has more potential for video, and Falcon for MIDI and audio...
|>
|> All this means is... despite selling pletny of units... it's
|> not doing much better compared to the "big boys".

It's doing better against ATARI though. Now, since we agree, why you
even consider the A1200? Go for the Falcon and be happy with it. My needs
are different and thus I end with the A1200. Someone that wants a low
cost computer on a tight budget for general purpose, can also go here.

|> >|> And on the issue of speed and crippling, perhaps the whole point is that
|> >|> if Atari can be said to have crippled the Falcon by putting a 16-bit
|> >|> bus from the 68030 to RAM, the Amiga 1200 was crippled by Commodore's
|> >|> decision to go with a 68020.... and it was crippled so much that when you
|> >|> take it out of the box and put it next to a Falcon out of the box, it
|> >|> is slower.
|> >
|> > Ah, again, we are forgetting the tiny and yet significant price difference,
|> >right?
|>
|> "Tiny yet significant"?

|>
|> So you're saying it is okay to cripple a machine in the name of cheapness?
|> Hmmmm. :) I should have used that in defense of the Falcon's CPU->RAM
|> 16-bit bus argument...

No, you can't. The Falcon costs far more than the A1200. If the Falcon
costed less or then you could say that, assuming the Falcon has a way to
expand memory so it can circumvent the problem, which it has. If the Falcon
was within price range of the A1200, it would look better still, but by
the time I buy a Falcon, I can have a hardisk, 6 megs, 50Mhz '030/ 50Mhz 68882 FPU
equiped A1200.

|> "It costs less than an A4000/40, which is why we don't need it! Duh!" :)

Duh!? You are the one who seems not to take into account any price. If that's
it I compare the Falcon against the A4000/040.

|> > After all, then I could say the same of the Falcon vs the Amiga 4000/040, eh?
|>
|> Is it just coincidence, or am I the only one who has noticed when the Falcon
|> whips the A1200 (which I think is a very nice machine), Amiga owners whip
|> the A4000/40 out their butts? :) I mean, no one in this discussion even
|> seems to HAVE one. :)

False. The Team 17 guy has one. And BTW, it is just coincidence, but
when Atarians compare the Falcon vs the A1200 disregarding the price difference,
and Amigans then mention the A4000/040 since if we disregard price we can
compare them, and the A4000/040 whips the Falcon, then the Atarians say 'is it
just coincidence...'?

Flip, don't be silly. It's very very easy to see that a machine that costs
roughly $1000 (US) more than the A1200 can't be just compared without taking
into account that you can expand the A1200 with that price difference. This is
why I brought up the A4000/040. Hey, not only the A4000/0040, but what about
the Cray II supercomputer? DO YOU SEE MY POINT?

No, I don't think 'the Falcon whips' the A1200. Hardwarewise, both
have different niches. Software wise, the A1200 wins.

|>
|> <at least we have some Falcon owners involved in this... loudly, too...>
|>
|> >|> Personally, I like the Amiga 1200, and may wind up using one myself for
|> >|> video work (still checking to see if it has the one killer app i need to
|> >|> make the purchase worth it)
|> >
|> > Check out Scala MM210 (about to be upgraded now to MM300), Real 3D/Imagine/Aladdin 4D,
|> >Image F/X or ADPro.
|> >
|> Can you quote me some prices?

Scala- about $300. Image F/X about $180. Image/Alladin - about $279.
Real 3D V2.0 about $379.

Did you call Memory World for the A1200 50Mhz '030 with 4 megs fast ram accelerator?
Or you just don't want to mention it? :-)

|> Also, Mike Van Elst told me about an app called MainActor that coudl be used
|> to synchronize events in an animation... I need to know if there are some
|> commercial packages for this. I haven't tried to help my friend with it, but
|> he's having problems so it'd be best if we had something commercial for this.

Scala.

|> >|> but I don't see how it is so much better than
|> >|> a Falcon as Amiga owners claim.
|> >
|> > I don't claim it is leaps and bounds better. Depends on what you want
|> ^^^^^^^^^^^^^^^^^^^^^^^^
|> >to do. But putting down the A1200 because of silly nonsense (most certainly
|> ^^^^^
|>
|> That's it. The whole flame war is mute if people buy a machine based on that.
|>
|> :)

True, But this is what I have been saying all the time. I just fight the
A1200 silly comments that people write here.

|>
|> You say TOE-MAH-TOH, I say TOE-MAY-TOH, and I'm right. :) just kidding...
|> Diff'rent strokes for different folks. Amigas for some, STs for others. PCs
|> for everyone who doesn't have to work with one 12 hrs. a day and want something
|> different to play on when they get home.

ST's suck in general. Get a Falcon if you like the 'ST's.'

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2186. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 14:30:23 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep28.143023.17328@rchland.ibm.com>
Source record: 21121
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <KENDALL.93Sep28025900@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Sep27.180435.33749@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|>
[stuff deleted]

|>
|> A calm voice,
|> can it be?
|> not on atari.
|> advocacy
|>
|> :-)
|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

Yes Kendall, it's possible. Some people lose my respect, some people gain it.
You did.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

PS: I'm out. Like some people pointed out is a bit childish to go on a wild

"my machine is better than yours", although I admit I felt very tempted to

correct some things posted wrong about the A1200. Flip, buy the Falcon

and shut up :-) Rickard, well, err.... I think you are biased beyond

help. Hope you change.

# 2187. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 14:53:01 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Sep28.145301.25019@monu6.cc.monash.edu.au>
Source record: 21123

George Crissman (crissman@btree.uucp) wrote:
: In article <H.eg.tpT1M3mfpfQ@semprini.waterloo-rdp.on.ca>
: cherborth@semprini.waterloo-rdp.on.ca continues to expostulate with:
: >This '486/66 vs Falcon benchmark was the stupid statement that started
: >this thread. So, a Falcon with an appropriately re-written DSP
: >Mandlebrot generator can build a fractal faster than a '486/66, which
: >CRUSHES the life out of a Falcon for all real-world uses. When are you
: >going to take your head out of the sand and realise that a faster CPU is
: >more useful than a zippy co-processor that isn't useful for "everyday"
: >operations?
:
: As a system, the Falcon performed *better* than the '486 system.
: It's only a matter of time before there is software available for
: the Falcon to take advantage of the available power in real-world
: applications like ... um ... raytracing? Is raytracing a real-world
: application?

Hate to break it to you, but there are probably more clone owners
with DSP sound cards than there are Falcon owners in the whole world.

If a bunch of hackers are rewriting programs to make more use of
the "powerful" dsp, I'd expect to see that same thing happening on
the clone/isa platform.

Though, I'd doubt it, as it's not really all that practical. Just
spring for a faster processor and have ALL your apps run faster.

: >You keep saying the 16Mhz Falcon (with its crippling 16-bit bus) is
: >adequate because _there_isn't_anything_else_ available.
:
: A crippled Falcon is outperforming a '486 running at 66 MHz? Just
: imagine what the *next* Falcon development will be like! Wow!

I'd be interested if there is going to be a *next* Falcon. I've heard
of C='s plans for the future publically stated. You may or may not
believe that they can pull it off, but I'd prefer someone making
the right noises instead of deafening silence.

- Jim

: * ********************************************************************
: * "True Color" is adjusting one video primary color (red, green, or *
: * blue) without the requirement to change the hue of the other two. *

Is that you're definition, or the TM definition held by Texas Instruments?
I guess my Trident VGA and any amiga chipset are "true colour" too, provided
you don't use 6bit ham on the ECS and 8bit ham on the AGA chips.

Though, marketing dictates that the Trident is high-colour. AGA can achieve
"True Colour" provided your 256 colours are drawn from the 24 bit palette.

# 2188. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 15:27:15 UTC
From: zim@IBX.COM
Message-ID: <9309281527.AA08788@IBX.COM>
Source record: 21122

In a recent article, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>Earlier, <1993Sep20.160451.22160@btree.uucp>, George Crissman writes:
>> Not in massive quantities ... yet ... and Atari is being cautious
>> because the overall market for computers is depressed, for now.
>> Apple's had to slash prices, IBM's had to lay off workers and
>> experienced an embarrasing decline in stock price from $120/share
>> to $40/share, and Commodore ... well they're still in there trying!
>> This is not the sort of market that encourages a "giant leap forward".
>
>I guessed you missed that bit of market analysis that showed computer
>sales _rising_ over the rest of this year.

The problem isn't selling computers, the problem is in making a profit selling computers. IBM is being crushed by the clone manufacturers. Apple used to sell Macs at a nice profit by selling them at an inflated price. The emergence of Windows and the cut throat clone market cut into Apple's market share. Consequently, Apple cut the price on their Macs to remain somewhat competitive. Commodore is even selling a lot Europe. They're just not able to turn a profit doing it.

(There's a computer super store near me. They're selling machines hand over fist. They sell only clones and Macs. The clone sales are overwhelming compared to the Mac sales.)

If you looked at Atari's latest figures, they're sales are way down. They're just not selling many machines. (Must be their marketing savvy.) In the 2nd quarter last year, Atari had sales of $23.3 million. Atari's sales for the 2nd quarter of this year were only $5.7.

According to the SF Chronicle, "Atari has lost money in six of the last seven quarters and its sales have been falling for years."

They're losing their shirt in the computer market. If the Jaguar takes off, do you think that Atari will throw the money at their ST/Falcon line (which looks like a black hole), or will they invest it in a better Jaguar?

>> My point: Atari is still actively marketing the Falcon.

You're kidding, right? Atari's marketing consists of delivering the computer to the dealer. When they stop saying and start doing then I'll believe them.

Bill Zimmer - zim@ibx.com

# 2189. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 19:14:30 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Sep28.191430.843@ida.liu.se>
Source record: 21129

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Sep27.192303.1275@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

> [Disappointing Jaguar Developer List]

> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.

>Aha!! A game programmer. Well of course you tend to see any other
>game developer in a negative light.

Why would I? I respect other people who make good games, and I have no
reason whatsoever to bash other people just to make ourselves somehow look
better. Besides, we're not the only two persons on the net, so it's not
like I could put together a complete pack of lies about these companies
and get away with it without severe flamage.

>See!! so the list really isn't all that bad...

I suppose that depends on what standards you have. It's very possible
that some of the no-name developers may come up with stunning releases.

>--
>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2190. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 20:31:16 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep28.203116.2871@btree.uucp>
Source record: 21128

In article <28760c$chn@reznor.larc.nasa.gov> chriso@vigsun1.larc.nasa.gov (Chris Oberle) writes:
>It's right that most of the business software for TOS machines comes
>from Germany. However, Atari computers are NOT considered to be business
>machines in Germany, at least not by the public ("Atari? Hasn't that once
>been a videogame company?") is a typical statement.

I stand corrected. I was remembering an advertising brochure from Atari showing a member of the German Supreme Court using a Mega ST to record judicial opinions. Since my information is dated in this regard, and since you are German, you have access to more timely info and are most likely correct.

>You once mentioned a certain benchmark that you saw where the Falcon was much
>faster than the 486/66. It would be fair if you made clear what kind of benchmark
>that was and whether the Falcon's DSP was used or not.

It was in a CeBIT report by Bill Rehbok of Atari, discussing the nearby booth where Digital Equipment (DEC) was introducing their new Alpha computer. DEC was running a 256-color mandelbrot benchmark on three different machines: MacIntosh Quadra (12 seconds), '486 (6 seconds), and the Alpha (5 seconds). 60 feet from that demo, Atari was demonstrating the same benchmark at 4 seconds, much to the chagrin of DEC.

>Everybody knows that the performance of 486/66 is far better than the one of
>the 68030/16.

Unless, of course, the '486/66 system gets beaten during benchmarking by a 68030/16 system.

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ***********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
*************************************************************************
--
```

# 2191. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-28 21:08:49 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Sep28.210849.170394@zeus.aix.calpoly.edu>
Source record: 21125

crissman@btree.uucp (George Crissman) stated:

>Atari computers are considered to be business machines in Germany,
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

George, I don't mean to insult your intelligence , but have you ever been to Germany? In my experience... I work at a place that has a high volume of tourists from Germany (which we will assume to be working class or higher individuals) and I have asked them if Atari is a big force in Germany.

It is not. Plain and simple.

This whole thread of the falcon is better than a 486 and Atari is the best machine out there is crap!
I own an Atari... a TT to be precise. I like it. I know it's limitations. I know that Atari will never be IBM. I know that the only way Atari is going to survive in the mid-future is if the Jaguar sell (which I believe it will)

>and that's where a lot of the business software
comes from. ("Big
>deal," he says.) Atari is not marketing their computer as a business
>machine (although it can be used for business) in the United States --
>they're marketing it as a home computer. Different market, different
>needs.
>
>Marketing does make the difference, you're right! But I disagree on
>the low, low prices of the clones. It takes a $2500.00 '486 running
>at 66 MHz to equal the power of the $1500.00 Atari Falcon. As I said:

BS!!!! Show me a program that is comparable on both machines and show us how a 1500 falcon will beat it!!

*steve

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

# 2192. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 01:21:44 UTC
From: cmedley@wam.umd.edu
Message-ID: <28anv8$pb1@cville-srv.wam.umd.edu>
Source record: 21126
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep28.142519.38754@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <288dqa$9a5@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>|> In article <1993Sep27.181614.16088@rchland.ibm.com>,
>|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> >In article <27v2k9$2k7@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>|> >|> In article <farrenCDuLs0.1yw@netcom.com>,
>|> >|> Mike Farren <farren@netcom.com> wrote:
>|> >|> >cmedley@wam.umd.edu ('Flip') writes:
>
>[stuff deleted]
>
>|> >
>|> > Because since it has sold BY FAR MORE, has more software, has more
>|> >expansions, it looks like it has more potential. Now you like music?
>|> >Go for the bird. :-)
>|> >
>|>
>|>
>|> Exactly. Despite selling more units, the Amiga doesn't do what I (and some
>|> other people) need a computer for. In my case it is MIDI. Lord knows, after
>|> a day on my new job (programming an app under OS/2 2.1 with multithreading...)
>|> I realize the PC has blown the Amiga and ST completely away. There is no
>|> competition for general purpose or most hobbyist computing.
>|>
>|> So the Amiga has more potential for video, and Falcon for MIDI and audio...
>|>
>|> All this means is... despite selling pletny of units... it's
>|> not doing much better compared to the "big boys".
>
> It's doing better against ATARI though. Now, since we agree, why you
>even consider the A1200? Go for the Falcon and be happy with it. My needs
>are different and thus I end with the A1200. Someone that wants a low
>cost computer on a tight budget for general purpose, can also go here.
>

Ricardo, you seem very acidic in your remarks. Don't let your flame-fest
with Rickard carry over into our discussion. Geez.

Someone that wants a low cost (powerful) computer on a budget may be equally
happy with either platform for general purpose work. There exists strong
areas on both that non-niche users may find useful. Heck, Atari STs still
have a strong DTP lineage with Calamus still in the product lineup....

>|> "It costs less than an A4000/40, which is why we don't need it! Duh!" :)
>
> Duh!? You are the one who seems not to take into account any price. If that's
>it I compare the Falcon against the A4000/040.
>

No, what I am saying is that your defense in the flaws of the A1200 is that
it costs about $500 less for a base A1200 w/2MB and 65/80 MB HD. A Falcon
4/80 costs about $600 less than a base A4000/30 ($1799 around here as far as
I know, from pricing Software Advantage (Rockville, MD) and Buried Treasure
(same location).

Heck, we keep adding $600 a pop to what we dream about and we can eventually
buy a NeXTStep/486 box. :)

>|> Is it just coincidence, or am I the only one who has noticed when the Falcon
>|> whips the A1200 (which I think is a very nice machine), Amiga owners whip
>|> the A4000/40 out their butts? :) I mean, no one in this discussion even
>|> seems to HAVE one. :)
>
> False. The Team 17 guy has one. And BTW, it is just coincidence, but
>when Atarians compare the Falcon vs the A1200 disregarding the price difference,
>and Amigans then mention the A4000/040 since if we disregard price we can
>compare them, and the A4000/040 whips the Falcon, then the Atarians say 'is it
>just coincidence...'?
>

Only happened once. :) and *I* did it. :)

Ok, the Team 17 guy has one. But he's a developer. Developers tend to have
the fastest thing they can get for their compiles. :)

I've seen a few A4000 owners (not sure who is 030 and who is 040) floating
around in the Internet, even a few in America, but none in this thread.

> Flip, don't be silly. It's very very easy to see that a machine that costs
>roughly $1000 (US) more than the A1200 can't be just compared without taking
>into account that you can expand the A1200 with that price difference. This is
>why I brought up the A4000/040. Hey, not only the A4000/0040, but what about
>the Cray II supercomputer? DO YOU SEE MY POINT?
>

Yeah, I see your point. But what you're forgetting is that even if you have
a 50mhz 68030 and 6MB of RAM, that A1200 still can't run Cubase or Calamus or
any number of applications that someone who has an ST might want to run.

Or for that matter, for the lack of some areas of software, a user would
pick a Falcon over an A1200, or vice versa.

Surely for video work, the choice is easy... an A1200. No problem there,
unless the person has mental problems. :)

So be reasonable.. for audio and MIDI, the ST line is the choice.

For general purpose computing, I'd say that neither machines holds a vast
advantage based on the quality of its software... why? Because I do not
see either platform's non-niche products being publicized in the trade
magazines or used professionally.

(i.e., we don't see write-ups in Computer Shopper comparing how useful an
A1200 or Falcon is to a PC when they do "best buys under $1500" do you?)

> No, I don't think 'the Falcon whips' the A1200. Hardwarewise, both
>have different niches. Software wise, the A1200 wins.
>

I agree for the total number of packages available. In some areas, the
Amiga holds a distinct advantage (video), and in some they are about
equal (WP, for example, and compilers), and in some the Falcon/ST are
better (music, audio, MIDI).

>|> >
>|> > Check out Scala MM210 (about to be upgraded now to MM300), Real 3D/Imagine/Aladdin
4D,
>|> >Image F/X or ADPro.
>|> >
>|> Can you quote me some prices?
>
> Scala- about $300. Image F/X about $180. Image/Alladin - about $279.
>Real 3D V2.0 about $379.
>

Timeout from FlameFest. :)

Can you post me (better yet, EMAIL) the specs on what these packages can do?
My #1 purpose here is to be able to set specific events to occur in an
animation with accuracy down to about 1/30th of a second. This way I
can listen to a song and create a "hit list" of times when things should
happen in the animation, and then have the animation I create be synced
to the music in that respect.

> Did you call Memory World for the A1200 50Mhz '030 with 4 megs fast ram accelerator?
>Or you just don't want to mention it? :-)
>

I haven't called yet.. I just got a new job and have been forced to learn
OS/2 2.1 and a new development environment... incidentally, my boss worked
on the Amiga port of Silent Service waaaaaaaaaay back when. :)

>
> Scala.
>

More details! email! email! email!

>
> True, But this is what I have been saying all the time. I just fight the
>A1200 silly comments that people write here.
>

Ok... but just don't flame me? Ok!?!??! I'm a future Falcon and Amiga 1200 owner if things work out.

(but first, i promised myself a new keyboard... a Korg Wavestation (SR, EX, or A/D because after working on a computer for pay, it would be nice to have some new music gear... :) )

>|>
>|> You say TOE-MAH-TOH, I say TOE-MAY-TOH, and I'm right. :) just kidding...
>|> Diff'rent strokes for different folks. Amigas for some, STs for others. PCs
>|> for everyone who doesn't have to work with one 12 hrs. a day and want something
>|> different to play on when they get home.
>
> ST's suck in general. Get a Falcon if you like the 'ST's.'

Geez. If I were really pissy I could say Amigas suck even worse, but what do we accomplish with such general statements?

And let me just say this... I've done a LOT with a "sucking" Mega ST 4 so I would say that it isn't the computer, but the user that determines if it sucks.

I've seen morons do less with a 486/66 than I do on a 16mhz 68000.

The Amiga is a nice computer that used to have a cutting edge chipset, but now the PC world has caught up (so have the Macs), and Atari has caught up to them too... in some ways, Atari is backward (16-bit CPU->data bus in base model) but Commodore is not flawless (using a 68EC020 when they could have had a "turbo charged" system with a full '030 to really make the 1200 scream).

# 2193. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 04:14:58 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CE3L4y.LHt@freenet.carleton.ca>
Source record: 21127

In a previous article, y91stebo@odalix.ida.liu.se (Stefan Boberg) says:

>
> Is this a fact, or is it just something you wish were true? I remember
>back when it was introduced, Dave Haynie (A3000,A4000 system designer)
>said that it did not. He also had a few other comments to make on the
>less-than-perfect TT system design. It's too bad that I didn't archive

Look, the TT supports burst mode; ask any TT owner and he will
tell you. Obviously this Dave Haynie is not as trustworthy as you thought
(read: he's full of it!)
--
---
!! Computer Engineering @ Carleton University Ottawa Ontario Canada!!
-----------------------ac382@freenet.carleton.ca----------------------------

# 2194. 1985 vintage Atari 1040ST blows away 1993 486

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 09:37:29 UTC
From: winters@access.digex.net
Message-ID: <28bl0p$mv6@access.digex.net>
Source record: 21130

I had an experience which would make any Atarian's heart bubble over...
Some friends of mine brought over some of their software to play with
on a 486 which has been sitting next to my Atari for a month.
I have been able to do lots of comparisons between game programs/graphics/
disk loading etc... between the 2 machines. My friends were BLOWN AWAY
by the games I have been showing them... They find it hard to believe that
this crummy-beat up-looking Atari can out-perform this high-powered 486
machine.... Now, if I went out and got a sound-blaster for the 486 and
went out and paid $80 for 1992 - present games, I guess the 486 would
be a lot better, but you still can buy games for STs at reasonable
prices - just got MIG-29 for $28..... What a joke - a 9 year old
machine can keep up with the business world's current monstrosity.
Kind of makes you want to scream!!!! :---O

----- Mike

# 2195. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 10:30:04 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE42I4.Jz@barclays.co.uk>
Source record: 21040

In article <1993Sep28.203116.2871@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
|> It was in a CeBIT report by Bill Rehbok of Atari, discussing the nearby
|> booth where Digital Equipment (DEC) was introducing their new Alpha
|> computer. DEC was running a 256-color mandelbrot benchmark on three
|> different machines: MacIntosh Quadra (12 seconds), '486 (6 seconds),
|> and the Alpha (5 seconds). 60 feet from that demo, Atari was
|> demonstrating the same benchmark at 4 seconds, much to the chagrin of DEC.
This is not a benchmark. it was a contrived situation - a fractal program which on the Falcon had been coded to use the DSP.

|> >Everybody knows that the performance of 486/66 is far better than the one of
|> >the 68030/16.
|> Unless, of course, the '486/66 system gets beaten during benchmarking
|> by a 68030/16 system.
Much as I love my Falcon, it's simply not open to debate that a 486/66 is faster or not. A 486/66 is much more powerful than a 68030/16. Period. Sure, the DSP can be used in tandam to good effect but in brute processing power, it's no contest. Anyone that cares to argue otherwise is doing themself and the Atari community a diservice.

--
```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

# 2196. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 11:17:58 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca920e6@troed.ct.se>
Source record: 21131

In a message of 28 Sep 93 11:17:44, Georges Kesseler wrote:

GK> Why not place some of that HARDWARE in the Falcon ???

They probably will. Atari has already said that they'll license out the 64-bit chipset and 64-bit technology to others.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2197. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 11:17:58 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca9215c@troed.ct.se>
Source record: 21132

In a message of 28 Sep 93 11:18:27, Stefan Boberg wrote:

SB> Is this a fact, or is it just something you wish were true? I remember
SB> back when it was introduced, Dave Haynie (A3000,A4000 system designer)
SB> said that it did not. He also had a few other comments to make on the
SB> less-than-perfect TT system design. It's too bad that I didn't archive
SB> that article. Anyhow, I tend to believe him more than you, because he's
SB> known to speak only about things he knows. Dave is known to know
SB> a lot about a great deal of things (he's by far the most respected
SB> person working at Commodore), and he would never make up things just
SB> to protect `his' platform.

Never trust anyone owning an Amiga.

The TT has indeed full burst-capabilities.

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 2198. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 11:51:07 UTC
From: boberg@lysator.liu.se
Message-ID: <CE4699.vE@lysator.liu.se>
Source record: 21133

ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>In a previous article, y91stebo@odalix.ida.liu.se (Stefan Boberg) says:

>> Is this a fact, or is it just something you wish were true? I remember
>>back when it was introduced, Dave Haynie (A3000,A4000 system designer)
>>said that it did not. He also had a few other comments to make on the
>>less-than-perfect TT system design. It's too bad that I didn't archive

> Look, the TT supports burst mode; ask any TT owner and he will
>tell you.

OK. Now tell me why it is slower than a 16MHz A3000 ? On second thought,
don't bother. I know the answer already.

>Obviously this Dave Haynie is not as trustworthy as you thought
>(read: he's full of it!)

He's trustworthy alright, and he's certainly not full of it.

>------------------------ac382@freenet.carleton.ca-----------------------------

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 2199. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 17:38:11 UTC
From: hasse@dront.solace.mh.se
Message-ID: <hasse.749321988@fizban>
Source record: 21134

boberg@lysator.liu.se (Stefan Boberg) writes:

>ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>>In a previous article, y91stebo@odalix.ida.liu.se (Stefan Boberg) says:

>>> Is this a fact, or is it just something you wish were true? I remember
>>>back when it was introduced, Dave Haynie (A3000,A4000 system designer)
>>>said that it did not. He also had a few other comments to make on the
>>>less-than-perfect TT system design. It's too bad that I didn't archive

>> Look, the TT supports burst mode; ask any TT owner and he will
>>tell you.

> OK. Now tell me why it is slower than a 16MHz A3000 ? On second thought,
>don't bother. I know the answer already.

That sounds really wierd. I did a simple benchmark between a 25MHz A3000 and
a TT, the TT was faster. (This was when the A3000 first came).

I want to clarify how the databus on the TT works. The CPU resides on a
33 MHz and 32 bits wide databus. The TT-RAM is connected to that bus so it's
also 32 bits wide and supports burst-mode. The ST-RAM is 64 bits wide and
the bus-speed is 16 MHz. The data that is read and written to/from the ST-RAM
is multplixed to 64/32 bits depending on the datadirection.

I can't say whether there are any contention reading/writing to the ST-RAM and
if burst-mode is available on it. (I doubt it)

If you ran the same benchmark on a 16 MHz A3000 with fastram and a TT with
TT-RAM, and the benchmark only used the fastram/TT-RAM the TT should be twice
as fast.

[stuff deleted]

Whether the TT is badly designed or not I don't care, since in raw processing
power it outperforms any standard A3000.

Personally I think it's a bit silly to compare computers, since you always
can find a better, bigger and faster computer to compare with. :)

>--
>Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
> EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
>========== Disclaimer: I only speak for myself - not Team 17. ==========

/Hasse
--
Send e-mails, candy and suggestions to: hasse@solace.mh.se

snail-mail: Hans Holmberg, Sommarvagen 5, S-854 67 Sundsvall, Sweden
phone: +46 60 569169, fax: +46 60 569266
"In a crazy world a sane person would appear to be crazy."

# 2200. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 17:59:36 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep29.175936.7844@btree.uucp>
Source record: 21136

In article <9309281527.AA08788@IBX.COM> zim@IBX.COM (Bill Zimmer) writes:
[ Many excellent points about computer superstores and Atari's
finance regretfully deleted to save bandwidth. ]

>>> My point: Atari is still actively marketing the Falcon.
>
>You're kidding, right? Atari's marketing consists of delivering the
>computer to the dealer. When they stop saying and start doing then
>I'll believe them.

They've generated press hype for the Jaguar. They've had the Atari
booth at well-known computer shows such as CeBIT, and at lesser-known
shows such as the San Diego Computer Fair. They've even been showing
up at user-group festivals such as the Glendale show, held not too
long ago.

Deliveries of the product to the dealer is just one part of marketing.
Advertising and creating the desire to purchase is the other part of
marketing. Attending the shows is advertising. Running commercials on
television (planned for the Jaguar for the Christmas selling season,
I think) is advertising.

Although their finances may make their marketing less than overwhelming
:-), they *are* marketing their products.

-- George Crissman

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ************************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
**************************************************************************
--
```

# 2201. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 18:11:40 UTC
From: zim@IBX.COM
Message-ID: <9309291811.AA13927@IBX.COM>
Source record: 21037

In a recent article, Patrik Sanfridsson writes:
>Quoting a letter by Bill Zimmer:
> > You do live on the same planet?? Atari competitive?? To what??
> > To musicians, probably yes. To everyone else, no.
>
>And to hobbyist and computer hackers who couldn't care less about who's
>dominating the corporate business world. I choose a Falcon simply because it's
>more fun than the average boring clone running Winslows. As long as Atari
>continue to produce computers that are actually fun to use, they will remain
>competitive with people like myself.

Yes, the Falcon may be more fun and hobbyists and hackers may prefer it
over the MS-DOG computers. However, that doesn't necessarily mean that
Atari will ever turn a profit on their computer line.

Customers vote with their dollars. Atari has lost money in six of the
last seven quarters and its sales have been falling for years.

If Atari doesn't penetrate beyond the hobbyist/hacker market, they won't
survive as a computer company. Atari's sales have slumped to $5.7 million
in its 2nd quarter versus sales of $23.3 in the 2nd quarter of last year.

Bill Zimmer - zim@ibx.com

# 2202. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 18:17:12 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep29.181712.10189@btree.uucp>
Source record: 21135

In article <1993Sep28.145301.25019@monu6.cc.monash.edu.au>
int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>Hate to break it to you, but there are probably more clone owners
>with DSP sound cards than there are Falcon owners in the whole world.

Is the DSP in the sound card only usable for sound? (Just
wondering....)

>If a bunch of hackers are rewriting programs to make more use of
>the "powerful" dsp, I'd expect to see that same thing happening on
>the clone/isa platform.

Registered Atari developers will probably be adding support for the
new hardware in future upgrades to their existing software. You
probably won't see as much of that on the MS-DOS machines because
the DSP isn't a standard-on-the-motherboard part.

>Though, I'd doubt it, as it's not really all that practical. Just
>spring for a faster processor and have ALL your apps run faster.

Faster processors are expen$ive. Sure, it would be nice, but the
cost of the upgrade (faster processor, faster memory, faster glue
chips, faster everything else) would be prohibitive.

>I'd be interested if there is going to be a *next* Falcon. I've heard
>of C='s plans for the future publically stated. You may or may not
>believe that they can pull it off, but I'd prefer someone making
>the right noises instead of deafening silence.

The second-hand rumor I read in ComputorEdge is that a Falcon/040 is
under development. It's supposed to have a detachable keyboard and
live in a jet-black case. That's all I've heard.

>: * ********************************************************************
>: * "True Color" is adjusting one video primary color (red, green, or *
>: * blue) without the requirement to change the hue of the other two. *
>
>Is that you're definition, or the TM definition held by Texas Instruments?
>I guess my Trident VGA and any amiga chipset are "true colour" too, provided
>you don't use 6bit ham on the ECS and 8bit ham on the AGA chips.

I quizzed Keith Jack, author of "Video Demystified -- A Handbook for the
Digital Engineer" (available at technical bookstores for US$29.95 list)
(shameless plug) about the concept. He expressly stated that the number
of bits is not a factor in the "True Color" concept.

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* *********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
*************************************************************************
--
```

# 2203. Re: Falcon Benchmark Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 20:41:50 UTC
From: comeau@csanta.attmail.com
Message-ID: <28crue$8e2@panix.com>
Source record: 21038
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <27q2pp$ooq@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
>>|> What are they? The Atari has Comeau C++ and GNU C++.
>>
>> Lattice C++, another commercial one (don't remember the name) and GNU C++.
>>
>
>The other commercial one is probably Comeau C++.
>
>Just out of curiosity, why did Lattice drop their Amiga C compiler but
>go ahead with a C++ compiler? Seems odd....

The above is somewhat mixed and matched: SAS bought out Lattice
and hence Lattice C became SAS/C. Lattice C++ is an old product
that fizzled and is no longer available. SAS is claiming a C++
for some years now with a release this month. Comeau C++ 3.0 With Templates
is available for the Amiga for some time now and although long in beta
for the Atari, not officially released yet.
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418-3214
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

# 2204. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 23:00:15 UTC
From: cmedley@wam.umd.edu
Message-ID: <28d41v$d3l@cville-srv.wam.umd.edu>
Source record: 21039

In article <CE4699.vE@lysator.liu.se>,
Stefan Boberg <boberg@lysator.liu.se> wrote:
>
> OK. Now tell me why it is slower than a 16MHz A3000 ? On second thought,
>don't bother. I know the answer already.
>

Whoa! Since when was it proven the TT was slower than a 16mhz A3000?

I've seen both in person.... used both... and to my perception, the TT is noticably faster. There other considerations, other than CPU-type in that perception such as the OSes, and what I was doing on them...

# 2205. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-29 23:55:17 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <28d795$2ae@news.dmpe.CSIRO.AU>
Source record: 21041
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

ST's suck in general? Now that's an intelligent, substantiated quote if I ever heard one. We could say the same thing about Amigas, contempibles, Macs, whatever - It's just a badly opinionated claim, and I think that if you are getting fed up with the discussion, i.e. having too revert to DUMB remarks like that, then move on. We're trying to have a discussion here :*) ...

Karl

BTW That second line WAS SARCASM.....

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

# 2206. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 07:12:49 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Sep30081249@arthur.crpht.lu>
Source record: 21042

> GK> Why not place some of that HARDWARE in the Falcon ???
>
> They probably will. Atari has already said that they'll license out the 64-bit
> chipset and 64-bit technology to others.
>
Ah, nice! So we will have soon workstations whith 3D zooming windows and other
funny things. We have to define a new button for zooming on the window :-)

Georges.

--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2207. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2caa739e@troed.ct.se>
Source record: 21043

In a message of 29 Sep 93 13:04:18, Stefan Boberg wrote:

SB> OK. Now tell me why it is slower than a 16MHz A3000 ? On second thought,
SB> don't bother. I know the answer already.

32Mhz 32 bit burst-mode TT slower than a 16Mhz A3000?

Pleeze ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2208. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 12:06:56 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Sep30130656@arthur.crpht.lu>
Source record: 21044

> SB> Is this a fact, or is it just something you wish were true? I remember
> SB> back when it was introduced, Dave Haynie (A3000,A4000 system designer)
^^^^^^^^^^^^^^^^^^^^^^
> SB> said that it did not. He also had a few other comments to make on the
> SB> less-than-perfect TT system design. It's too bad that I didn't archive
> SB> that article. Anyhow, I tend to believe him more than you, because he's
>
> Never trust anyone owning an Amiga.
Especially one with very old rumours. The FIRST TT's had in fact 16Mhz which
was too slow and was very quicky corrected by Atari.

Here is my Falcon performance test:
The MODplayer PAULA.ACC with interpolation on and 50Khz uses 50% cpu time on
the TT, it uses 100% on the Falcon. Of course it is highly cache optimized.

Georges

--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2209. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 12:17:32 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep30.121732.5997@rchland.ibm.com>
Source record: 21045

In article <2caa739e@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 29 Sep 93 13:04:18, Stefan Boberg wrote:
|>
|> SB> OK. Now tell me why it is slower than a 16MHz A3000 ? On second thought,
|> SB> don't bother. I know the answer already.
|>
|> 32Mhz 32 bit burst-mode TT slower than a 16Mhz A3000?
|>
|> Pleeze ...

This is wrong... I remember reading ATARI specs that the TT also had a problem with memory, it isn't pure burst-mode-32 bit access...

I don't remember what was it, can someone with those specs want to comment?

(Not you)

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2210. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 12:47:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep30.124716.46366@rchland.ibm.com>
Source record: 21046
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <28anv8$pb1@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Sep28.142519.38754@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <288dqa$9a5@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> >|> In article <1993Sep27.181614.16088@rchland.ibm.com>,
|> >|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >|> >In article <27v2k9$2k7@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip')
writes:
|> >|> >|> In article <farrenCDuLs0.1yw@netcom.com>,
|> >|> >|> Mike Farren <farren@netcom.com> wrote:
|> >|> >|> >cmedley@wam.umd.edu ('Flip') writes:
|> >

[stuff deleted]

|> >
|> > It's doing better against ATARI though. Now, since we agree, why you
|> >even consider the A1200? Go for the Falcon and be happy with it. My needs
|> >are different and thus I end with the A1200. Someone that wants a low
|> >cost computer on a tight budget for general purpose, can also go here.
|> >
|> Ricardo, you seem very acidic in your remarks. Don't let your flame-fest
|> with Rickard carry over into our discussion. Geez.

Well, sorry for that... but read below...

|> Someone that wants a low cost (powerful) computer on a budget may be equally
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> happy with either platform for general purpose work. There exists strong
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
/
I hope here you are comparing the ST vs the A500 in the old days. If you
are comparing an ST vs an A1200 you must be surely joking.

|> areas on both that non-niche users may find useful. Heck, Atari STs still
|> have a strong DTP lineage with Calamus still in the product lineup....

Ah, here I beg to differ. The ST's are good for MIDI, I admit. DTP?
Go with Amiga. The Amiga has more illustration type programs and desktop publishing +
Image Processing tools of quality. Remember PageStream? They jumped ship to the
Amiga and made that version their 'flagship version' because of how ATARI was
selling/marketting
their ST's.

For general purpose software, the Amiga has more variety and powerfull software
than an ST. (WordProcessing *MIGHT* be an exception).

Now, while I don't want to be acidic Flip, if this sounds acidic, well, too bad.
When I bought my first A500, I was considering jumping to an ATARI ST. I had an
ATARI 600xl and 130XE before, and I liked ATARI more than Commodore.

So what happened?

The ST was great when it came out- price/peformance wise. But when the Amiga 500
came out it
pretty
matched the ST price and it was *obvious* to me what computer hardwase wise was
superior.

Software-wise the ST started to lose support and the Amiga gained it. C= came out
with new OS versions. Atari made promises but didn't deliver. I remember the ST-cdROM.
How much time way before the competition, yet it never came out.

I chose Amiga and I don't regret it. Taking out my personal
video/multimedia needs, even general/purpose wise I prefer the Amiga.

Now if you are into music, ok, go for the ST (or for the Falcon nowadays).

|> >|> "It costs less than an A4000/40, which is why we don't need it! Duh!" :)
|> >
|> > Duh!? You are the one who seems not to take into account any price. If that's
|> >it I compare the Falcon against the A4000/040.
|> >

|> No, what I am saying is that your defense in the flaws of the A1200 is that
|> it costs about $500 less for a base A1200 w/2MB and 65/80 MB HD. A Falcon
|> 4/80 costs about $600 less than a base A4000/30 ($1799 around here as far as
|> I know, from pricing Software Advantage (Rockville, MD) and Buried Treasure
|> (same location).

I know that Flip, wich is why I don't compare the Falcon against the A4000.
The only reason I brought up the A4000 is because you don't seem to care that
the A1200 cost less, and I dare to compare the A1200 against the Falcon
because: 1. people do it here anyway, 2. I can put up a very competitive system
(that is actually way faster than a Falcon
in the majority of applications) for the
same price.

Since people here don't mind the price difference of the A1200 vs the Falcon,
and yet dare to compare them, I dare to compare both spending the same amount
of money.

|> Heck, we keep adding $600 a pop to what we dream about and we can eventually
|> buy a NeXTStep/486 box. :)

No, you should read above.

|> >|> Is it just coincidence, or am I the only one who has noticed when the Falcon
|> >|> whips the A1200 (which I think is a very nice machine), Amiga owners whip

|> >|> the A4000/40 out their butts? :) I mean, no one in this discussion even
|> >|> seems to HAVE one. :)
|> >
|> > False. The Team 17 guy has one. And BTW, it is just coincidence, but
|> >when Atarians compare the Falcon vs the A1200 disregarding the price difference,
|> >and Amigans then mention the A4000/040 since if we disregard price we can
|> >compare them, and the A4000/040 whips the Falcon, then the Atarians say 'is it
|> >just coincidence...'?
|> >
|>
|> Only happened once. :) and *I* did it. :)

Well, I hope you got my point :-|

|>
|> Ok, the Team 17 guy has one. But he's a developer. Developers tend to have
|> the fastest thing they can get for their compiles. :)
|>
|> I've seen a few A4000 owners (not sure who is 030 and who is 040) floating
|> around in the Internet, even a few in America, but none in this thread.

Probably because they don't care. People are comparing also against the A1200
and not vs the A4000. If you do that, they might laugh.

|> > Flip, don't be silly. It's very very easy to see that a machine that costs
|> >roughly $1000 (US) more than the A1200 can't be just compared without taking
|> >into account that you can expand the A1200 with that price difference. This is
|> >why I brought up the A4000/040. Hey, not only the A4000/0040, but what about
|> >the Cray II supercomputer? DO YOU SEE MY POINT?
|> >
|>
|>
|> Yeah, I see your point. But what you're forgetting is that even if you have
|> a 50mhz 68030 and 6MB of RAM, that A1200 still can't run Cubase or Calamus or
|> any number of applications that someone who has an ST might want to run.

Don't bring Calamus, thank you very little! If you think that the Amiga
doesn't have *EXCELLENT* desktop publishers, well, I welcome you to reality.

The latest version of PageStream is put right against QuarkXpress on the Mac.
(I would still expect somehow Quark Xpress to win). About Cubase- ok, music
applications are better on the ST, true.

About the 'number of applications that someone who has an ST might want
to run'-> well: 1. Those that want to stick to the ST and ATARI, well
go and buy the Falcon and be happy.

2. New buyers, given to chose between a Falcon an an A1200
with 50Mhz 030, I guess should go for the A1200 (and I think
that's kind of what they are doing- going for the A1200)
unless you have a compelling need to run this particular
music application that only runs on ATARIs.

No Flip, I don't disagree with you in what you said. If you put it in that
context, well an ST person has to weight going this way or staying this way.

NOW, FOR A NEW COMPUTER BUYER, the situation is different.

For general purpose most likely they'll end up with a clone....

|> Or for that matter, for the lack of some areas of software, a user would
^^^

|>
|>
|> >|> >
|> >|> > Check out Scala MM210 (about to be upgraded now to MM300), Real 3D/Imagine/Aladdin
4D,
|> >|> >Image F/X or ADPro.
|> >|> >
|> >|> Can you quote me some prices?
|> >
|> > Scala- about $300. Image F/X about $180. Image/Alladin - about $279.
|> >Real 3D V2.0 about $379.
|> >
|>
|>
|> Timeout from FlameFest. :)
|>
|> Can you post me (better yet, EMAIL) the specs on what these packages can do?
|> My #1 purpose here is to be able to set specific events to occur in an
|> animation with accuracy down to about 1/30th of a second. This way I
|> can listen to a song and create a "hit list" of times when things should
|> happen in the animation, and then have the animation I create be synced
|> to the music in that respect.
|>
|>
|> > Did you call Memory World for the A1200 50Mhz '030 with 4 megs fast ram accelerator?
|> >Or you just don't want to mention it? :-)
|> >
|>
|>
|> I haven't called yet.. I just got a new job and have been forced to learn
|> OS/2 2.1 and a new development environment... incidentally, my boss worked
|> on the Amiga port of Silent Service waaaaaaaaaay back when. :)
|>
|>
|> >
|> > Scala.
|> >
|>
|>
|> More details! email! email! email!
|>
|>
|> >
|> > True, But this is what I have been saying all the time. I just fight the
|> >A1200 silly comments that people write here.
|> >
|>
|>
|> Ok... but just don't flame me? Ok!?!??! I'm a future Falcon and Amiga 1200
|> owner if things work out.

That depends on you. I don't like flaming 'just because,' when I flame
I have reasons (could be wrong reasons :-)).

|> (but first, i promised myself a new keyboard... a Korg Wavestation (SR, EX, or
|> A/D because after working on a computer for pay, it would be nice to have
|> some new music gear... :) )
|>
|>
|> >|>
|> >|> You say TOE-MAH-TOH, I say TOE-MAY-TOH, and I'm right. :) just kidding...
|> >|> Diff'rent strokes for different folks. Amigas for some, STs for others. PCs
|> >|> for everyone who doesn't have to work with one 12 hrs. a day and want something
|> >|> different to play on when they get home.
|> >
|> > ST's suck in general. Get a Falcon if you like the 'ST's.'
|>
|>
|> Geez. If I were really pissy I could say Amigas suck even worse, but what
|> do we accomplish with such general statements?

OK, sorry for that. I guess I was looking at it from a general purpose
point of view. Today I wouldn't recommend an ST except to my worst enemies
considering you can get an A1200.

|> And let me just say this... I've done a LOT with a "sucking" Mega ST 4
|> so I would say that it isn't the computer, but the user that determines if
|> it sucks.

True, but there's a limit or 'ease of accomplishing things' depending
on the computer you got.

If not, well, that B/W Mac Plus could do everything I do today right?

|>
|> I've seen morons do less with a 486/66 than I do on a 16mhz 68000.

Yep, and viceversa.

|>
|> The Amiga is a nice computer that used to have a cutting edge chipset, but
|> now the PC world has caught up (so have the Macs), and Atari has caught up
|> to them too...

Atari hasn't caught up to them. The only chipset I see ATARI truly caught up
to them and surpassed them is the one in the Jaguar, if it can do what it
supposedly can. Kuddos to Atari for that one, hope they don't screw it up.

|> in some ways, Atari is backward (16-bit CPU->data bus in
|> base model)

talk about making a limitation a feature!

but Commodore is not flawless (using a 68EC020 when they could
|> have had a "turbo charged" system with a full '030 to really make the 1200
|> scream).

It all depends. Commodore asked developers for the Amiga what they wanted:
More memory, better CPU, etc. Developers said what they wanted.

The 68EC020 allows the machine to perform very well and it is low cost.
After all, I would prefer that with a 32-bit datapath instead of a crippled '030 design.

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2211. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 13:52:59 UTC
From: chriso@vigsun1.larc.nasa.gov
Message-ID: <28eobr$hbo@reznor.larc.nasa.gov>
Source record: 21047

In article <CE42I4.Jz@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> In article <1993Sep28.203116.2871@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
|> |> It was in a CeBIT report by Bill Rehbok of Atari, discussing the nearby
|> |> booth where Digital Equipment (DEC) was introducing their new Alpha
|> |> computer. DEC was running a 256-color mandelbrot benchmark on three
|> |> different machines: MacIntosh Quadra (12 seconds), '486 (6 seconds),
|> |> and the Alpha (5 seconds). 60 feet from that demo, Atari was
|> |> demonstrating the same benchmark at 4 seconds, much to the chagrin of DEC.

|> This is not a benchmark. it was a contrived situation - a fractal program which on
|> the Falcon had been coded to use the DSP.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Aaah, there we finally are, THAT was my question ... the DSP may be something very nice to have in a computer, especially when software benefits from its capabilities. Now imagine, every new software product for Atari computers uses the DSP extensively; not only in typical applications as real-time sound processing. Falcon users jump up and shout: "YEAH! Wonderful!", of course.

In order to get the program running on an older ST/STE/TT, it would have to be rewritten and adapted to these machines that do not have a DSP.
Although I doubt it, let's suppose it's as easy as to adapt code for machines with or without a math coprocessor: Just different libraries are used (although this may not be very efficient).

But the problem is, that currently there is no possibility for ST/STE/TT users to upgrade their machines with DSPs -- FPUs can be added easily, in the TT it even is standard. Faster CPUs are also available: from a 68K with up to 36 MHz to a 68040 board with FAST RAM ( <- although this one is overpriced). Ok, the TT is not upgradeable.

So I think it was just frustrating for users of the older machines if they wouldn't be able to upgrade their machines in order to get the new programs running at the same speed or even get them running at all.
So the only alternative is to buy a Falcon, what I never did, because my TT is a far better machine to do serious WORK with: 1280x960 mono at 72 Hz, stunning sharp and quick, 68030/32, 68882/32, FAST RAM.

And if there ever comes a DSP board (believe me, I'd appreciate that if it was reasonably priced), where will it be placed? In the MEGA slot? In the VME slot? And if there already is a graphics card placed in it? ... there we are again, the old upgrading problem with Atari computers ... it's so frustrating.

Chris.

# 2212. Re: Atari vs the EXPENSIVE world of DOS (long)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 14:29:48 UTC
From: zim@IBX.COM
Message-ID: <9309301429.AA04766@IBX.COM>
Source record: 21048

In an article, crissman@brooktree.com (George Crissman) writes:
>In article <9309231324.AA04596@IBX.COM> zim@IBX.COM
(Bill Zimmer) joins in the fun and writes:
>>When you compare the ST/Falcon software base against the MS-DOG software
>>base, guess who's competitive.
>
>A) You only need *one* software package for each activity you
> perform on a computer. Certainly, I'm not going to have
> twelve different word processors sitting on my hard drive
> simultaneously -- I'll pick the one I like and forget the
> others. Atarians can select from several word processors,
> several spreadsheets, several communications programs, etc.

Yes, usually only *one* software package per application type is usually
needed by the average computer user. However, because of the immense
size of the MS-DOG market, they have a lot more packages to choose from
and at many different price ranges. Also, a smaller percentage of
customers is needed by MS-DOG companies to make their software
profitable. A 10% market share in the clone market gives a company
more profit potential than 60% of the Atari market. How many
companies have abandoned the Atari market altogether or have gone
out of business because of the smallness of the Atari market.

Even game companies have abandoned the Atari platform.

>B) Have you ever tried to actually *purchase* some of this
> massive software base? Waltz right in to your local
> CompUSA or Computer City and tell them you'd like a
> Watcom C compiler for your clone. You'll hear a chorous
> of "huh?" followed by "there's no such a thing. Wanna
> Borland C compiler instead?" A massive software base is of
> exactly zero benefit if you can't acquire it!

Some stores are the pits. Not necessarily because of the size of the
clone's software base, but because they just don't want to go that
extra mile for the customer. My suggestion would be to have them
watch a few Tom Peters lectures. Excellent customer service is
out their and for all platforms.

(There are also zillions of mail order companies. Have you checked
out the size of Computer Shopper lately??)

>C) As soon as alternate software choices are discussed, someone
> somewhere always blurts out that "if it's not Microsoft
> Word and Microsoft Excel it's no good and I won't use it."
> So why bother having a large base of software, anyway?

Some people are just like that. Not everyone uses Microsoft products.
They do know how to market the hell out of a product, though.
Microsoft's advantage is that they have an agreement with most clone
manufacturers to bundle their products with the computer. If Joe Consumer
buys a clone, MS-DOG, Windows, etc. are usually already installed.
Some stores will install OS/2 if requested. (However, the clone maker
must still pay Microsoft their tithe even though MS-DOS (etc) isn't
installed on the machine).

Also, your answer reminds me of this newsgroup. Atari vs. The World.
(The World is winning, by the way). (E.g., "If it's not Atari, it's
no good and I won't use it.") If you're not a musician, there are mighty
few reasons to get an Atari.

Atari's sales slumped to $5.7 million in the second quarter. Compare
this to Apple's sales and the sales by the various clone manufacturers.

>D) The cost of the software is incredible! For the MS-DOS
> machines, you can buy WindowsNT for $279.00. On the Atari
> Falcon (the 4/80 version) MultiTOS is *free*. And if you
> decide to add MultiTOS to an upgraded Falcon (say, you add
> a hard drive and memory to a 1/0 Falcon), the upgrade to
> MultiTOS will only cost half as much, at the most.

Agreed! This is usually the case because of the many business who have
clones and purchase software. Some people swear by Word Perfect.
Some people swear at it. (I'm in the latter category.)

Some companies, however, equate price with quality and number of features.
(Reminds me of a company in the Apple market many years ago that actually
saw a sales increase with the RAISED prices. People thought that a
software package at that low a price had to have something wrong with
it. If price alone ruled the market, Atari (and Commodore) would have
more sales. Unfortunately, marketing affects sales more than price.

>E) Have you ever tried the software manufacturer's support
> service? In the MS-DOS world, you wait forever, and in
> some cases have to call a 900- number and *pay* them to
> listen to your problem. I recently had a problem with
> some Atari software: my letter was immediately answered
> by the program author, the problem was verified, and a
> correction issued. (The program even had a "new feature"
> added that I said would be "nice to have"! WOW!). As a rule,
> you don't get service *this* good in the world of clones!
> And naturally, I recommend STalk The Market to anyone who
> trades in the stock market because of the great support!

The more complex the software product, the greater the cost of
support. The cost of support usually isn't included in the cost of
the product. Rather than have the cost of support included in the
cost of the product, it's fairer that those that need the support
have to pay for it. One reason that you may have had such good
support might be that the Atari market is so small. What would be

easier to support, an Atari product that sells (at most) a few thousand copies or clone product that sells many thousands of copies?

Support people that CARE are what counts.

Of course, Atari has a 1-800 number for support. After all, you paid for the hardware, right? Shouldn't that come with some free support?

Oh, and if you purchase Atari software, they have toll-free support, right?

>Here's my guess: Atari, because there's an application for each
>major software activity (word processing, spread sheet, data base,
>telecommunications), and because Atari software is cheaper than
>the MS-DOS equivalents.

How can anyone call Atari competitive? Maybe in MIDI applications. That's about it, however. Jane/Joe Public vote with their dollars. Are they buying clones or Ataris? When you count the coputer ads in your local paper's business section, are there more Atari ads than those for Apple or the clones? Of the ten closest computer dealers nearest you, how many stock Atari, Apple, clones? Pick up a recent issue of Computer Shopper. Count the Atari ads. (Even when they had an Atari section, Atari ads were few and far between.) Go to a newsstand and count the number of computer magazines. How many are for the Atari? How many are for the clones? Are there computers where you work? If so, how many are Atari? Just because you might think that Atari has the better hardware, that doesn't drive the market unless there's something that'll run on it. Do you think that a business is going to purchase Atari STs because they have a MIDI port while clones don't? Will companies purchase a Falcon because it has a DSP port but the clones do not. Most companies have a large investment in software. Buying hardware that won't run the existing software would result in an instant pink slip. Can I get Word Perfect for the Atari? Wonder why they stopped supporting the Atari line?

The Amiga had superior hardware compared to the clones and the MacIntosh when it was released. (It took Atari how long to get a blitter?? It took the Atari line how long to get pre-emptive multi-tasking?) However, Commodore marketed their machines just as well as Atari marketed theirs. The end result is that both Atari and Commodore are distant also rans. The Amiga has a niche in the video market. The Atari has a niche in the MIDI market. That's it. They didn't market their hardware correctly. They're in the dust. The Falcon will not save Atari.

So what if Atari software is cheaper? It's targeted at the ST/Falcon owner not to the clone owner. Atari 8-bit software is even cheaper than ST/Falcon software. Therefore, using your reasoning, Atari's 8-bit computers are more competitive.

How'd I do? :-)

If you'd take your Atari blinders off and visit the real world.....
There's a tremendous computer market out there and Atari is almost
nowhere to be found. Total PC sales should INCREASE this year compared
to last year. Meanwhile, Atari's sales slump. Atari should've
positioned the ST as a game machine. However, they tried to position
it as a business machine and lost.

>>PCs rule not because their hardware is better than Mac/Amiga/Atari,
>>but because
>>
>>(a) IBM licensed the technology so that clones could appear (resulting
>>in a price war feeding frenzy),
>
>IBM didn't license the technology until after the clones had
>forced their withdrawal from the market. (Someone at IBM probably
>said, "Hey, they beat us up by using our own architecture! Let's
>sue 'em for licensing fees. That'll show 'em, uh-huh.")

But, IBM did license the technology. Meanwhile, Atari won't even license
their 8-bit technology. GEM could've caught on if it had been marketed
correctly.

>The clones appeared because IBM was overcharging for the PC/XT/AT,
>and because there was nothing proprietary in the hardware (i.e.,
>it was 'easy' to do). It was market forces in action (hooray!),

Same was true for Apple. It's only recently that they've lowered their
prices. (They were losing market share unless they became more
competitive price-wise, it would drop even further because of the
increased sales of Windows.)

>>(b) Business trusts the IBM name (it didn't hurt that many businesses
>>were already using IBM mainframes),
>
>Given their recent financial difficulties and first-ever layoffs,
>many businesses are casting a wary eye at IBM. Yeah, they'll
>continue doing business with IBM, but not as enthusiastically as
>in the past, and they'll be open to alternate sources....

IBM is a HUGE company. They'll survive their recent financial
difficulties.

>>(e) How many businessmen even know of the existance of the ST/Falcon?
>>They're the ones making the purchasing decisions for companies.
>
>Atari computers are considered to be business machines in Germany,
>and that's where a lot of the business software comes from. ("Big
>deal," he says.) Atari is not marketing their computer as a business
>machine (although it can be used for business) in the United States --
>they're marketing it as a home computer. Different market, different
>needs.

Dismal sales. The word from some recent postings is that Atari is
now losing market share in Germany. There goes your one stronghold.

Most home computer users purchase machines that are compatible with
what's at the office. (Just like when Apple years ago used to control
the education market. Many parents bought an Apple II for their
children because that's the computer that was at school.)

>>(f) The combined marketing clout of IBM and Microsoft and the low low
>>prices from the price wars between the clone manufactures is an unbeatable
>>one-two punch that is darn near unstoppable.
>
>Marketing does make the difference, you're right! But I disagree on
>the low, low prices of the clones. It takes a $2500.00 '486 running
>at 66 MHz to equal the power of the $1500.00 Atari Falcon. As I said:
>>>[...] The MS-DOS machines appear to be the ones that are 'not competitive'.

We differ on this. Atari doesn't have the software that I want to run.
Even if they did, I would be very hesitant to buy Atari hardware knowing
that they might leave the computer market. (Pity those people who bought
the XE game machines, and 2600s, and 7800s, and whatever else).

Do I need a DSP for my spreadsheet? Or my database? Or my word processor?

>One drawback of the price wars is that 'cheaper' parts are being used
>that are more likely to fail. If you upgrade everything in your system
>every two years or so, you won't notice the decline in quality. But if
>you keep your system for awhile, things will start going wrong. My ST
>is 7 years old, and has never been in the shop for repair (not counting
>a memory upgrade and a TOS upgrade to 1.4).

Do you have any proof of this??

Maybe they're cheaper because of economies of scale and not because they're
more likely to fail. Just because something is inexpensive doesn't mean
that it is more likely to fail. (Since software for the ST/Falcon is
cheaper than the equivalent software for the clones, then the ST/Falcon
software is more apt to be bug-ridden and more prone to failure.)

>>> [...] My point: Atari is still actively marketing the Falcon.
>>
>>Actively?? Marketing it where??
>
>Just recently, right here in San Diego and Glendale: once to a general
>computer faire covering most platforms, and once to an Atari-specific
>gathering.

Wasn't it a user group that was showing the Falcon at one of the shows?

Typical Atari support.

>> Sounds more like Atari delivers the
>>product to the dealers after eons of delay and expects the masses to buy them.
>>Somehow Joe/Jane Customer is supposed to know that the Falcon exists?
>>They're going to intuitively know where to get them? Most people go to
>>computer stores to buy computers, not music stores.
>

>It's true that the advertising needs to be increased. And it's true
>that Atari machines need to be stocked at computer marketing chains
>in addition to the existing network of Atari dealers. The limiting
>factors are time and money -- but Atari is addressing the need.

Atari's been "working" on this for a number of years. It's only getting
worse, not better. If we'd get as much marketing out of Atari as we
get hot air.....

>>Of course, the Falcon runs tons of business (yes, BUSINESS) software.
>>How can the Falcon/ST line help my company? It can't.
>
>Pick up the International TOS Software Catalog ($12.00 at your Atari
>dealer, or direct from Atari) and select the software you need. You'll
>find a healthy section devoted to business applications (yes, BUSINESS).

Until Atari get's their machines in mainstream computer stores, they're
not going anywhere but down, down, d
o
w
n.

One shouldn't have to contact Atari to get a software list. The software
should be at the computer store. One should be able to find an Atari
dealer without having to pass 10-20 computer stores that don't sell Atari
products. As it is today, one really has to work to find an Atari
dealer. Unless one orders by mail, it's hard to find anything for the
machine.

To make matters worse, most Falcons are being purchased by ST owners.
Atari isn't increasing their customer base. They need to convert people
from other platforms to dump their Mac/clone and get a Falcon. Consequently,
the Falcon market will be even smaller than the ST market.
--
Bill Zimmer - zim@ibx.com

# 2213. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 15:48:50 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep30.154850.12178@btree.uucp>
Source record: 21049

In article <1993Sep28.210849.170394@zeus.aix.calpoly.edu> smiller@farad.elee.calpoly.edu (sTTeve the ATARI man :P) writes:
>George, I don't mean to insult your intelligence , but have you ever been
>to Germany? In my experience... I work at a place that has a high volume
>of tourists from Germany (which we will assume to be working class or
>higher individuals) and I have asked them if Atari is a big force in
>Germany.
>
>It is not. Plain and simple.

There was another posting from Germany with the same point. I was relying on an Atari brochure when I made that point, but I've already retracted the statement. I'll do so again, if you wish.

>This whole thread of the falcon is better than a 486 and Atari is the best
>machine out there is crap!

I thought we were discussing the cost/performance ratio! (It does say 'Atari vs the EXPENSIVE World of DOS' in the Subject: line, doesn't it?).

>I own an Atari... a TT to be precise. I like it. I know it's limitations.
>I know that Atari will never be IBM.

I dunno about that. IBM has experienced it's first-ever round of layoffs, the stock price is down to $40.00/share from $120.00/share, various divisions are being spun off into their own little companies, and IBM-branded machines have a diminutive market share (in the PC market, anyway). The way things are going, maybe Atari *will* be IBM -- it's just that Atari got there first! :-)

>>Marketing does make the difference, you're right! But I disagree on
>>the low, low prices of the clones. It takes a $2500.00 '486 running
>>at 66 MHz to equal the power of the $1500.00 Atari Falcon. As I said:
>
>BS!!!! Show me a program that is comparable on both machines and show us
>how a 1500 falcon will beat it!!

I'm referring to the results of the 256-color mandelbrot benchmark, shown by Digital Equipment Corporation at CeBIT in Germany, and reported by Bill Rehbok of Atari. DEC was showing their new Alpha computer, and comparing it to other machines. The benchmark times were: Mac Quadra: 12 seconds; '486 @ 66 MHz: 6 seconds; DEC Alpha: 5 seconds. Sixty feet away, Atari was showing the same benchmark in 4 seconds. "DEC was not pleased to be upstaged by a home computer," noted Bill Rehbok.

-- George Crissman

> |T| |T|I am one of a few, but proud of it!
> |0|3|0| Steve Miller, Cal Poly Electronics Engineering
> / /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
> /_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

Which Cal Poly? Pomona or San Luis Obispo?

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
**************************************************************************
--
```

# 2214. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 15:51:06 UTC
From: hasse@dront.solace.mh.se
Message-ID: <hasse.749403383@fizban>
Source record: 21051

chriso@vigsun1.larc.nasa.gov (Chris Oberle) writes:

[stuff deleted]

>And if there ever comes a DSP board (believe me, I'd appreciate that if it was
>reasonably priced), where will it be placed? In the MEGA slot? In the VME slot?
>And if there already is a graphics card placed in it? ... there we are again,
>the old upgrading problem with Atari computers ... it's so frustrating.
^^^^^
Well, try to run Windows 3.1 on a original IBM PC.. same problem... :)
Every type of computer has this problem more or less. New programs take advantage of new features in the computers. Otherwise there wouldn't be any progress, would there?

Btw, I can't see why you would expand a ST/STE/MSTE or TT with a DSP since the DSP in the Falcon is often used in conjunction with the new soundsubssystem. And if you add a DSP to an older Atari you would get compatibility problems.

>Chris.

/Hasse
--
Send e-mails, candy and suggestions to: hasse@solace.mh.se
snail-mail: Hans Holmberg, Sommarvagen 5, S-854 67 Sundsvall, Sweden
phone: +46 60 569169, fax: +46 60 569266
"In a crazy world a sane person would appear to be crazy."

# 2215. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 15:54:15 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep30.155415.12964@btree.uucp>
Source record: 21050

In article <9309291811.AA13927@IBX.COM> zim@IBX.COM (Bill Zimmer) writes:
>If Atari doesn't penetrate beyond the hobbyist/hacker market, they won't
>survive as a computer company. Atari's sales have slumpted to $5.7 million
>in its 2nd quarter versus sales of $23.3 in the 2nd quarter of last year.

Maybe Atari is doing what Husqvarna is doing as far as business
operations is concerned. Most people (well, in San Diego, anyway) think
of 'Husky' as a motorcycle manufacturer, yet it's only a small sideline
of their main business of making sewing machines.

That might be Atari's plan: use their well-known expertise in video
gaming (the Jaguar -- soon!) as the big money-maker, and dabble in
the leading edge of computers.

Just a thought....

-- George Crissman

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ************************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
**************************************************************************
--
```

# 2216. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 16:53:53 UTC
From: jeffsim@microsoft.com
Message-ID: <1993Sep30.165353.738@microsoft.com>
Source record: 21067

In article <2ca377bc@troed.ct.se> rickard.troedsson@troed.ct.se wrote:
> In a message of 24 Sep 93 21:16:57, Stefan Boberg wrote:
>
> SB> There you go! Another epic line of childish ranting. And please, if you
> SB> want to come across as any more literate than a 11 year-old just starting
> SB> learning english, try to stop putting those ellipses between each and
> SB> every clause. <teachers voice>: Ellipses are used to indicate omissions
> SB> and nothing else.
>
> I guess I should throw my grades away then .. too bad, they can't get any
> higher ... (english that is)
>
> What has this got to do with atari.advocacy? Are you running out of ammunition?
>

And what does this whole thread have to do with the Jaguar??!?! Come on, guys -
take it off line, or get back to the subject at point (or start a new thread!!)
I want to read _Jaguar_ stuff, not 'you suck'...

Jeff
jeffsim@microsoft.com
Disclaimer - mine.

# 2217. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 19:56:15 UTC
From: chriso@vigsun1.larc.nasa.gov
Message-ID: <28fdkv$prk@reznor.larc.nasa.gov>
Source record: 21052

In article <hasse.749403383@fizban>, hasse@dront.solace.mh.se (Hans Holmberg) writes:
|> chriso@vigsun1.larc.nasa.gov (Chris Oberle) writes:
|>
|> >And if there ever comes a DSP board (believe me, I'd appreciate that if it was
|> >reasonably priced), where will it be placed? In the MEGA slot? In the VME slot?
|> >And if there already is a graphics card placed in it? ... there we are again,
|> >the old upgrading problem with Atari computers ... it's so frustrating.
|> ^^^^^
|> Well, try to run Windows 3.1 on a original IBM PC.. same problem... :)
|> Every type of computer has this problem more or less. New programs take advantage of new
|> features in the computers. Otherwise there wouldn't be any progress, would there?

I referred to the upgradability of Atari computers and to the problem
that often there just isn't enough space left in the case to place additional
hardware in it, which is no problem at all with almost every PC clone.

The upgradability of every PC is far better than of every Atari computer.
If you want more computation power, you can simply replace the CPU or the
motherboard ( <- !)and KEEP the case, the power supply, the FDDs etc.
without a problem.
The problem with Atari computers also is the fact that it can lead to
overheating problems with the small cases when you add some extension.
Or power supply problems when you e.g. add a 16 MHz board and a graphics
card in a MEGA-4 -- I had to deal with exactly that problem.

|> Btw, I can't see why you would expand a ST/STE/MSTE or TT with a DSP since the DSP in
the
|> Falcon is often used in conjunction with the new soundsubssystem. And if you add a DSP
|> to an older Atari you would get compatibility problems.

You're right, the DSP is often used to manipulate a sound signal, digitalized
before by the new 16-Bit A/D converters. But if audio signal processing is seen
as _the_ main application for the DSP, you don't have to buy a Falcon. Just add
a 16-Bit soundcard with a DSP to your PC, including software.

But the DSP also has the potential to generally increase the computation power
of the system -- IF there is software that uses this coprocessor, like e.g.
the Mandelbrot program shown on the CeBit, although this is an application
which isn't very useful, just nice to watch, nothing else.
Compression/decompression programs are far more useful and could also benefit
a lot from the DSP. So it does make sense to have a DSP but not a sound sub-
system in a computer.

Chris.

# 2218. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 23:11:43 UTC
From: cmedley@wam.umd.edu
Message-ID: <28fp3f$2oi@cville-srv.wam.umd.edu>
Source record: 21053

In article <1993Sep30.121732.5997@rchland.ibm.com>,
>|> Pleeze ...
>
> This is wrong... I remember reading ATARI specs that the TT also had a
>problem with memory, it isn't pure burst-mode-32 bit access...
>

You're probably wrong on that one.. the TT originally had a 16mhz 68030 but
the system was upgraded to a 32mhz 68030 running off a 16mhz motherboard.
However, ST-RAM was rigged up in such a way that it could still do full
32-bit access to it.

> I don't remember what was it, can someone with those specs want to comment?
>

Well, I can check but I'm sure a TT owner has probably already mentioned it.

# 2219. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-09-30 23:22:07 UTC
From: cmedley@wam.umd.edu
Message-ID: <28fpmv$2te@cville-srv.wam.umd.edu>
Source record: 21054
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Sep30.124716.46366@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>
> Ah, here I beg to differ. The ST's are good for MIDI, I admit. DTP?
>Go with Amiga. The Amiga has more illustration type programs and desktop publishing +
>Image Processing tools of quality. Remember PageStream? They jumped ship to the
>Amiga and made that version their 'flagship version' because of how ATARI was
selling/marketting
>their ST's.

Did they really? I've heard two different stories about PageStream:

1) they indeed jumped because of larger market on the Amiga.
2) they got whipped by another application in the Atari market (Calamus).

I won't say #1 is impossible, but if going to a larger market was their
mission, why not port to the PC/Windows platform?
I also would think that in DTP if the best you can offer is PageStream 3.0,
you might find the ST is still ahead, witness Calamus SL.

>
> For general purpose software, the Amiga has more variety and powerfull software
>than an ST. (WordProcessing *MIGHT* be an exception).

What areas are we talking about here, in terms of "general purpose" s/w?
How much do these application cost? One thing to remember is that stuff
like Atari Works comes standard on all HD-equipped Falcons. SpeedoGDOS
and MultiTOS are also bundled.

As far as seperate commercial products, if you can name some specific areas
(other than video games, an area the Amiga has dominated...) I probably could
find comparable products fro the Atari.

> Probably because they don't care. People are comparing also against the A1200
>and not vs the A4000. If you do that, they might laugh.
>

Well, they might. But then, if this discussion degenerated into a fight,
they'd probably be outnumbered. :)

>to run'-> well: 1. Those that want to stick to the ST and ATARI, well

>
> NOW, FOR A NEW COMPUTER BUYER, the situation is different.
>
> For general purpose most likely they'll end up with a clone....

Which means both platforms we're advocating LOSE.

:( :( :( :(

>

Just out of curiosity, since we're discussing computer purcahses in terms
of "general purpose software", what software are we talking about that the
Amiga would have that is superior to the Atari's in that given area?

(i'm asking this partially as a programmer who'd love a good challenge :) )

# 2220. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-01 01:42:47 UTC
From: c60c-1cs@e260-1e.berkeley.edu
Message-ID: <28g1un$e7k@agate.berkeley.edu>
Source record: 21055

>Here is my Falcon performance test:
>The MODplayer PAULA.ACC with interpolation on and 50Khz uses 50% cpu time on
>the TT, it uses 100% on the Falcon. Of course it is highly cache optimized.

>Georges

Of course if said program was properly written to take advantage
of the Falcon's SDMA sound coprocessor, it would take NO cpu time.

Just like the Amiga, the Falcon would be nothing special w/o
utilizing the custom chips.

Allen Pouratian

# 2221. Falcon SCSI interface

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-01 03:44:03 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <28g923$7dp@news.dmpe.CSIRO.AU>
Source record: 21057

Ok. Seems all the techies have come over here to .advocacy, so here's a simple one - is the Falcon SCSI II fast or fast and wide - what difference does it make you say? In my books - a lot. Firstly, the speed of fast and wide is much faster than plain fast, and secondly, the price - f+w is about 2x the price of fast ...

Karl.
f
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

# 2222. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-01 04:21:31 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <28gb8bINNdi@uwm.edu>
Source record: 21056
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <28fpmv$2te@cville-srv.wam.umd.edu>, 'Flip' (cmedley@wam.umd.edu) wrote:
: I won't say #1 is impossible, but if going to a larger market was their
: mission, why not port to the PC/Windows platform?

Short answer: Because PageStream, before version 3.0, was entirely
written in assembly language, and changing from one OS to another was
probably easier than doing a total rewrite.

: As far as seperate commercial products, if you can name some specific areas
: (other than video games, an area the Amiga has dominated...) I probably could
: find comparable products fro the Atari.

Aside from the video market, you're probably right.

: Just out of curiosity, since we're discussing computer purcahses in terms
: of "general purpose software", what software are we talking about that the
: Amiga would have that is superior to the Atari's in that given area?

Any kind of multimedia or presentation use; any "desktop video" uses.

Graphics design of any kind, including CAD, rendering/modelling,
paint/draw.

Professional video editing. I'd venture to say professional audio as
well, through something like Studio16's setup.

And, of course, emulating a Mac. ;)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: Q:Why does [rec.motorcycles] often get off ontogun-topic tangents? :)
(: A:Because underneath all the bullshit, this is really :)
(: rec.penis.extenders, and big guns work just as well as big bikes.:)
(: paraphrased from Ed Green's post... :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 2223. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-01 11:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cab614c@troed.ct.se>
Source record: 21058

In a message of 30 Sep 93 19:32:01, Ricardo Hernandez Muchado wrote:

RH> This is wrong... I remember reading ATARI specs that the TT also had a
RH> problem with memory, it isn't pure burst-mode-32 bit access...

That is NOT wrong! TT -> TT-Ram supports full 32bit access, including
burstmode.

Just ran a complete RAM benchmark on my Falcon, comparing my normal 16Mhz
Falcon030 to a 32Mhz TT030 with TT-Ram.

Turned out that Falcon RAM-fetch was 61% the speed of TT RAM-fetch.

Program used: GEMBench

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2224. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-01 11:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cab60b6@troed.ct.se>
Source record: 21059

In a message of 30 Sep 93 11:20:47, Georges Kesseler wrote:

GK> Ah, nice! So we will have soon workstations whith 3D zooming windows and
GK> other
GK> funny things. We have to define a new button for zooming on the window :-)

:-) .. One step on the pathway to "Virtual Jobs" .. (Virtually nonexistant in
sweden if you ask me .. ;)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2225. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-01 11:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cab63f6@troed.ct.se>
Source record: 21060

In a message of 30 Sep 93 19:33:32, Chris Oberle wrote:

CO> In order to get the program running on an older ST/STE/TT, it would have
CO> to be
CO> rewritten and adapted to these machines that do not have a DSP.

Why support machines 8 years old? Show me ANY computer manufactorer that does
it! (No, neither IBM, Apple or Commodore .. )

CO> But the problem is, that currently there is no possibility for ST/STE/TT
CO> users to
CO> upgrade their machines with DSPs -- FPUs can be added easily, in the TT it

Like the A1200 then ..

CO> So the only alternative is to buy a Falcon, what I never did, because my
CO> TT is a
CO> far better machine to do serious WORK with: 1280x960 mono at 72 Hz,
CO> stunning sharp
CO> and quick, 68030/32, 68882/32, FAST RAM.

1280*960 is easy to do on the Falcon. I agree that the 68030 is an upgrade, the
68882 is no biggie though, there's a slot, all you need is to buy one ... FAST
RAM is also available from several 3:d party suppliers ..

What you gain? Can you say SOUND&GRAPHICS very fast? :-)

CO> the old upgrading problem with Atari computers ... it's so frustrating.

That's what my teacher said today about his 486 ... he couldn't connect a
device he's been using to display the screen onto the blackbord coz the plug on
the 486 wasn't the same as on the 386 ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2226. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-01 11:01:21 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct1120121@arthur.crpht.lu>
Source record: 21061

> >The MODplayer PAULA.ACC with interpolation on and 50Khz uses 50% cpu time on
> >the TT, it uses 100% on the Falcon. Of course it is highly cache optimized.

> Of course if said program was properly written to take advantage
> of the Falcon's SDMA sound coprocessor, it would take NO cpu time.
>
> Just like the Amiga, the Falcon would be nothing special w/o
> utilizing the custom chips.

Of course, the 16bit 50Khz modplayer for falcon uses 8% CPU time because
evrything is done by the DSP.

Georges.

--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2227. Re: Falcon SCSI interface

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-01 11:10:29 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct1121029@arthur.crpht.lu>
Source record: 21062

> Ok. Seems all the techies have come over here to .advocacy, so here's a simple
> one - is the Falcon SCSI II fast or fast and wide - what difference does it
> make you say? In my books - a lot. Firstly, the speed of fast and wide is
> much faster than plain fast, and secondly, the price - f+w is about 2x the
> price of fast ...
It's not wide (i.e. it has 8 bit path) , if it is fast.. i don't know

But it works fine.
Georges.
--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2228. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-01 16:27:45 UTC
From: chriso@vigsun1.larc.nasa.gov
Message-ID: <28hlq1$kju@reznor.larc.nasa.gov>
Source record: 21063

In article <2cab63f6@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 30 Sep 93 19:33:32, Chris Oberle wrote:
|>
|> CO> In order to get the program running on an older ST/STE/TT, it would have
|> CO> to be
|> CO> rewritten and adapted to these machines that do not have a DSP.
|>
|> Why support machines 8 years old? Show me ANY computer manufactorer that does
|> it! (No, neither IBM, Apple or Commodore .. )

Well, not all Atari machines that aren't Falcons are 8 years old.
What about one, two or three year old STEs or TTs?

|> CO> But the problem is, that currently there is no possibility for ST/STE/TT
|> CO> users to
|> CO> upgrade their machines with DSPs -- FPUs can be added easily, in the TT it
|>
|> Like the A1200 then ..

The fact that the A1200 isn't upgradeable with a DSP doesn't make
it better for the Atari models that aren't Falcons.

|> CO> So the only alternative is to buy a Falcon, what I never did, because my
|> CO> TT is a
|> CO> far better machine to do serious WORK with: 1280x960 mono at 72 Hz,
|> CO> stunning sharp
|> CO> and quick, 68030/32, 68882/32, FAST RAM.

|> 1280*960 is easy to do on the Falcon.

How? Perhaps with Screenblaster? Oh yes, 1280*960 at 87 Hz interlaced.
This results in a real horizontal frequency of 43.5 Hz and is simply
ridiculous. Nobody can work for more than 20 minutes in that mode,
except when he/she has fun in torturing the eyes.

|> I agree that the 68030 is an upgrade, the
|> 68882 is no biggie though, there's a slot, all you need is to buy one ...

In the TT the FPU is standard and you don't have to pay anything extra for that.

|> FAST RAM is also available from several 3:d party suppliers ..

The later series of the TT don't need an extra FAST RAM board.
It's also standard and again you don't have to pay for it.

|> What you gain? Can you say SOUND&GRAPHICS very fast? :-)

CPU speed, FPU, FAST RAM, much higher resolution with a sharp
and absolutely flickerfree picture. Everything without extra
costs.

|> CO> the old upgrading problem with Atari computers ... it's so frustrating.
|>
|> That's what my teacher said today about his 486 ... he couldn't connect a
|> device he's been using to display the screen onto the blackbord coz the plug on
|> the 486 wasn't the same as on the 386 ...
|>

Ok, of course there also are problems in the PC world when it comes to
upgrading a machine. But generally, it's much easier and also cheaper.
Nobody can deny that.

Chris.

# 2229. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-01 17:52:06 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct01.175206.26551@rchland.ibm.com>
Source record: 21064
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <28fpmv$2te@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Sep30.124716.46366@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >
|> > Ah, here I beg to differ. The ST's are good for MIDI, I admit. DTP?
|> >Go with Amiga. The Amiga has more illustration type programs and desktop publishing +
|> >Image Processing tools of quality. Remember PageStream? They jumped ship to the
|> >Amiga and made that version their 'flagship version' because of how ATARI was
selling/marketting
|> >their ST's.

|> Did they really? I've heard two different stories about PageStream:
|>
|> 1) they indeed jumped because of larger market on the Amiga.
|> 2) they got whipped by another application in the Atari market (Calamus).

Well, PageStream jumped ship BEFORE Calamus came out. So #2 is wrong.

|> I won't say #1 is impossible, but if going to a larger market was their
|> mission, why not port to the PC/Windows platform?

Probably at their version state they would have a hardtime vs other
Mac/PC programs, particularly the Mac, which has been the Queen Computer
of Desktop Publishing.

|> I also would think that in DTP if the best you can offer is PageStream 3.0,
|> you might find the ST is still ahead, witness Calamus SL.

I won't comment since I haven't checked it out. But from different
friends that work with DTP businesses they have heard the Mac, the PC,
rarely the Amiga and nothing about the ST. I'll check out Calamus SL
for the sake of fairness.

Where can I check out Calamus? Any brochure/add somewhere?

|> > For general purpose software, the Amiga has more variety and powerfull software
|> >than an ST. (WordProcessing *MIGHT* be an exception).
|>
|> What areas are we talking about here, in terms of "general purpose" s/w?
|> How much do these application cost? One thing to remember is that stuff
|> like Atari Works comes standard on all HD-equipped Falcons. SpeedoGDOS
|> and MultiTOS are also bundled.

Is it really? Weren't people complaining that it wasn't finished yet?
Also the mere fact that Atari Works comes in (if it comes) doesn't mean
it is a good program. Granted, it is better than nothing.

|> As far as seperate commercial products, if you can name some specific areas
|> (other than video games, an area the Amiga has dominated...) I probably could
|> find comparable products fro the Atari.

SpreadSheets? ProCalc here on the Amiga, AREXX support so you can create
custom macros and inter-process communications among different applications.
You could even do an AREXX script that could get data from ProCalc on the tables
and run Scala and dynamically create pages for a presentation!

SuperBase-> database that can combine pictures/sounds plus other
advanced 'normal' database pictures. Also has AREXX.

ImageF/X and AdPro image processing programs-> Used for desktop publishing.
Image F/X currently used by Warner Bros. to imageprocess and color correct
new cartoons they are making. Provides virtual memory even in machines
that doesn't have mmu capabilities. AdPro has been used for Babylon 5 and other
places like in some movies.

Desktop video:

Real 3D V2.0-> Has inverse kinematics, macro language, AREXX support,
collision detection (throw balls down a flight of stairs
and they will bounce realistically all calculated
by the program).

Imagine -> Used a lot here and particularly a King of animation/raytracing
over europe, Artists have won raytraced picture contests
using this program.

Aladdin 4D-> Gases, and other features.

etc.

Multimedia: Cando 2.5, Scala MM210 (soon to be MM300), AmigaVision

Deskop Publishing:

DTP programs: ProPage 4.1
PageStream 3.0

Illustration programs: Pro Vector
ProDraw 3.0
Art Expression (PageStream guys)

The list is all bigger than this. Ok, waiting for the ST 'line-up'....

(BTW, in my opinion I know the Amiga crushes the ST in both
video and multimedia but since you said only the Amiga has dominated
games... well, you asked for it)

---

Disclaimer: It isn't my intent to go on much further than this. People
that have a huge software ST investment or that want music
and like the Atari's should probably go with a Falcon.

|> > Probably because they don't care. People are comparing also against the A1200
|> >and not vs the A4000. If you do that, they might laugh.
|> >
|> Well, they might. But then, if this discussion degenerated into a fight,
|> they'd probably be outnumbered. :)

Well, but the whole point is: THEY DON'T CARE.

|>
|> >to run'-> well: 1. Those that want to stick to the ST and ATARI, well
|>
|> >
|> > NOW, FOR A NEW COMPUTER BUYER, the situation is different.
|> >
|> > For general purpose most likely they'll end up with a clone....
|>
|>
|> Which means both platforms we're advocating LOSE.
|>
|> :( :( :( :(

Not if you are going for desktop video, multimedia or you are in a very
tight budget (I think the Atari loses in all those three categories).

|> Just out of curiosity, since we're discussing computer purcahses in terms
|> of "general purpose software", what software are we talking about that the
|> Amiga would have that is superior to the Atari's in that given area?
|>
|> (i'm asking this partially as a programmer who'd love a good challenge :) )

Read above.

|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2230. Re: Atari vs the EXPENSIVE world of DOS (longer)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-01 19:47:02 UTC
From: crissman@btree.uucp
Message-ID: <1993Oct1.194702.8863@btree.uucp>
Source record: 21068

I cut as much as possible, this this is still quite long. It covers
a *lot* of territory....

In article <9309301429.AA04766@IBX.COM> zim@IBX.COM (Bill Zimmer) gets
detailed and propounds:
>Yes, usually only *one* software package per application type is usually
>needed by the average computer user. However, because of the immense
>size of the MS-DOG market, they have a lot more packages to choose from
>and at many different price ranges.

The range of choices of, say, word processors, for the Atari platform
ranges from free (ST Writer) up to Word Perfect. Take your pick from
several offerings.

>Some stores are the pits. Not necessarily because of the size of the
>clone's software base, but because they just don't want to go that
>extra mile for the customer. My suggestion would be to have them
>watch a few Tom Peters lectures. Excellent customer service is
>out their and for all platforms.

I'm not about to tell a store how to run their business. My point
is that a store of talented, knowledgable, capable people selling
MS-DOS machines is just as rare as stores selling Atari products.

>>C) As soon as alternate software choices are discussed, someone
>> somewhere always blurts out that "if it's not Microsoft
>> Word and Microsoft Excel it's no good and I won't use it."
>> So why bother having a large base of software, anyway?
>
>Some people are just like that. Not everyone uses Microsoft products.

The point here was not that they were Microsoft products, but that
a great majority of users won't even consider alternate software.
That pretty much invalidates the need for a huge software base.

>Microsoft's advantage is that they have an agreement with most clone
>manufacturers to bundle their products with the computer. If Joe Consumer
>buys a clone, MS-DOG, Windows, etc. are usually already installed.
>Some stores will install OS/2 if requested. (However, the clone maker
>must still pay Microsoft their tithe even though MS-DOS (etc) isn't
>installed on the machine).

I believe that's called "restraint of trade", and is one of the
reasons that the Federal Trade Commission (FTC) and now the Justice
Department are investigating Microsoft. If found guilty of the
charges, there will probably be a *big* shift in Microsoft's advantage.

>Also, your answer reminds me of this newsgroup. Atari vs. The World.
>(The World is winning, by the way). (E.g., "If it's not Atari, it's
>no good and I won't use it.")

On a daily basis, I use an MS-DOS machine, an Apollo Computer, a
Hewlett-Packard 9000-series UNIX machine, and my Atari ST. The Apollo
is a joy to use, the 9000 works ok, the MS-DOS machine crashes
regularly due to Windows, and the ST quietly does it job quickly
and efficiently. Sure, I'm biased towards the Atari, but that's
because it provides a cost-effective solution to my computing needs.

>If you're not a musician, there are mighty few reasons to get an Atari.

Chapter headings from the International TOS Software Catalog:

Publishing And Graphics Music Business
Multimedia And Hypertext Education Entertainment
Personal Productivity Medical Peripherals
Connectivity And Communications Computer Aided Design
Development Tools & System Software Other Products

>>D) The cost of the software is incredible! For the MS-DOS
>> machines, you can buy WindowsNT for $279.00. On the Atari
>> Falcon (the 4/80 version) MultiTOS is *free*. And if you
>> decide to add MultiTOS to an upgraded Falcon (say, you add
>> a hard drive and memory to a 1/0 Falcon), the upgrade to
>> MultiTOS will only cost half as much, at the most.
>
>Agreed! This is usually the case because of the many business who have
>clones and purchase software. Some people swear by Word Perfect.
>Some people swear at it. (I'm in the latter category.)
>
>Some companies, however, equate price with quality and number of features.
>(Reminds me of a company in the Apple market many years ago that actually
>saw a sales increase with the RAISED prices.

And I thought that marketing truism only applied to ladies grooming
items and makeup! :-)

> People thought that a
>software package at that low a price had to have something wrong with
>it.

Like Turbo Pascal from Borland? A $79.00 compiler (complete), at a
time when compilers were $300.00 to $500.00. It's a shame that such
a fine product didn't grow and prosper in the MS-DOS world. What
ever happened to Borland, anyway? :-) (note the smiley!)

> If price alone ruled the market, Atari (and Commodore) would have
>more sales. Unfortunately, marketing affects sales more than price.

Agreed. I'm hoping that with the success of the Jaguar, Atari will
be able to increase their presence in the advertising of their
products.

>The more complex the software product, the greater the cost of
>support. The cost of support usually isn't included in the cost of
>the product. Rather than have the cost of support included in the
>cost of the product, it's fairer that those that need the support
>have to pay for it.

Why should I have to pay a manufacturer for the 'privilege' of identifying and helping to correct a bug (or flaw) in their software package? I agree that the cost of training the user should be borne by the user (Example: "How do I change a font in Calamus?"), but the cost involved in fixing a faulty product (Example: "The software adds two and two and gets five.") should be borne by the manufacturer.

> One reason that you may have had such good
>support might be that the Atari market is so small. What would be
>easier to support, an Atari product that sells (at most) a few
>thousand copies or clone product that sells many thousands of
>copies?

A small user base *also* means that each user is more important to the company. And that means more responsiveness to problems and to desired upgrades.

I've found that when I open a checking account with Massive Giant Bank (NT&SA), there are lots of rules, fees, employees who are "just following the rules", and the general feeling that I'm just another source of revenue to the bank. When I open a checking account with Small Town Bank, I find that I can qualify for a checking account free of fees, there are a minimum of rules, and when there is a misunderstanding it's more likely to be settled in my favor by people who actually understand what's going on.

From the user standpoint, bigness is highly overrated. I prefer responsiveness.

>Support people that CARE is what counts.

Amen.

>Of course, Atari has a 1-800 number for support. After all, you paid
>for the hardware, right? Shouldn't that come with some free support?

No, they don't have an 800 number. But then, they don't have a 900 number either (except for the 'cheats' line for the Lynx, if I remember right). And if I call the Sunnyvale office, I may have to pay the phone company for the cost of the call, but at least I'm not having to *pay* Atari to listen to me.

>Oh, and if you purchase Atari software, they have toll-free support,
>right?

Not to my knowledge. Why are you so infatuated with toll-free support? If you're on a budget, you can write a letter.

>How can anyone call Atari competitive? Maybe in MIDI applications.
>That's about it, however.

Check out the chapter titles in the International TOS Software
catalog, shown earlier in this posting.

>Jane/Joe Public vote with their dollars. Are they buying clones
>or Ataris?

According to Marc Barrett, they're all buying Apple MacIntoshes. :-)
Other posters in the *.atari groups are noting that when they show
their friends the Falcon, a great majority decide to purchase one.
According to posters in the *.amiga groups, their machine is doing
a great volume.
According to ... oh, let's see, now ... the venerable Skip Sauls,
the whole world sees only MS-DOS machines.
And then there are the Apollos (now manufactured by Hewlett-Packard).
The SGI Indigo. And more.

> When you count the computer ads in
>your local paper's business section, are there more Atari ads than
>those for Apple or the clones? Of the ten closest computer dealers
>nearest you, how many stock Atari, Apple, clones? Pick up a recent
>issue of Computer Shopper. Count the Atari ads. (Even when they had
>an Atari section, Atari ads were few and far between.) Go to a newsstand
>and count the number of computer magazines. How many are for the Atari?
>How many are for the clones?

I agree that Atari needs to bolster their marketing. To do that, they
need money. To get money they need sales. To get sales, they need to
boost their marketing. (There's a trend developing here.... :-).

>Are there computers where you work? If so, how many are Atari?

I haven't seen any Atari computers at work. Since they are considered
to be home computers, that's understandable.

> Just because you might think that Atari has the
>better hardware, that doesn't drive the market unless there's something
>that'll run on it. Do you think that a business is going to purchase
>Atari STs because they have a MIDI port while clones don't?

If you mean businesses such as the "Beach Boys", then yes, I do.

> Will
>companies purchase a Falcon because it has a DSP port but the clones
>do not.

Some poster pointed out that there *are* some DSP sound boards
available for MS-DOS machines. No, I don't think this would be an
overriding reason.

> Most companies have a large investment in software. Buying
>hardware that won't run the existing software would result in an instant
>pink slip.

When a company needs to get something done, they select the hardware
and the software that performs the job most efficiently and economically.
That's why you find machines from Silicon Graphics, Hewlett-Packard,
Apple, and others all on the same site.

> Can I get Word Perfect for the Atari?

Yes.

>(It took Atari how long to get a blitter??

I believe it was with the introduction of the MegaSTs in 1987 (or
thereabouts). Does someone have the exact date of introduction?

>It took the Atari line how long to get pre-emptive multi-tasking?

About as long as it took the MS-DOS world, it would appear.

>However, Commodore marketed their machines just as well as Atari marketed
>theirs. The end result is that both Atari and Commodore are distant
>also rans. The Amiga has a niche in the video market. The Atari has a
>niche in the MIDI market. That's it. They didn't market their
>hardware correctly.

I agree that Atari needs to bolster their marketing. To do that, they
need money. To get money they need sales. To get sales, they need to
boost their marketing. (There's a trend developing here.... :-).

>They're in the dust. The Falcon will not save Atari.

It looks like the Jaguar console is going to be the big money maker.

>So what if Atari software is cheaper? It's targeted at the ST/Falcon
>owner not to the clone owner. Atari 8-bit software is even cheaper
>than ST/Falcon software. Therefore, using your reasoning, Atari's
>8-bit computers are more competitive.

...and I'm certain the gang over in comp.sys.atari.8-bit would
agree with this reasoning.

>How'd I do? :-)

Overall, you raised many good points and supported your arguments
well. In addition, you didn't resort to name calling. I'd say
you did an extremely good job in your posting.

>If you'd take your Atari blinders off and visit the real world.....

Real World Approaching!

>There's a tremendous computer market out there and Atari is almost
>nowhere to be found.

True. For now.

>Total PC sales should INCREASE this year compared to last year.

True, the market for all personal computers should INCREASE this
year compared to last year, including Apples, Amigas, Ataris, MS-DOS
machines, etc. Given the current slump in sales for all machines
combined, the overall market is *bound* to improve.

>>>PCs rule not because their hardware is better than Mac/Amiga/Atari,
>>>but because
>>>
>>>(a) IBM licensed the technology so that clones could appear (resulting
>>>in a price war feeding frenzy),
>>
>>IBM didn't license the technology until after the clones had
>>forced their withdrawal from the market. (Someone at IBM probably
>>said, "Hey, they beat us up by using our own architecture! Let's
>>sue 'em for licensing fees. That'll show 'em, uh-huh.")
>
>But, IBM did license the technology.

Probably to avoid charges of "restraint of trade" and the ensuing
investigations from the Federal Trade Commission and the Department
of Justice. (Just supposing, here....)

>Meanwhile, Atari won't even license their 8-bit technology.
>GEM could've caught on if it had been marketed correctly.

GEM was originally conceived by Digital Research as an operating
system that would work on a wide variety of platforms, beginning
on (surprise!) MS-DOS machines. With their initial success, they
announced a port to the Apple MacIntosh machine and got hit with
a legal action by those fun-loving Apple Attorneys. There was an
out-of-court settlement, in which DRI agreed to drop GEM forever
(or something along those lines).

Apple would have come after Atari, as well, but for the "save and
hold harmless" clause in the license agreement from DRI to Atari.
GEM *can't* catch on (as originally intended) because Digital
Research is prohibited by it's agreement from working on it any more.

I agree that Atari needs to bolster their marketing. To do that, they
need money. To get money they need sales. To get sales, they need to
boost their marketing. (There's a trend developing here.... :-).

>>>(b) Business trusts the IBM name (it didn't hurt that many businesses
>>>were already using IBM mainframes),
>>
>>Given their recent financial difficulties and first-ever layoffs,
>>many businesses are casting a wary eye at IBM. Yeah, they'll
>>continue doing business with IBM, but not as enthusiastically as
>>in the past, and they'll be open to alternate sources....
>
>IBM is a HUGE company. They'll survive their recent financial
>difficulties.

American Motors Corporation was a large automaker. Now when you say the initials 'AMC', most people think of a chain of movie theaters (at least here in San Diego, anyway) and not a domestic auto manufacturer. Bigness is not necessarily an indicator of the ability of a company to survive.

Or how about the collapse of Continental Illinois Bank several years ago? It was, hmmm, the third or fourth largest bank in the United States? It's history now. They didn't survive that well....

>>Atari computers are considered to be business machines in Germany,
>>and that's where a lot of the business software comes from. ("Big
>>deal," he says.) Atari is not marketing their computer as a business
>>machine (although it can be used for business) in the United States --
>>they're marketing it as a home computer. Different market, different
>>needs.
>
>Dismal sales. The word from some recent postings is that Atari is
>now losing market share in Germany. There goes your one stronghold.

I was relying on an old Atari brochure when I made that statement. I've retracted it twice on this forum based on new evidence. I'm willing to retract it again, if you so desire.

>Most home computer users purchase machines that are compatible with
>what's at the office. (Just like when Apple years ago used to control
>the education market. Many parents bought an Apple II for their
>children because that's the computer that was at school.)

There's a good reason for your home machine to be different! There was a virus that got loose at my former employer's place of business. There was a lot of posturing about how they were going to find the culprit and charge him/her the cost of eradication and replacement of data and programs. (We're talking tens of thousands of dollars, here!)

Each one of us was individually interviewed about our computing styles and our home machines. Most interviews lasted about 45 minutes. Mine lasted two minutes, because the first question was "What type of machine do you have at home?" When I answered "An Atari ST", I was considered to be incapable of causing virus damage, because everyone *knows* that IBM's are *not* compatible with Atari computers.

(BTW: They virus was being inadvertantly spread by the system administrator during the routine monthly check of the machines. Because he was management, I suspect the forgot all about charging anybody any money....)

>We differ on this. Atari doesn't have the software that I want to run.

That's what it all comes down to. If you can't find the software you need/want, it doesn't make sense to purchase the machine. No matter how massive the software base may be. The Atari has a good selection

of software (see previous listing from the International TOS Software Catalog, above), but nobody says you have to actually like any of it.

>Even if they did, I would be very hesitant to buy Atari hardware knowing
>that they might leave the computer market. (Pity those people who bought
>the XE game machines, and 2600s, and 7800s, and whatever else).

Which of those are computers? (Hint: none of them!)

>>One drawback of the price wars is that 'cheaper' parts are being used
>>that are more likely to fail.

>Do you have any proof of this??

I see occasional articles in the computer press warning about this. It's especially prevalent in areas of cutthroat pricing (such as San Diego). In order to compete on price, manufacturer's must push the limits as far as they can. And since the standard reasoning is that the system will be upgraded every two to three years, components and systems are only designed to last two to three years.

>Maybe they're cheaper because of economies of scale and not because they're
>more likely to fail.

Maybe. Given the willingness of MS-DOS users to a) buy frequently, and to b) look for a low price, it's more likely that quality is being sacrificed, as reported in the computer press.

>Just because something is inexpensive doesn't mean that it is more
likely to fail.

True.

> (Since software for the ST/Falcon is
>cheaper than the equivalent software for the clones, then the ST/Falcon
>software is more apt to be bug-ridden and more prone to failure.)

A clever point. However, Atarians are much more price sensitive than MS-DOS users. Where an MS-DOS user would think nothing of plunking down $100.00 for a video card, the Atari user will demand that it should have been built-in as standard at no extra cost.

>>>Actively?? Marketing it where??
>>
>>Just recently, right here in San Diego and Glendale: once to a general
>>computer faire covering most platforms, and once to an Atari-specific
>>gathering.
>
>Wasn't it a user group that was showing the Falcon at one of the shows?

I would assume the Glendale show, because I wasn't there. The other poster that alleged the demonstration was by the user group was from Canada, and wasn't at the show either. To the best of my knowledge.

>>It's true that the advertising needs to be increased. And it's true
>>that Atari machines need to be stocked at computer marketing chains
>>in addition to the existing network of Atari dealers. The limiting
>>factors are time and money -- but Atari is addressing the need.
>
>Atari's been "working" on this for a number of years. It's only getting
>worse, not better. If we'd get as much marketing out of Atari as we
>get hot air.....

Displaying at shows such as the San Diego Computer Fair (where they'd
never been before) in addition to existing shows like CeBIT shows they
are increasing their presence. That's not worse, that's better!

>Until Atari get's their machines in mainstream computer stores, they're
>not going anywhere but down, down, d
> o
> w
> n.
>

I agree that Atari needs to bolster their marketing. To do that, they
need money. To get money they need sales. To get sales, they need to
boost their marketing. (There's a trend developing here.... :-).

>One shouldn't have to contact Atari to get a software list. The software
>should be at the computer store. One should be able to find an Atari
>dealer without having to pass 10-20 computer stores that don't sell Atari
>products. As it is today, one really has to work to find an Atari
>dealer. Unless one orders by mail, it's hard to find anything for the
>machine.
>
>To make matters worse, most Falcons are being purchased by ST owners.
>Atari isn't increasing their customer base. They need to convert people
>from other platforms to dump their Mac/clone and get a Falcon. Consequently,
>the Falcon market will be even smaller than the ST market.

Marketing is increasing, ST owners *desire* a Falcon, and friends of ST
owners are reported as *desiring* a Falcon after a demo. Signs are pretty
good that the Falcon will be well-received. It remains to be seen if your
prediction is true.

-- George Crissman

**********************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
**********************************************************************

--

# 2231. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-01 22:42:26 UTC
From: cmedley@wam.umd.edu
Message-ID: <28iboi$l3j@cville-srv.wam.umd.edu>
Source record: 21066
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <28gb8bINNdi@uwm.edu>,
Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>In article <28fpmv$2te@cville-srv.wam.umd.edu>, 'Flip' (cmedley@wam.umd.edu) wrote:
>: I won't say #1 is impossible, but if going to a larger market was their
>: mission, why not port to the PC/Windows platform?
>
>Short answer: Because PageStream, before version 3.0, was entirely
>written in assembly language, and changing from one OS to another was
>probably easier than doing a total rewrite.
>

I used PageStream 1.8 a lot on the ST. Nothing about it reeked of assembler
code being exclusively used (i.e., it wasn't any faster than competing
products at displaying graphics or rendering a page) but I'll take your word
for it....

I still think if they are going to port to various OSes, why not then port
to the Mac, where they have 680x0 processors?

(their GUI environment shouldn't have been any harder to port to than the
Amiga and ST versions)

>: As far as seperate commercial products, if you can name some specific areas
>: (other than video games, an area the Amiga has dominated...) I probably could
>: find comparable products fro the Atari.
>
>Aside from the video market, you're probably right.
>
>: Just out of curiosity, since we're discussing computer purcahses in terms
>: of "general purpose software", what software are we talking about that the
>: Amiga would have that is superior to the Atari's in that given area?
>
>Any kind of multimedia or presentation use; any "desktop video" uses.
>

Ok, I'll agree with that. Although I have to also say that presentations
tend to be stuff that you don't see people doing everyday.

(for example, a college student rarely gives a presentation via computer, they
usually type a report up and submit it :) )

>Graphics design of any kind, including CAD, rendering/modelling,
>paint/draw.
>

I'd label these all under "graphics software" which, for the Amiga, is great.

>Professional video editing. I'd venture to say professional audio as
>well, through something like Studio16's setup.
>

I'd have to disagree about professional audio editing, though. The ST has
far more products and most of them geared towards the musician/producer.
We had one of the first Direct-to-Disk recording systems (Hybrid Arts'
unit) and it used to get sold bundled with an ST or STe to use it with.

(similar to the Toaster bundle on the Amiga)

>And, of course, emulating a Mac. ;)
>

I haven't seen the Empland... what type of Mac does it emulate? On the
ST we're still stuck using 128k ROMs w/ mono Mac support.

# 2232. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-01 22:52:31 UTC
From: cmedley@wam.umd.edu
Message-ID: <28icbf$l88@cville-srv.wam.umd.edu>
Source record: 21065
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Oct01.175206.26551@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <28fpmv$2te@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>|> In article <1993Sep30.124716.46366@rchland.ibm.com>,
>|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> >
>|> > Ah, here I beg to differ. The ST's are good for MIDI, I admit. DTP?
>|> >Go with Amiga. The Amiga has more illustration type programs and desktop publishing +
>|> >Image Processing tools of quality. Remember PageStream? They jumped ship to the
>|> >Amiga and made that version their 'flagship version' because of how ATARI was
selling/marketting
>|> >their ST's.
>
>|> Did they really? I've heard two different stories about PageStream:
>|>
>|> 1) they indeed jumped because of larger market on the Amiga.
>|> 2) they got whipped by another application in the Atari market (Calamus).
>
> Well, PageStream jumped ship BEFORE Calamus came out. So #2 is wrong.
>

Did they? I disagree with that... Pagestream 1.8 was shipping when Calamus
came out on the ST. When they made PS 2.0, Calamus was competing with their
Calamus 1.09ST product.

So you're definitely wrong on that.

>|> I won't say #1 is impossible, but if going to a larger market was their
>|> mission, why not port to the PC/Windows platform?
>
> Probably at their version state they would have a hardtime vs other
>Mac/PC programs, particularly the Mac, which has been the Queen Computer
>of Desktop Publishing.
>

Yeah, but even if they only made minimal market penetration as a low-end tool
for DTP, they would probably sell as many as they do on the ST/Amiga line
given that there are just that many more Macs out there.

>|> I also would think that in DTP if the best you can offer is PageStream 3.0,
>|> you might find the ST is still ahead, witness Calamus SL.
>
> I won't comment since I haven't checked it out. But from different
>friends that work with DTP businesses they have heard the Mac, the PC,
>rarely the Amiga and nothing about the ST. I'll check out Calamus SL

>for the sake of fairness.
>

Hmmm.... that's strange. Around here we even have print shops that accept
documents in Calamus or Postscript format!

> Where can I check out Calamus? Any brochure/add somewhere?
>

Calamus is marketed by ISD Inc., in Canada. I think if you read in the
newsgroup comp.sys.atari.st long enough, you'll spot John Hutchinson of
Fair Dinkum who is a member of the IAAD (group of developers) and he
could forward you the info on the company, i'm sure.

<this is assuming you can't find a dealer... it's probably THE DTP package
on the Atari!>

>|> > For general purpose software, the Amiga has more variety and powerfull software
>|> >than an ST. (WordProcessing *MIGHT* be an exception).
>|>
>|> What areas are we talking about here, in terms of "general purpose" s/w?
>|> How much do these application cost? One thing to remember is that stuff
>|> like Atari Works comes standard on all HD-equipped Falcons. SpeedoGDOS
>|> and MultiTOS are also bundled.
>
> Is it really? Weren't people complaining that it wasn't finished yet?
>Also the mere fact that Atari Works comes in (if it comes) doesn't mean
>it is a good program. Granted, it is better than nothing.
>

Well, MultiTOS is flawed. The AES portion has not been re-written to run
*fast* under the multitasking, multithreading OS. It hogs the CPU. :(

However, it does work, and on a fast enough machine (Falcon or TT) it apparently
is pretty nice...

Atari Works... I've heard mixed stories. No one has flamed it (of the people
I've seen who OWN it) but some who paid $109 for it retail felt it should
be no more than $80 or so. Those who have gotten it bundled seem to like it.

:)

<who doesn't love a freebie?>

But it's a nice product.. and complete... in fact, here's a blurb on it
from a mailing I got from Toad Computers:

...Includes a word processor, a spreadsheet and a database. Word-like
word processor is a breeze to use and includes a complete thesaurus and
spelling dictionary (the same ones used with Lotus Ami-Pro). Full featured
Excel-like spreadsheet allows use of scalable fonts. Database is dBASE
file compatible and is graphically oriented.

- supports Microsoft's RTF format for easy cross-platform file transfer.
- cut and paste between Works modules and system clipboard
- DB supports tab and comma delimited file (is this something to brag about?)
- advanced, easy-to-use mail merge and label printing
- open multiple modules and data files simultaneously (i should hope so, with
a multitasking OS shipping with it! :) )
- include graphics in documents
- database produces charts and graphs easily and quickly

From what I saw of it in beta, it seemed pretty nice, although i have not
used the final product.

>|> As far as seperate commercial products, if you can name some specific areas
>|> (other than video games, an area the Amiga has dominated...) I probably could
>|> find comparable products fro the Atari.
>
> SpreadSheets? ProCalc here on the Amiga, AREXX support so you can create
>custom macros and inter-process communications among different applications.
>You could even do an AREXX script that could get data from ProCalc on the tables
>and run Scala and dynamically create pages for a presentation!
>
> SuperBase-> database that can combine pictures/sounds plus other
>advanced 'normal' database pictures. Also has AREXX.
>
> ImageF/X and AdPro image processing programs-> Used for desktop publishing.
>Image F/X currently used by Warner Bros. to imageprocess and color correct
>new cartoons they are making. Provides virtual memory even in machines
>that doesn't have mmu capabilities. AdPro has been used for Babylon 5 and other
>places like in some movies.
>
> Desktop video:
>
> Real 3D V2.0-> Has inverse kinematics, macro language, AREXX support,
> collision detection (throw balls down a flight of stairs
> and they will bounce realistically all calculated
> by the program).
>
> Imagine -> Used a lot here and particularly a King of animation/raytracing
> over europe, Artists have won raytraced picture contests
> using this program.
>
> Aladdin 4D-> Gases, and other features.
>
> etc.
>
> Multimedia: Cando 2.5, Scala MM210 (soon to be MM300), AmigaVision
>
> Deskop Publishing:
>
> DTP programs: ProPage 4.1
> PageStream 3.0
>

> Illustration programs: Pro Vector
> ProDraw 3.0
> Art Expression (PageStream guys)
>
> The list is all bigger than this. Ok, waiting for the ST 'line-up'....
>
> (BTW, in my opinion I know the Amiga crushes the ST in both
> video and multimedia but since you said only the Amiga has dominated
> games... well, you asked for it)
>
>----------------------------
>
>Disclaimer: It isn't my intent to go on much further than this. People
> that have a huge software ST investment or that want music
> and like the Atari's should probably go with a Falcon.
>
>|> > Probably because they don't care. People are comparing also against the A1200
>|> >and not vs the A4000. If you do that, they might laugh.
>|> >
>|> Well, they might. But then, if this discussion degenerated into a fight,
>|> they'd probably be outnumbered. :)
>
> Well, but the whole point is: THEY DON'T CARE.
>
>|>
>|> >to run'-> well: 1. Those that want to stick to the ST and ATARI, well
>|>
>|> >
>|> > NOW, FOR A NEW COMPUTER BUYER, the situation is different.
>|> >
>|> > For general purpose most likely they'll end up with a clone....
>|>
>|>
>|> Which means both platforms we're advocating LOSE.
>|>
>|> :( :( :( :(
>
> Not if you are going for desktop video, multimedia or you are in a very
>tight budget (I think the Atari loses in all those three categories).
>
>|> Just out of curiosity, since we're discussing computer purcahses in terms
>|> of "general purpose software", what software are we talking about that the
>|> Amiga would have that is superior to the Atari's in that given area?
>|>
>|> (i'm asking this partially as a programmer who'd love a good challenge :) )
>
> Read above.
>
>|>
>

>--
>-------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

# 2233. Re: Dhrystone-Benchmark

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-02 11:02:06 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cacb19e@troed.ct.se>
Source record: 21069

In a message of 01 Oct 93 13:10:10, Georges Kesseler wrote:

GK> Of course, the 16bit 50Khz modplayer for falcon uses 8% CPU time because
GK> evrything is done by the DSP.

More like 3-4% .. :-)

..and then I optimized it a bit .. don't know what it takes now, but the
original version by Griff used MULUs!!!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2234. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-02 11:02:06 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cacb2a8@troed.ct.se>
Source record: 21070

In a message of 01 Oct 93 19:02:47, Chris Oberle wrote:

CO> Well, not all Atari machines that aren't Falcons are 8 years old.
CO> What about one, two or three year old STEs or TTs?

The TT is still produced, I call that supported!

STE:s are what .. 88-89 .. that's 4-5 years old ..

CO> How? Perhaps with Screenblaster? Oh yes, 1280*960 at 87 Hz interlaced.
CO> This results in a real horizontal frequency of 43.5 Hz and is simply
CO> ridiculous. Nobody can work for more than 20 minutes in that mode,
CO> except when he/she has fun in torturing the eyes.

No need to interlace that mode, just use monochrome as the TT and the bandwidth
can handle it.

CO> In the TT the FPU is standard and you don't have to pay anything extra for
CO> that.

What about those who has no use for it at all? (It doesn't speed up ALL math,
just Floating point .. how often does a program use that?)

CO> The later series of the TT don't need an extra FAST RAM board.
CO> It's also standard and again you don't have to pay for it.

Sure, at extra cost.

CO> |> What you gain? Can you say SOUND&GRAPHICS very fast? :-)
CO>
CO> CPU speed, FPU, FAST RAM, much higher resolution with a sharp
CO> and absolutely flickerfree picture. Everything without extra
CO> costs.

Yep, and then a decent graphics card costs LOADS of money, what about sound?

What about 640*480*256? 800*600*256? All without extra hardware, right out of
the box ..

The ONLY reason for not switching from the TT to the Falcon is the 16Mhz CPU
...

CO> Ok, of course there also are problems in the PC world when it comes to
CO> upgrading a machine. But generally, it's much easier and also cheaper.
CO> Nobody can deny that.

Well, I do .. :-) ...

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 2235. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-02 11:02:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cacb410@troed.ct.se>
Source record: 21071

In a message of 01 Oct 93 21:22:26, Ricardo Hernandez Muchado wrote:

RH> |> like Atari Works comes standard on all HD-equipped Falcons. SpeedoGDOS
RH> |> and MultiTOS are also bundled.
RH>
RH> Is it really? Weren't people complaining that it wasn't finished yet?

Well, maybe 6 months ago. Wake up ..

RH> Also the mere fact that Atari Works comes in (if it comes) doesn't mean
RH> it is a good program. Granted, it is better than nothing.

It's very good for being a bundled package!

RH> (BTW, in my opinion I know the Amiga crushes the ST in both
RH> video and multimedia but since you said only the Amiga has dominated
RH> games... well, you asked for it)

The A1200 don't, base model hasn't got a harddrive, and there's only 2 meg RAM
to play with.

RH> Disclaimer: It isn't my intent to go on much further than this. People
RH> that have a huge software ST investment or that want music
RH> and like the Atari's should probably go with a Falcon.

Anyone wanting to use a SERIOUS 680x0 computer, not playing games, will like
the Falcon.

It's quite obvious you haven't used one.

RH> Not if you are going for desktop video, multimedia or you are in a very
RH> tight budget (I think the Atari loses in all those three categories).

Commodore, just as Atari, is loosing their market to clones ... the PC has the
games before the A1200 according to the latest issue of "Attack" here in
Sweden, they also report that Commodore doesn't seem to be backing the CD32 at
shows.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2236. 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-02 15:06:32 UTC
From: cmedley@wam.umd.edu
Message-ID: <28k5do$se@cville-srv.wam.umd.edu>
Source record: 21072

In article <2cacb410@troed.ct.se>,
Rickard Troedsson <rickard.troedsson@troed.ct.se> wrote:
>In a message of 01 Oct 93 21:22:26, Ricardo Hernandez Muchado wrote:
>
>Commodore, just as Atari, is loosing their market to clones ... the PC has the
>games before the A1200 according to the latest issue of "Attack" here in
>Sweden, they also report that Commodore doesn't seem to be backing the CD32 at
>shows.
>

Commodore might want to rethink hinging their success on the CD^32. My friend
got his long-awaited 3DO yesterday (for local people, Babbage's at PG Plaza,
in MD got them, everyone else has them of today, i think). I played it and
I'm impressed. The graphics resolution isn't as good as I had expected, but
the speed and fluidity of movement when you are actually playing is excellent.

It does have to load from CD at various times, but it isn't as big of an
inconvenince as it is on a Duo or a Sega CD.

With the system comes a nice "Road-Blasters" type of game "Crash 'N Burn" which
is on par with an arcade machine, EASILY. The real time texture mapping
is fast. The road, sky, etc.. all look beautiful (although there are some
jaggies in the images which i didn't expect, but it looks better than anything
else I've seen on computer or console games).

Anyways, after seeing and playing a 3DO, I think the CD^32 is in deep trouble.
This thing is incredible and they have strong support from 3rd parties, many
of whom are known on the ST and Amiga (like Psygnosis, MicroProse, Crystal
Dynamix, etc...).

The system comes bundled with cartoons! :) It has some nice ones, too...
plays back an episode of Batman: The Animated Series, a Hanna-Barbera one
called "Two Stupid Dogs" and 2 or 3 others.

Also, interestingly enough, they have a little demo that lets you see previews
(mostly still screen shots like a slideshow) of coming games. Some with
animation look very impressive... still shots of games on here look much
less impressive than they do when seen moving at the speed this thing goes.

Re: Atari Jaguar

Apparently, when my friend picked up his 3DO he asked the salespeople about
Jaguar (which he also has on order from a CA shop) and apparently the rumor
is (and that's all i'd say it is) is that the Jag's CD unit will be "3DO
compliant", and will cost $100 than the announced price (closer to $300).

This would seem contrary to Atari's 3DO-comparisons they've been making....

(but it would be smart to stand behind the standard, i guess)

If Jaguar doesn't get some games that can show off its capabiltiies, 3DO will stomp it. Of the initial release, Alien vs. Predator and the Trevor McFur game look to be the best... I should have more news within a month (when we should have one!)..... :)

# 2237. Re: 3DO vs. Jaguar... Does anyone remember the MSX?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-02 16:08:50 UTC
From: leonp@cs.kun.nl
Message-ID: <CEA26r.I78@sci.kun.nl>
Source record: 21073

In <1993Sep28.012024.15755@btree.uucp> crissman@btree.uucp (George Crissman) writes:

>In article <27tmhm$m7q@cville-srv.wam.umd.edu> cmedley@wam.umd.edu
>('Flip') writes:
>>One thing I'm worried about with 3DO is that it seems similar to the
>>attempts to make MSX computers the "de facto" standard back before the IBM
>>PC took over.
>>
>>I don't think anyone in America remembers these, but there were massive
>>write-ups about these, and they looked nice on paper, and the same companies
>>backed MSX that are going for 3DO.
>>

>MSX did really well in Japan, didn't it?

Are you guys kidding?????

In Europe (certainly in Holland) MSX was THE competitor of the C=64
in the days of home computing. Evrybody had to had an MSX computer.
A couple of dozen companies produced them. Philips, Sony, Yamaha (with
special sound hardware), Goldstar were among them.....
They were based on the Z*80 processor and normally had 32K to 64K RAM
and some video ram. Some of them even went to 512Kb of RAM.
Many many games existed for them and you could also tun CPM on the most
powerfull MSX machines.

Just for the record,

Leon.

# 2238. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-02 17:08:09 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <28kchpINNkc3@uwm.edu>
Source record: 21074
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <28iboi$l3j@cville-srv.wam.umd.edu>, 'Flip' (cmedley@wam.umd.edu) wrote:
: I used PageStream 1.8 a lot on the ST. Nothing about it reeked of assembler
: code being exclusively used (i.e., it wasn't any faster than competing
: products at displaying graphics or rendering a page) but I'll take your word
: for it....

One of the biggest things that was mentioned about the upcoming release
of PageStream 3.0 for the Amiga was that it was a total rewrite (in C, I
believe) from the earlier versions, all written in assembly.

: I still think if they are going to port to various OSes, why not then port
: to the Mac, where they have 680x0 processors?

Competition. On the Amiga, they only had to compete with Pagesetter.
Even then, the Mac DTP market had a few too many players.

: Ok, I'll agree with that. Although I have to also say that presentations
: tend to be stuff that you don't see people doing everyday.

That depends. Some people get hired to do that kind of thing. But
you're right. :)

: I'd have to disagree about professional audio editing, though. The ST has
: far more products and most of them geared towards the musician/producer.
: We had one of the first Direct-to-Disk recording systems (Hybrid Arts'
: unit) and it used to get sold bundled with an ST or STe to use it with.
: (similar to the Toaster bundle on the Amiga)

For example, the Studio 16 software and AD516 hardware gives you MIDI,
SMPTE time code synchronization, non-linear editing/recording (with
direct to HD support) studio. 8 track, 16-bit stereo, 44KHz. "Designed
for the needs of the video professional."

It's a pretty kick-ass card for video work.

: I haven't seen the Empland... what type of Mac does it emulate? On the
: ST we're still stuck using 128k ROMs w/ mono Mac support.

Emplant is doing the 256K roms now; I guess it'll be able to use the
bigger ones in the future.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: Q:Why does [rec.motorcycles] often get off ontogun-topic tangents? :)
(: A:Because underneath all the bullshit, this is really :)

(: rec.penis.extenders, and big guns work just as well as big bikes.:)
(: paraphrased from Ed Green's post... :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) Wubba :)

# 2239. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-02 17:29:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.VBF&Lg&dUHY@semprini.waterloo-rdp.on.ca>
Source record: 21076
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In <1993Sep28.081553.15435@ajax.rsre.mod.uk>, John Haines writes:
> OK then. I have on my work PC a word processor and a graphics package
> running, and a file manager. OK it is slow, but I can type away at my word
> processor, then check my disk space, perhaps send the file over kermit and
> then go back to my word processing - all without exiting a program. And
> the file transfers carry on in the background (albeit slowly). Don't I
> need MultiTOS to do that on my ST?

Like the PC, you just need the right tools. Try this:

ACCs - MaxiFile, STalker 3 or Connect
Run - your word processor

Voila; and the file transfers will even work (unlike modem work under
Windoze).

Or maybe try this (unde MiNT):

ACCs - TOSWIN
Run - your word processor

Open a shell in TOSWIN and a text-mode term program and voila; the
multitasking will help for other things, too. Usually when I do this, I
load TOSWIN as an ACC, open a shell and MicroEMACS, then run STalker as
a program (I have problems loading ACCs under MiNT for some reason; much
like every PC I've ever used has sever problems when you add network
drivers).

Works pretty good, even on such a pathetically slow system (Warwick
refuses to send me his TT! :-).

On a Falcon040, this setup would be great; when will Atari release
one?!?

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

# 2240. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-02 18:39:44 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Oct2.183944.10335@ida.liu.se>
Source record: 21075

rickard.troedsson@troed.ct.se (Rickard "ellipsis" Troedsson) writes:

>Commodore, just as Atari, is loosing their market to clones ... the PC has the
>games before the A1200 according to the latest issue of "Attack" here in
>Sweden,

"The PC has the games before the A1200"? You don't think you're
generalizing a tad bit too much here, do you? Sure, SOME games
are released first for PC machines, but most european games are
still released on the Amiga first. Some games aren't released for
the PC, just like some PC games are not released for the Amiga.

Amiga titles still sell more than PC titles in Europe, despite
what people seem to think. Just like SEGA outsells SNES.

>they also report that Commodore doesn't seem to be backing the CD32 at
>shows.

Uhm.. care to clarify? That's a very ambiguous statement.

Not that "Attack" is the most reliable source of information,
either - not unlike most swedish magazines, including DMz.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2241. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 01:02:38 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct03.010238.1749@rchland.ibm.com>
Source record: 21077
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <28iboi$l3j@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <28gb8bINNdi@uwm.edu>,
|> Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:

[stuff deleted]

|>
|> I still think if they are going to port to various OSes, why not then port
|> to the Mac, where they have 680x0 processors?
|>
|> (their GUI environment shouldn't have been any harder to port to than the
|> Amiga and ST versions)

Nope. Read my post elsewhere. The Mac had something better than 1.8, so
the competition there would be fierce, and the Mac OS is notoriusly difficult
to program compared to the Amiga (and I think even compared to the ST).

[stuff deleted]

|>
|> Ok, I'll agree with that. Although I have to also say that presentations
|> tend to be stuff that you don't see people doing everyday.
|>
|> (for example, a college student rarely gives a presentation via computer, they
|> usually type a report up and submit it :) )

Well, depends if you are at a graduate level/undergraduate level and the class.
In my college campus I have had to give 3 presentations, and in corporate
business you have to do more presentations than you might think. Trust me
on the last one...

|> >Graphics design of any kind, including CAD, rendering/modelling,
|> >paint/draw.
|> >
|> I'd label these all under "graphics software" which, for the Amiga, is great.

Ah. Interesting. They are three different areas anyway. People that
do cad, don't necessarily (and usually don't do) 2-D painting.

|> >Professional video editing. I'd venture to say professional audio as
|> >well, through something like Studio16's setup.
|> >
|> I'd have to disagree about professional audio editing, though. The ST has
|> far more products and most of them geared towards the musician/producer.
|> We had one of the first Direct-to-Disk recording systems (Hybrid Arts'
|> unit) and it used to get sold bundled with an ST or STe to use it with.

I'll like to see the ST solutions, because Studio 16 seems to be selling
more and more each time and has gained some very good comments lately.
And BTW, they just came out with a new versions. People that are using
the Toaster for video, are using Studio16 to edit their audio.

|> (similar to the Toaster bundle on the Amiga)
|>
|>
|> >And, of course, emulating a Mac. ;)
|> >
|> I haven't seen the Empland... what type of Mac does it emulate? On the
|> ST we're still stuck using 128k ROMs w/ mono Mac support.

The Amiga emulates a MacIIcx in full color. I saw that running Adobe
PhotoShop *AND* the nice part: It multitasks with the Amiga. So you drag
a screen down and you can see the Mac 256 color screen 'beneath' it.
Looks truly amazing :-)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2242. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 01:12:17 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct03.011217.39453@rchland.ibm.com>
Source record: 21078
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <28icbf$l88@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Oct01.175206.26551@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <28fpmv$2te@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> >|> In article <1993Sep30.124716.46366@rchland.ibm.com>,
|> >|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >|> >
|> >|> > Ah, here I beg to differ. The ST's are good for MIDI, I admit. DTP?
|> >|> >Go with Amiga. The Amiga has more illustration type programs and desktop publishing
+
|> >|> >Image Processing tools of quality. Remember PageStream? They jumped ship to the
|> >|> >Amiga and made that version their 'flagship version' because of how ATARI was
selling/marketting
|> >|> >their ST's.
|> >
|> >|> Did they really? I've heard two different stories about PageStream:
|> >|>
|> >|> 1) they indeed jumped because of larger market on the Amiga.
|> >|> 2) they got whipped by another application in the Atari market (Calamus).
|> >
|> > Well, PageStream jumped ship BEFORE Calamus came out. So #2 is wrong.
|> >
|>
|> Did they? I disagree with that... Pagestream 1.8 was shipping when Calamus
|> came out on the ST. When they made PS 2.0, Calamus was competing with their
|> Calamus 1.09ST product.
|>
|> So you're definitely wrong on that.

Ah, but guess what the first version of PageStream was on the Amiga.
And BTW, yes, I remember an interview with the PageStream guys that said
that thanks to ATARI's lack of advertising, they were jumping ship to the Amiga.

|> >|> I won't say #1 is impossible, but if going to a larger market was their
|> >|> mission, why not port to the PC/Windows platform?
|> >
|> > Probably at their version state they would have a hardtime vs other
|> >Mac/PC programs, particularly the Mac, which has been the Queen Computer
|> >of Desktop Publishing.

|> Yeah, but even if they only made minimal market penetration as a low-end tool
|> for DTP, they would probably sell as many as they do on the ST/Amiga line
|> given that there are just that many more Macs out there.

Not necessarily at that time. You need much more resources when having
more and more different versions. You know, learning to program a Mac and
all that.

|> >|> I also would think that in DTP if the best you can offer is PageStream 3.0,
|> >|> you might find the ST is still ahead, witness Calamus SL.
|> >
|> > I won't comment since I haven't checked it out. But from different
|> >friends that work with DTP businesses they have heard the Mac, the PC,
|> >rarely the Amiga and nothing about the ST. I'll check out Calamus SL
|> >for the sake of fairness.
|>
|> Hmmm.... that's strange. Around here we even have print shops that accept
|> documents in Calamus or Postscript format!
|>
|>
|> > Where can I check out Calamus? Any brochure/add somewhere?
|> >
|>
|> Calamus is marketed by ISD Inc., in Canada. I think if you read in the
|> newsgroup comp.sys.atari.st long enough, you'll spot John Hutchinson of
|> Fair Dinkum who is a member of the IAAD (group of developers) and he
|> could forward you the info on the company, i'm sure.

Do they advertise on an ATARI magazine? Where can I get an ATARI magazine?

|> <this is assuming you can't find a dealer... it's probably THE DTP package
|> on the Atari!>

Finding an Amiga dealer is very hard. Finding an Atari dealer must be
a miracle. I would like to get the address of the company.

|> >|> > For general purpose software, the Amiga has more variety and powerfull software
|> >|> >than an ST. (WordProcessing *MIGHT* be an exception).
|> >|>
|> >|> What areas are we talking about here, in terms of "general purpose" s/w?
|> >|> How much do these application cost? One thing to remember is that stuff
|> >|> like Atari Works comes standard on all HD-equipped Falcons. SpeedoGDOS
|> >|> and MultiTOS are also bundled.
|> >
|> > Is it really? Weren't people complaining that it wasn't finished yet?
|> >Also the mere fact that Atari Works comes in (if it comes) doesn't mean
|> >it is a good program. Granted, it is better than nothing.
|>
|> Well, MultiTOS is flawed. The AES portion has not been re-written to run
|> *fast* under the multitasking, multithreading OS. It hogs the CPU. :(
|>
|> However, it does work, and on a fast enough machine (Falcon or TT) it apparently
|> is pretty nice...

Hmmmm... doesn't sound very good to me. The Amiga OS 3.0 runs even faster
than previous versions-> has been even more optimized.

|> Atari Works... I've heard mixed stories. No one has flamed it (of the people
|> I've seen who OWN it) but some who paid $109 for it retail felt it should
|> be no more than $80 or so. Those who have gotten it bundled seem to like it.
|>
|> :)
|>
|> <who doesn't love a freebie?>
|>
|> But it's a nice product.. and complete... in fact, here's a blurb on it
|> from a mailing I got from Toad Computers:
|>
|> ....Includes a word processor, a spreadsheet and a database. Word-like
|> word processor is a breeze to use and includes a complete thesaurus and
|> spelling dictionary (the same ones used with Lotus Ami-Pro). Full featured
|> Excel-like spreadsheet allows use of scalable fonts. Database is dBASE
|> file compatible and is graphically oriented.
|>
|> - supports Microsoft's RTF format for easy cross-platform file transfer.
|> - cut and paste between Works modules and system clipboard
|> - DB supports tab and comma delimited file (is this something to brag about?)
|> - advanced, easy-to-use mail merge and label printing
|> - open multiple modules and data files simultaneously (i should hope so, with
|> a multitasking OS shipping with it! :) )
|> - include graphics in documents
|> - database produces charts and graphs easily and quickly
|>

I guess I would like to see it and use it a bit. Being a freebie, is ok.
I guess I don't necessarily would rely on its 'power' 'till I use it though.

|> From what I saw of it in beta, it seemed pretty nice, although i have not
|> used the final product.
|>
|>
[my list of professional Amiga software deleted]

Well Flip? No comments on this list? :-| :-)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2243. Re: Atari vs the EXPENSIVE world of DOS (longer)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 01:19:35 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct03.011935.10850@rchland.ibm.com>
Source record: 21079

In article <1993Oct1.194702.8863@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
|> I cut as much as possible, this this is still quite long. It covers
|> a *lot* of territory....
|>
[stuff deleted]

|>
|> According to Marc Barrett, they're all buying Apple MacIntoshes. :-)
|> Other posters in the *.atari groups are noting that when they show
|> their friends the Falcon, a great majority decide to purchase one.
|> According to posters in the *.amiga groups, their machine is doing
|> a great volume.

There's a difference though. Atari has admitted that the Falcon
is not selling well, and there's official numbers of over 200,000 A1200's sold.

[stuff deleted]

|>
|> I agree that Atari needs to bolster their marketing. To do that, they
|> need money. To get money they need sales. To get sales, they need to
|> boost their marketing. (There's a trend developing here.... :-).
|>
|> >One shouldn't have to contact Atari to get a software list. The software
|> >should be at the computer store. One should be able to find an Atari
|> >dealer without having to pass 10-20 computer stores that don't sell Atari
|> >products. As it is today, one really has to work to find an Atari
|> >dealer. Unless one orders by mail, it's hard to find anything for the
|> >machine.
|> >
|> >To make matters worse, most Falcons are being purchased by ST owners.
|> >Atari isn't increasing their customer base. They need to convert people
|> >from other platforms to dump their Mac/clone and get a Falcon. Consequently,
|> >the Falcon market will be even smaller than the ST market.
|>
|> Marketing is increasing, ST owners *desire* a Falcon, and friends of ST
^^^^^^^^^^^^^^^^^^^^^^^^
/
You must be joking.

|> owners are reported as *desiring* a Falcon after a demo. Signs are pretty
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
/
This sounds like one of those commercials where
a woman would not change Twice of Brand X for

the 'Falcon brand.'

|> good that the Falcon will be well-received. It remains to be seen if your
^^^

# 2244. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 01:30:04 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct03.013004.30124@rchland.ibm.com>
Source record: 21080

In article <2cacb410@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 01 Oct 93 21:22:26, Ricardo Hernandez Muchado wrote:
|>
|> RH> |> like Atari Works comes standard on all HD-equipped Falcons. SpeedoGDOS
|> RH> |> and MultiTOS are also bundled.
|> RH>
|> RH> Is it really? Weren't people complaining that it wasn't finished yet?
|>
|> Well, maybe 6 months ago. Wake up ..

Thanks for clarifying.

|> RH> Also the mere fact that Atari Works comes in (if it comes) doesn't mean
|> RH> it is a good program. Granted, it is better than nothing.
|>
|> It's very good for being a bundled package!
|>
|> RH> (BTW, in my opinion I know the Amiga crushes the ST in both
|> RH> video and multimedia but since you said only the Amiga has dominated
|> RH> games... well, you asked for it)
|>
|> The A1200 don't, base model hasn't got a harddrive, and there's only 2 meg RAM
|> to play with.

Yawn. The A1200 don't DUH! Are you moron or what? $1000 for a '030 hardisk
equipped A1200. Crushes a Falcon for video.

|> RH> Disclaimer: It isn't my intent to go on much further than this. People
|> RH> that have a huge software ST investment or that want music
|> RH> and like the Atari's should probably go with a Falcon.
|>
|> Anyone wanting to use a SERIOUS 680x0 computer, not playing games, will like
|> the Falcon.

And you think the A1200 is just for playing games? Talk about waking up...
Gee, I guess those corporate presentations I did with Scala 3 months ago
were just games, aha....

|> It's quite obvious you haven't used one.

It's quite obvious if I wanted serious mainstream applications
on a 680x0 machine I'll buy a Mac. Crushes both the Falcon and the Amiga.

|> RH> Not if you are going for desktop video, multimedia or you are in a very
|> RH> tight budget (I think the Atari loses in all those three categories).
|>

|> Commodore, just as Atari, is loosing their market to clones ... the PC has the

False. Atari lost its stronghold in Europe thanks to the Amiga 500.

|> games before the A1200 according to the latest issue of "Attack" here in
|> Sweden, they also report that Commodore doesn't seem to be backing the CD32 at
|> shows.

Well, is 'ATTACK' an ATARI magazine? That wouldn't surprise me.
The latest WOC here in the US had CD-32. Shows in Europe of the CD-32
have been conducted showing the real-time Mpeg player module.

Are you making this up or is 'ATTACK' and ATARI magazine?

AND BTW, most european games are released in the AMIGA *BEFORE*
the PC. Ocean, Team 17, Illusions, Psygnosis, BullFrog... Dude, some
of those companies don't even release on the ATARI's anymore!

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

Wake up and get a clue.

--
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2245. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 01:45:46 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct03.014546.1541@rchland.ibm.com>
Source record: 21081

In article <28k5do$se@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <2cacb410@troed.ct.se>,
|> Rickard Troedsson <rickard.troedsson@troed.ct.se> wrote:
|> >In a message of 01 Oct 93 21:22:26, Ricardo Hernandez Muchado wrote:
|> >
|> >Commodore, just as Atari, is loosing their market to clones ... the PC has the
|> >games before the A1200 according to the latest issue of "Attack" here in
|> >Sweden, they also report that Commodore doesn't seem to be backing the CD32 at
|> >shows.
|> >
|> Commodore might want to rethink hinging their success on the CD^32.

C='s is already selling well the CD-32 in Europe already.

|> My friend
|> got his long-awaited 3DO yesterday (for local people, Babbage's at PG Plaza,
|> in MD got them, everyone else has them of today, i think). I played it and
|> I'm impressed. The graphics resolution isn't as good as I had expected, but
|> the speed and fluidity of movement when you are actually playing is excellent.

There's a big problem Flip. $700. 3DO is good and excellent, but while
at this price, don't think it would be a 'mainstream' unit.

Until 3DO doesn't come down in price, I don't expect it to sell a lot
no matter how good is it. Remember the NEO-Geo?

Now, I admit the thing that C= has to worry about is the ATARI's Jaguar.
This depends on how good the software ATARI is going to put on the machine.
So far the software line-up for the Jaguar doesn't look good against the CD-32.

This could change later on, I admit.

|> It does have to load from CD at various times, but it isn't as big of an
|> inconvenince as it is on a Duo or a Sega CD.
|>
|> With the system comes a nice "Road-Blasters" type of game "Crash 'N Burn" which
|> is on par with an arcade machine, EASILY. The real time texture mapping
|> is fast. The road, sky, etc.. all look beautiful (although there are some
|> jaggies in the images which i didn't expect, but it looks better than anything
|> else I've seen on computer or console games).
|>
|> Anyways, after seeing and playing a 3DO, I think the CD^32 is in deep trouble.

I don't think so, as long as the price difference keeps. BTW, don't you
think that the Jaguar isn't in big trouble if the CD-32 is?

|> This thing is incredible and they have strong support from 3rd parties, many
|> of whom are known on the ST and Amiga (like Psygnosis, MicroProse, Crystal
|> Dynamix, etc...).

Are you joking? Crystal Dynamics is a brand new company that hasn't been
in the Amiga or ATARI at all! They are good though.

|> The system comes bundled with cartoons! :) It has some nice ones, too...
|> plays back an episode of Batman: The Animated Series, a Hanna-Barbera one
|> called "Two Stupid Dogs" and 2 or 3 others.
|>
|> Also, interestingly enough, they have a little demo that lets you see previews
|> (mostly still screen shots like a slideshow) of coming games. Some with
|> animation look very impressive... still shots of games on here look much
|> less impressive than they do when seen moving at the speed this thing goes.
|>
|> Re: Atari Jaguar
|>
|> Apparently, when my friend picked up his 3DO he asked the salespeople about
|> Jaguar (which he also has on order from a CA shop) and apparently the rumor
|> is (and that's all i'd say it is) is that the Jag's CD unit will be "3DO
|> compliant", and will cost $100 than the announced price (closer to $300).

HA HA HA HA. Flip, and advice for you: Don't BELIEVE this salespeople!

I remember on the rec.misc.games.video that someone posted a hilarious
questions/answer session from someone that asked some questions to a clerk
that works in Electronics Boutique:

----------------8x CUT HERE

Article: 3059 of rec.games.video.misc
Path: yktnews.watson.ibm.com!newsgate.watson.ibm.com!news.ans.net!howland.reston.ans.net!m
ath.ohio-state.edu!wupost!news.miami.edu!umiami!dlk0ms9s
From: dlk0ms9s@umiami.ir.miami.edu
Newsgroups: rec.games.video.misc
Subject: HUMOR!
Message-ID: <1993Sep29.231028.15894@umiami.ir.miami.edu>
Date: 29 Sep 93 23:10:28 EDT
Organization: Univ of Miami IR
Lines: 33

It's time again for that fun filled game, let's see how stupid the emploees
are at the ELECTRONICS BOUTIQUE!!!!

Question 1: When is the 3DO coming in?
ANSWER 1: Well, the 3DO has been put on hold until games come out.

QUESTION 2: What about that new one by Atari, the Jaguar?
Answer 2: Well, its been in Japan for about three months and hasn't been
selling well. So atari is going to test market it next year
in New York and San Francisco.

QUESTION 3: What's the price on the 3DO?
Answer 3: We don't have a price yet because we aren't going to get them
just yet. I've heard the top price is $250.

Other stupid stuff:
I can't see why atari can put out good software like other
japanese companies.

The 3DO is being made with IBM

The Lynx was discontinued a year ago.

Would you be interested in getting Street Fighter 2
for your Genesis?

Humor has no limits.
the electronics boutique.

Mark Santora

------------------------8x CUT HERE

The Jaguar CD being 3DO compliant most likely translates to (if at all true,
wich sounds like something ATARI would say, but of course, they'll be hyping
to no end):

"We can read the 3DO CD format"- that's it, end of story.

>>>>>>>>>>>>. BTW Flip, if the Jaguar is going to be sold for $300 without
a CD, then I truly can see the Jaguar in trouble, unless
Warner do their job.

|> This would seem contrary to Atari's 3DO-comparisons they've been making....

Read above, no surprise. AND BTW, when have ATARI comparisons being
really true? Ha!

|>
|> (but it would be smart to stand behind the standard, i guess)

DREEEEEEEEEEEEEEEEEEEEEEEEEAM ON.

|>
|> If Jaguar doesn't get some games that can show off its capabiltiies, 3DO will
|> stomp it.

Absolutely true, if the 3DO can lower their price quickly. But if I had
to chose between 3DO and the Jaguar being around as the standard, I guess
I'll prefer 3DO because they know how to do their support very well.
Atari doesn't (the same goes for C=, I'm objective).

|> Of the initial release, Alien vs. Predator and the Trevor McFur
|> game look to be the best... I should have more news within a month (when we
|> should have one!)..... :)
|>

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2246. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 02:41:14 UTC
From: cmedley@wam.umd.edu
Message-ID: <28le4a$a3u@cville-srv.wam.umd.edu>
Source record: 21082
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <28kchpINNkc3@uwm.edu>,
Gregory R Block <gblock@csd4.csd.uwm.edu> wrote:
>: I'd have to disagree about professional audio editing, though. The ST has
>: far more products and most of them geared towards the musician/producer.
>: We had one of the first Direct-to-Disk recording systems (Hybrid Arts'
>: unit) and it used to get sold bundled with an ST or STe to use it with.
>: (similar to the Toaster bundle on the Amiga)
>
>For example, the Studio 16 software and AD516 hardware gives you MIDI,
>SMPTE time code synchronization, non-linear editing/recording (with
>direct to HD support) studio. 8 track, 16-bit stereo, 44KHz. "Designed
>for the needs of the video professional."
>
>It's a pretty kick-ass card for video work.
>

I agree it sounds nice for the Amiga owner who needs to do this kind of thing
and prefers the Amiga environment...

However, I think the Atari has more options for work in that area. I wouldn't
say the Amiga CAN'T do a good job, only that the Atari would have more tools
and probably be more widely recognized in the field.

(heck, we can do decent video/presentation work on Ataris.. but the s/w and
h/w is not well known... i recently got a nice brochure from Cybercube who
make a video card that is comparable to a Toaster... and Lexicor, another
company, makes a nice set of programs that would complement that nicely, BUT
I don't see them with their own magazines, a la Video Toaster Magazine. :) )

>: I haven't seen the Empland... what type of Mac does it emulate? On the
>: ST we're still stuck using 128k ROMs w/ mono Mac support.
>
>Emplant is doing the 256K roms now; I guess it'll be able to use the
>bigger ones in the future.
>
Does it do Color Quickdraw? That'd be nice on an Amiga with non-interlaced
high-rez mode running....

>
>--
>(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
>(: Q:Why does [rec.motorcycles] often get off ontogun-topic tangents? :)
>(: A:Because underneath all the bullshit, this is really :)
>(: rec.penis.extenders, and big guns work just as well as big bikes.:)
>(: paraphrased from Ed Green's post... :)

>(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) Wubba :)

# 2247. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 02:47:22 UTC
From: cmedley@wam.umd.edu
Message-ID: <28lefq$a89@cville-srv.wam.umd.edu>
Source record: 21083
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Oct03.011217.39453@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|>
>|> Did they? I disagree with that... Pagestream 1.8 was shipping when Calamus
>|> came out on the ST. When they made PS 2.0, Calamus was competing with their
>|> Calamus 1.09ST product.
>|>
>|> So you're definitely wrong on that.
>
> Ah, but guess what the first version of PageStream was on the Amiga.
>And BTW, yes, I remember an interview with the PageStream guys that said
>that thanks to ATARI's lack of advertising, they were jumping ship to the Amiga.
>

Well... let me say this... I think if you heard the story from an Atari exec,
they'd say (to cover their butts) that PageStream stopped ST support because
Calamus was whipping them. (In fact, Atari had bundles with both Timeworks
DTP and/or Calamus DTP at one point, but NEVER with Pagestream! that might
be the reason for some animosity between the two companies).

Likewise, I doubt a Pagestream employee would say:

"Calamus kicked our butt on another platform, so we're porting to Amiga where
the competition is not as good."

In this case, i think the only people who know wouldn't tell. :)

>|> Calamus is marketed by ISD Inc., in Canada. I think if you read in the
>|> newsgroup comp.sys.atari.st long enough, you'll spot John Hutchinson of
>|> Fair Dinkum who is a member of the IAAD (group of developers) and he
>|> could forward you the info on the company, i'm sure.
>
> Do they advertise on an ATARI magazine? Where can I get an ATARI magazine?
>

Current Notes tends to pop up at a lot of Atari dealers. :)

>|> <this is assuming you can't find a dealer... it's probably THE DTP package
>|> on the Atari!>
>
> Finding an Amiga dealer is very hard. Finding an Atari dealer must be
>a miracle. I would like to get the address of the company.
>

Well, I spent all day planning my new keyboard purchase (sorry everyone, but
I think the A1200 and Falcon are going to wait.. :) so those who wanted

to see a happy owner of both should know that for the same price as the two systems combined, I'm probably going to get a Yamaha SY85 and a Yamaha SPX990 effects box (let's face it, music can be fun!) :) )

The net effect is.. .i haven't dug up the ISD info.. excusez moi.

# 2248. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 02:58:36 UTC
From: cmedley@wam.umd.edu
Message-ID: <28lf4s$acn@cville-srv.wam.umd.edu>
Source record: 21084

In article <1993Oct03.014546.1541@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <28k5do$se@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>|> In article <2cacb410@troed.ct.se>,
>|> Rickard Troedsson <rickard.troedsson@troed.ct.se> wrote:
>|> >In a message of 01 Oct 93 21:22:26, Ricardo Hernandez Muchado wrote:
>|> >
>|> >Commodore, just as Atari, is loosing their market to clones ... the PC has the
>|> >games before the A1200 according to the latest issue of "Attack" here in
>|> >Sweden, they also report that Commodore doesn't seem to be backing the CD32 at
>|> >shows.
>|> >
>|> Commodore might want to rethink hinging their success on the CD^32.
>
> C='s is already selling well the CD-32 in Europe already.
>

Well, frankly... that's Europe, not America. Remember, MSX computers and
the FM Towns did well in Japan and Europe and I see not a bit of American
support.

Heck, as an Atari owner, I know that all the support the other users get around
the world means nothing unless the product finds it way here (something we
lacked a lot in the American scene for STs until '90 or so).

>|> My friend
>|> got his long-awaited 3DO yesterday (for local people, Babbage's at PG Plaza,
>|> in MD got them, everyone else has them of today, i think). I played it and
>|> I'm impressed. The graphics resolution isn't as good as I had expected, but
>|> the speed and fluidity of movement when you are actually playing is excellent.
>
> There's a big problem Flip. $700. 3DO is good and excellent, but while
>at this price, don't think it would be a 'mainstream' unit.
>

I agree. But it is more widely publicized and has several advantages:

1) it's not just a game machine. CD^32 and Jag both are just game boxes.
2) there is nothing delivering even CLOSE to its performance even at that
price (i would frankly say no PC I've seen is capable of doing what it
can do, because computers tend to be more generic to be good at a wider
variety of things).
3) they have over 300 companies supporting them.

That's about 200 more than we will probably see initially support either of
the competing machines.

> Until 3DO doesn't come down in price, I don't expect it to sell a lot
>no matter how good is it. Remember the NEO-Geo?
>

Neo-Geo had no major titles to sell it. I've played Neo-Geo. Sengoku was
nice... but now, they have a few hits (too late, i think) in the arcade,
i.e., Samurai Shodown, Art of Fighting, etc... But 3 games can't sell a
$500 system if the games are $150 a pop!

(in fact, Dragon's Lair on 3DO will cost $20... we'll be playing that early
next week, we hope!)

> Now, I admit the thing that C= has to worry about is the ATARI's Jaguar.

Jaguar is a threat to both, but... they lack a major title to hook the public.
Aliens vs. Predator looks to be excellent, and Trevor McFur seems to be a
competent shooter. But they need a major conversion, and they would need
to get some s/w out that demonstrates clearly the advantages (graphically)
of their machines.

>This depends on how good the software ATARI is going to put on the machine.
>So far the software line-up for the Jaguar doesn't look good against the CD-32.
>

That's true, but CD^32 costs $400 and is (like Jag) "just a game machine". The
3DO is "transcending" the games market and pushing themselves as fully
interactive TV, a step beyond your VCR and videogame system. (and it is!)

> This could change later on, I admit.
>

Could change real quick based on units for sale.

>|> It does have to load from CD at various times, but it isn't as big of an
>|> inconvenince as it is on a Duo or a Sega CD.
>|>
>|> With the system comes a nice "Road-Blasters" type of game "Crash 'N Burn" which
>|> is on par with an arcade machine, EASILY. The real time texture mapping
>|> is fast. The road, sky, etc.. all look beautiful (although there are some
>|> jaggies in the images which i didn't expect, but it looks better than anything
>|> else I've seen on computer or console games).
>|>
>|> Anyways, after seeing and playing a 3DO, I think the CD^32 is in deep trouble.
>
> I don't think so, as long as the price difference keeps. BTW, don't you
>think that the Jaguar isn't in big trouble if the CD-32 is?
>

Jaguar has some advantages on 3DO:

1) bigger price differential.. it is $500 cheaper than Panasonic's and
$350 cheaper than the forthcoming Sanyo 3DO. The CD^32 will be
$300 cheaper than the Panasonic and only $150 cheaper than the Sanyo.
Against the Panasonic, both look good price-wise, but the Sanyo model
may complicate things considerably. For $150, people will go with the

3DO over CD^32, i think.

2) the Jag has comparable, if not superior, technology in its chipset. The
CD^32 chipset is (even if only slightly, it is noticeable) behind both.
Especially in terms of the "real-time texture mappnig" which is an
effect you have to see to believe. Crash 'N Burn blew my socks off on
a "glass" speedway that was set up in the sky. It was beautiful.

>|> This thing is incredible and they have strong support from 3rd parties, many
>|> of whom are known on the ST and Amiga (like Psygnosis, MicroProse, Crystal
>|> Dynamix, etc...).
>
> Are you joking? Crystal Dynamics is a brand new company that hasn't been
>in the Amiga or ATARI at all! They are good though.
>

I was confused about Crystal Dynamix. :)

>|> The system comes bundled with cartoons! :) It has some nice ones, too...
>|> plays back an episode of Batman: The Animated Series, a Hanna-Barbera one
>|> called "Two Stupid Dogs" and 2 or 3 others.
>|>
>|> Also, interestingly enough, they have a little demo that lets you see previews
>|> (mostly still screen shots like a slideshow) of coming games. Some with
>|> animation look very impressive... still shots of games on here look much
>|> less impressive than they do when seen moving at the speed this thing goes.
>|>
>|> Re: Atari Jaguar
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>|> Apparently, when my friend picked up his 3DO he asked the salespeople about
>|> Jaguar (which he also has on order from a CA shop) and apparently the rumor
>|> is (and that's all i'd say it is) is that the Jag's CD unit will be "3DO
>|> compliant", and will cost $100 than the announced price (closer to $300).
>
> HA HA HA HA. Flip, and advice for you: Don't BELIEVE this salespeople!
>

Oh I don't. :) I posted that one simply because it may or may NOT be true.

# 2249. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 03:33:21 UTC
From: c60c-1cs@web-4e.berkeley.edu
Message-ID: <28lh61$bse@agate.berkeley.edu>
Source record: 21085

>2) the Jag has comparable, if not superior, technology in its chipset. The
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

> CD^32 chipset is (even if only slightly, it is noticeable) behind both.
> Especially in terms of the "real-time texture mappnig" which is an
> effect you have to see to believe. Crash 'N Burn blew my socks off on
> a "glass" speedway that was set up in the sky. It was beautiful.

Ok, here's a zinger. The 8/16 bit SNES can 'blit' pixels at 1 million per second. The 32 bit 3DO will blit at 16 million per second, and the technologically 'comparable' Jaguar will (snicker) do...

850 million

Allen

# 2250. 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 08:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cae07ca@troed.ct.se>
Source record: 21086

In a message of 02 Oct 93 17:03:21, 'Flip' wrote:

'> is (and that's all i'd say it is) is that the Jag's CD unit will be "3DO
'> compliant", and will cost $100 than the announced price (closer to $300).

That would be GREAT! Not only would we get the world's first *64* bit console,
but it would also be compatible with the largest 32 bit system ... I really
hope this is true ..

'> If Jaguar doesn't get some games that can show off its capabiltiies, 3DO
'> will
'> stomp it. Of the initial release, Alien vs. Predator and the Trevor McFur
'> game look to be the best... I should have more news within a month (when
'> we
'> should have one!)....

Yes, but, what's the price of the 3DO? Sure, families MIGHT buy it, but
comparing a $199 Jaguar with a >$499 3DO ($799?), I know what kids'll buy ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2251. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 09:01:18 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct03.090118.23125@rchland.ibm.com>
Source record: 20937
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <28lefq$a89@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Oct03.011217.39453@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >|>
|> >|> Did they? I disagree with that... Pagestream 1.8 was shipping when Calamus
|> >|> came out on the ST. When they made PS 2.0, Calamus was competing with their
|> >|> Calamus 1.09ST product.
|> >|>
|> >|> So you're definitely wrong on that.
|> >
|> > Ah, but guess what the first version of PageStream was on the Amiga.
|> >And BTW, yes, I remember an interview with the PageStream guys that said
|> >that thanks to ATARI's lack of advertising, they were jumping ship to the Amiga.
|> >
|>

[ST PageStream deleted]

Again, PageStream for the Amiga was out before Calamus for the ATARI.
Hmmmmmmmm......

|> >|> Calamus is marketed by ISD Inc., in Canada. I think if you read in the
|> >|> newsgroup comp.sys.atari.st long enough, you'll spot John Hutchinson of
|> >|> Fair Dinkum who is a member of the IAAD (group of developers) and he
|> >|> could forward you the info on the company, i'm sure.
|> >
|> > Do they advertise on an ATARI magazine? Where can I get an ATARI magazine?
|> >
|>
|> Current Notes tends to pop up at a lot of Atari dealers. :)

Ok, so where are they? Suggest me one. I am in Minnesota.

|> >|> <this is assuming you can't find a dealer... it's probably THE DTP package
|> >|> on the Atari!>
|> >
|> > Finding an Amiga dealer is very hard. Finding an Atari dealer must be
|> >a miracle. I would like to get the address of the company.
|> >
|>
|>
|> Well, I spent all day planning my new keyboard purchase (sorry everyone, but
|> I think the A1200 and Falcon are going to wait.. :) so those who wanted
|> to see a happy owner of both should know that for the same price as the
|> two systems combined, I'm probably going to get a Yamaha SY85 and a

|> Yamaha SPX990 effects box (let's face it, music can be fun!) :) )
|>
|> The net effect is.. .i haven't dug up the ISD info.. excusez moi.

Congrats.

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2252. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 10:27:34 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct03.102734.26417@rchland.ibm.com>
Source record: 20938

In article <28lf4s$acn@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Oct03.014546.1541@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <28k5do$se@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> >|> In article <2cacb410@troed.ct.se>,
|> >|> Rickard Troedsson <rickard.troedsson@troed.ct.se> wrote:
|> >|> >In a message of 01 Oct 93 21:22:26, Ricardo Hernandez Muchado wrote:
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|> >|> >games before the A1200 according to the latest issue of "Attack" here in
|> >|> >Sweden, they also report that Commodore doesn't seem to be backing the CD32 at
|> >|> >shows.
|> >|> >
|> >|> Commodore might want to rethink hinging their success on the CD^32.
|> >
|> > C='s is already selling well the CD-32 in Europe already.
|> >
|>
|> Well, frankly... that's Europe, not America. Remember, MSX computers and
|> the FM Towns did well in Japan and Europe and I see not a bit of American
|> support.

Well, my point is that the Jaguar isn't even out yet.

|>
|> Heck, as an Atari owner, I know that all the support the other users get around
|> the world means nothing unless the product finds it way here (something we
|> lacked a lot in the American scene for STs until '90 or so).

Are you joking? Where's the 'American ST support?' It is still lacking...
Europe was also the 'ATARI' stronghold.

|> >|> My friend
|> >|> got his long-awaited 3DO yesterday (for local people, Babbage's at PG Plaza,
|> >|> in MD got them, everyone else has them of today, i think). I played it and
|> >|> I'm impressed. The graphics resolution isn't as good as I had expected, but
|> >|> the speed and fluidity of movement when you are actually playing is excellent.
|> >
|> > There's a big problem Flip. $700. 3DO is good and excellent, but while
|> >at this price, don't think it would be a 'mainstream' unit.
|>
|> I agree. But it is more widely publicized and has several advantages:
|>
|> 1) it's not just a game machine. CD^32 and Jag both are just game boxes.

AH, you mean a 'multimedia' system too? CD-32 also is. And I bet
3DO will emphasize more the games side.

|> 2) there is nothing delivering even CLOSE to its performance even at that
|> price (i would frankly say no PC I've seen is capable of doing what it
|> can do, because computers tend to be more generic to be good at a wider
|> variety of things).

So? If someone comes by and offers me a $50,000 Porsche car, what I'm
going to do? It's good and dandy, but I can't afford it.

|> 3) they have over 300 companies supporting them.

Really? Just because people have signed up, doesn't mean they got
300 companies supporting them. The vast majority of them are playing
a 'wait 'n see', or 'keep me informed' attitude.

|> That's about 200 more than we will probably see initially support either of
|> the competing machines.

Read above.

|> > Until 3DO doesn't come down in price, I don't expect it to sell a lot
|> >no matter how good is it. Remember the NEO-Geo?
|> >
|>
|> Neo-Geo had no major titles to sell it. I've played Neo-Geo. Sengoku was
|> nice... but now, they have a few hits (too late, i think) in the arcade,
|> i.e., Samurai Shodown, Art of Fighting, etc... But 3 games can't sell a
|> $500 system if the games are $150 a pop!
|>
|> (in fact, Dragon's Lair on 3DO will cost $20... we'll be playing that early
|> next week, we hope!)

Still, you have the machine cost.

|>
|>
|> > Now, I admit the thing that C= has to worry about is the ATARI's Jaguar.
|>
|> Jaguar is a threat to both, but... they lack a major title to hook the public.
|> Aliens vs. Predator looks to be excellent, and Trevor McFur seems to be a
|> competent shooter.

Alien vs Predator-> yes, Trevor McFur.... well....

|> But they need a major conversion, and they would need
|> to get some s/w out that demonstrates clearly the advantages (graphically)
|> of their machines.

I agree.

|>
|>
|> >This depends on how good the software ATARI is going to put on the machine.

|> >So far the software line-up for the Jaguar doesn't look good against the CD-32.
|> >

|> That's true, but CD^32 costs $400

Retail. SafeHarbor (mail order company) plans to sell it for $340 and
the price might well go to $300 ASAP (Jan '94).

|> and is (like Jag) "just a game machine". The
|> 3DO is "transcending" the games market and pushing themselves as fully
|> interactive TV, a step beyond your VCR and videogame system. (and it is!)

And what about Video CD on the CD-32? C= has already shown the
card.

|>
|>
|> > This could change later on, I admit.
|> >
|>
|>
|> Could change real quick based on units for sale.

Yep. What I expect of 3DO: A huge yuppie-latest-thing-frenzy buy,
wich won't be a lot and after that silence... 'till the price comes down.

|> >|> It does have to load from CD at various times, but it isn't as big of an
|> >|> inconvenince as it is on a Duo or a Sega CD.
|> >|>
|> >|> With the system comes a nice "Road-Blasters" type of game "Crash 'N Burn" which
|> >|> is on par with an arcade machine, EASILY. The real time texture mapping
|> >|> is fast. The road, sky, etc.. all look beautiful (although there are some
|> >|> jaggies in the images which i didn't expect, but it looks better than anything
|> >|> else I've seen on computer or console games).
|> >|>
|> >|> Anyways, after seeing and playing a 3DO, I think the CD^32 is in deep trouble.
|> >
|> > I don't think so, as long as the price difference keeps. BTW, don't you
|> >think that the Jaguar isn't in big trouble if the CD-32 is?
|> >
|> Jaguar has some advantages on 3DO:
|>
|> 1) bigger price differential.. it is $500 cheaper than Panasonic's and
|> $350 cheaper than the forthcoming Sanyo 3DO. The CD^32 will be
|> $300 cheaper than the Panasonic and only $150 cheaper than the Sanyo.
|> Against the Panasonic, both look good price-wise, but the Sanyo model
|> may complicate things considerably. For $150, people will go with the
|> 3DO over CD^32, i think.

Ah, how much we like to twists facts to our own preference, don't we
Flip? First you say the price isn't important and now you say it is
important. Hilarious.

The Jaguar on one end won't have a CD. This could be good.... or bad.
Even a CD-32 could do better games against a cartridge based Jaguar until
you put a CD-ROM to the Jaguar.

BTW, the price difference is bigger than $150 (CD-32 and the Sanyo).
And when the Sanyo will come out?

|> 2) the Jag has comparable, if not superior, technology in its chipset.

I wouldn't say that the Jaguar has superior hardware to 3DO,
but I would say they are on the same ballbark most likely.

|> The
|> CD^32 chipset is (even if only slightly, it is noticeable) behind both.
|> Especially in terms of the "real-time texture mappnig" which is an
|> effect you have to see to believe. Crash 'N Burn blew my socks off on
|> a "glass" speedway that was set up in the sky. It was beautiful.

True. But we'll see for the Jaguar. I agree the Jaguar looks better,
but let's see how ATARI get's 3rd party support. Having a company
like Psygnosis behind the CD-32 *AND* Electronics ARTS (wich also
develops for 3DO) looks very good indeed. Mortal Kombat is on the line-up
too. Jurassic park for the CD-32 will do 3D/Wolfstein/Alien vs Predator
type things.

The Jaguar needs something else.

|> >|> This thing is incredible and they have strong support from 3rd parties, many
|> >|> of whom are known on the ST and Amiga (like Psygnosis, MicroProse, Crystal
|> >|> Dynamix, etc...).
|> >
|> > Are you joking? Crystal Dynamics is a brand new company that hasn't been
|> >in the Amiga or ATARI at all! They are good though.
|> >
|>
|> I was confused about Crystal Dynamix. :)

OK. :-)

|>
|>
|> >|> The system comes bundled with cartoons! :) It has some nice ones, too...
|> >|> plays back an episode of Batman: The Animated Series, a Hanna-Barbera one
|> >|> called "Two Stupid Dogs" and 2 or 3 others.
|> >|>
|> >|> Also, interestingly enough, they have a little demo that lets you see previews
|> >|> (mostly still screen shots like a slideshow) of coming games. Some with
|> >|> animation look very impressive... still shots of games on here look much
|> >|> less impressive than they do when seen moving at the speed this thing goes.
|> >|>
|> >|> Re: Atari Jaguar
|> >|>
|> >|> Apparently, when my friend picked up his 3DO he asked the salespeople about
|> >|> Jaguar (which he also has on order from a CA shop) and apparently the rumor

|> >|> is (and that's all i'd say it is) is that the Jag's CD unit will be "3DO
|> >|> compliant", and will cost $100 than the announced price (closer to $300).
|> >
|> > HA HA HA HA. Flip, and advice for you: Don't BELIEVE this salespeople!
|> >
|>
|>
|> Oh I don't. :) I posted that one simply because it may or may NOT be true.

Well, it isn't :-|

|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2253. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 10:29:08 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct03.102908.37996@rchland.ibm.com>
Source record: 20939

In article <28lh61$bse@agate.berkeley.edu>, c60c-1cs@web-4e.berkeley.edu (Air Honkey) writes:
|> >2) the Jag has comparable, if not superior, technology in its chipset. The
|> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> > CD^32 chipset is (even if only slightly, it is noticeable) behind both.
|> > Especially in terms of the "real-time texture mappnig" which is an
|> > effect you have to see to believe. Crash 'N Burn blew my socks off on
|> > a "glass" speedway that was set up in the sky. It was beautiful.
|>
|> Ok, here's a zinger. The 8/16 bit SNES can 'blit' pixels at 1 million per
|> second. The 32 bit 3DO will blit at 16 million per second, and the
|> technologically 'comparable' Jaguar will (snicker) do...
|>
|> 850 million
|>
|> Allen

AH, but there's a problem with that little magic number:

When ATARI said that, did they reffer to 24-bit pixels or 1-bit pixels?

You know, marketting can cloud things up in very interesting ways.

And at the very end, even if they are 24-bit pixels who gives a damn
if the end result is the same? BTW, your 3DO spec is wrong:

It is 64 million.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2254. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 10:30:56 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct03.103056.21168@rchland.ibm.com>
Source record: 20940

In article <2cae07ca@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> In a message of 02 Oct 93 17:03:21, 'Flip' wrote:
|>
|> '> is (and that's all i'd say it is) is that the Jag's CD unit will be "3DO
|> '> compliant", and will cost $100 than the announced price (closer to $300).
|>
|> That would be GREAT! Not only would we get the world's first *64* bit console,
|> but it would also be compatible with the largest 32 bit system ... I really
|> hope this is true ..

DDDREEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEAMMMMMMMMMM OOOOOOOOOON!

|> '> If Jaguar doesn't get some games that can show off its capabiltiies, 3DO
|> '> will
|> '> stomp it. Of the initial release, Alien vs. Predator and the Trevor McFur
|> '> game look to be the best... I should have more news within a month (when
|> '> we
|> '> should have one!)....
|>
|> Yes, but, what's the price of the 3DO? Sure, families MIGHT buy it, but
|> comparing a $199 Jaguar with a >$499 3DO ($799?), I know what kids'll buy ..

Yep, but the trick is that if ATARI doesn't take advantage of the time
they have now, they will be crushed by 3DO in the future.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2255. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 15:35:14 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Oct3.153514.23959@ida.liu.se>
Source record: 20942

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 02 Oct 93 17:03:21, 'Flip' wrote:

>'> is (and that's all i'd say it is) is that the Jag's CD unit will be "3DO
>'> compliant", and will cost $100 than the announced price (closer to $300).

>That would be GREAT! Not only would we get the world's first *64* bit console,
>but it would also be compatible with the largest 32 bit system ... I really
>hope this is true ..

Are you really gullible enough to believe that crap? There's no way the
Jaguar CD can be "3DO compliant". It does not have the hardware nor the
operating system that the 3DO has, and emulation of the ARM processor is
not feasible. In order to run 3DO software, the CD unit would need to
contain 3DO ASIC's and software.

>Yes, but, what's the price of the 3DO? Sure, families MIGHT buy it, but
>comparing a $199 Jaguar with a >$499 3DO ($799?), I know what kids'll buy ..

I don't really see *kids* buying either of them. The 3DO is too expensive,
and so will the Jaguar's games be, because of the obscenely high cartridge
manufacturing costs. Your average kid can't afford to shell out $70 on a
game, let alone $700 on a fancy CD player. Parents and 16-30 year-olds
will probably do the buying.

Either way, I hope either system succeeds. I would love to have some
decent hardware to play with (i.e. program).

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2256. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 16:36:08 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <28mv1oINN2aq@uwm.edu>
Source record: 20941
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <28le4a$a3u@cville-srv.wam.umd.edu>, 'Flip' (cmedley@wam.umd.edu) wrote:
: However, I think the Atari has more options for work in that area. I wouldn't

You're right; I agree. :)

: h/w is not well known... i recently got a nice brochure from Cybercube who
: make a video card that is comparable to a Toaster... and Lexicor, another

(not really...)

: Does it do Color Quickdraw? That'd be nice on an Amiga with non-interlaced
: high-rez mode running....

Yup. The AGA chipset, or a Retina graphics board, gets you 256-color
graphics.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: Q:Why does [rec.motorcycles] often get off ontogun-topic tangents? :)
(: A:Because underneath all the bullshit, this is really :)
(: rec.penis.extenders, and big guns work just as well as big bikes.:)
(: paraphrased from Ed Green's post... :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) :) Wubba :)

# 2257. Re: Falcon Support

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 21:34:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Kf6cJ5qjpC6@semprini.waterloo-rdp.on.ca>
Source record: 20950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In <CE5tu0.G9w@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> [...] I
> have found it easy to buy Falcon specific software - there is quite a bit about.
> I have loads of Falcon PD - including direct to HD sampling packages, GIF,TIFF
> showers, great games (Nethack - worth buying a Falcon for!) and much more. Atari
> also had an advertising run upto the release of the Falcon in the UK and are
> *still* advertising it now. All the music/MIDI mags rave about the Falcon.

My ST was shocked to learn that NetHack is Falcon-specific; even
Warwick's 16-colour GEM version works fine on it.

What about people with no net access? No Falcon software! Ouch!
--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

# 2258. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 22:36:37 UTC
From: cmedley@wam.umd.edu
Message-ID: <28nk5l$odu@cville-srv.wam.umd.edu>
Source record: 20943
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Oct03.090118.23125@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <28lefq$a89@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>|> In article <1993Oct03.011217.39453@rchland.ibm.com>,
>|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> >|>
>|> >|> Did they? I disagree with that... Pagestream 1.8 was shipping when Calamus
>|> >|> came out on the ST. When they made PS 2.0, Calamus was competing with their
>|> >|> Calamus 1.09ST product.
>|> >|>
>|> >|> So you're definitely wrong on that.
>|> >
>|> > Ah, but guess what the first version of PageStream was on the Amiga.
>|> >And BTW, yes, I remember an interview with the PageStream guys that said
>|> >that thanks to ATARI's lack of advertising, they were jumping ship to the Amiga.
>|> >
>|>
>
>[ST PageStream deleted]
>
> Again, PageStream for the Amiga was out before Calamus for the ATARI.
>Hmmmmmmmm......

Pagesteram for the Amiga *may* have arrived before Calamus for the Atari ST
(but I'm not 100% sure of that), but they didn't stop Atari support until
AFTER they tried competing against Calamus.

>
> Ok, so where are they? Suggest me one. I am in Minnesota.
>

I don't know in Minnesota. Am I supposed to know every dealer's name in
every state?

# 2259. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 22:58:08 UTC
From: cmedley@wam.umd.edu
Message-ID: <28nle0$ok6@cville-srv.wam.umd.edu>
Source record: 20944

In article <1993Oct03.102734.26417@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <28lf4s$acn@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>|> In article <1993Oct03.014546.1541@rchland.ibm.com>,
>|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|>
>|> Well, frankly... that's Europe, not America. Remember, MSX computers and
>|> the FM Towns did well in Japan and Europe and I see not a bit of American
>|> support.
>
> Well, my point is that the Jaguar isn't even out yet.
>

No your point *was* how great the CD^32 would have support because it
existed in Europe. Now you're switching the topic.

Also, as far as I am concerned, the CD^32 is vapor. Why? It isn't in
America. When Atari releases products in Europe, I call them vapor until
they exist here. Why should I cut Commodore any slack on this?

>|>
>|> Heck, as an Atari owner, I know that all the support the other users get around
>|> the world means nothing unless the product finds it way here (something we
>|> lacked a lot in the American scene for STs until '90 or so).
>
> Are you joking? Where's the 'American ST support?' It is still lacking...
>Europe was also the 'ATARI' stronghold.
>

You misread what I wrote. :) I meant that until around 1990, we didn't get
any software here from Europe. Especially not the professional packages. A
lot of smaller houses over here (noticeably CodeHead and Gribnif) began
importing high-powered apps from Europe (check out Avant Vector) until then.

>|>
>|> 1) it's not just a game machine. CD^32 and Jag both are just game boxes.
>
> AH, you mean a 'multimedia' system too? CD-32 also is. And I bet
>3DO will emphasize more the games side.
>

You're dead wrong. You have not seen a 3DO probably, nor played it. I have.
The sample disk that comes with it emphasizes its uses as a total multimedia
machine. Games play a significant role, but it they give a lot of time to its
abilities to do more... especially as a CD-ROM and Photo-CD reader.

(in fact, I've used both the Kodak Photo-CD and the CD-I from Phillips for
Photo-Cd purposes and, believe it or not, the 3DO has more flexible zoom
and rotation possibilities than either!)

>|> 2) there is nothing delivering even CLOSE to its performance even at that
>|> price (i would frankly say no PC I've seen is capable of doing what it
>|> can do, because computers tend to be more generic to be good at a wider
>|> variety of things).
>
> So? If someone comes by and offers me a $50,000 Porsche car, what I'm
>going to do? It's good and dandy, but I can't afford it.
>

You're blowing it out of proportion. Think of it like this...

You might be willing to spend $10,000 on your typical car. If someone said
they'd get you a Porsche for $17,000 i'm sure you'd definitely consider
spending the extra $7,000 to get the superior vehicle at a price much less
than its percieved value.

>|> 3) they have over 300 companies supporting them.
>
> Really? Just because people have signed up, doesn't mean they got
>300 companies supporting them. The vast majority of them are playing
>a 'wait 'n see', or 'keep me informed' attitude.
>

Once again, you have not seen the machine. On the sample disk alone, we see
about 20-25 DEMOS on CD-ROM of titles in development.

Even if 200 of them are playing wait-n-see, they are signed up.

>|> That's about 200 more than we will probably see initially support either of
>|> the competing machines.
>
> Read above.
>
>|> > Until 3DO doesn't come down in price, I don't expect it to sell a lot
>|> >no matter how good is it. Remember the NEO-Geo?
>|> >
>|>
>|> Neo-Geo had no major titles to sell it. I've played Neo-Geo. Sengoku was
>|> nice... but now, they have a few hits (too late, i think) in the arcade,
>|> i.e., Samurai Shodown, Art of Fighting, etc... But 3 games can't sell a
>|> $500 system if the games are $150 a pop!
>|>
>|> (in fact, Dragon's Lair on 3DO will cost $20... we'll be playing that early
>|> next week, we hope!)
>
> Still, you have the machine cost.
>

So did Neo-Geo.

:)

But, for some reason, believe it or not, they are still around.. even with
fewer units than we'd even consider a success in the console market.

3DO will likewise persevere for at least a few years.

>|>
>|> Jaguar is a threat to both, but... they lack a major title to hook the public.
>|> Aliens vs. Predator looks to be excellent, and Trevor McFur seems to be a
>|> competent shooter.
>
> Alien vs Predator-> yes, Trevor McFur.... well....
>

Have you played it?

<if so, tell me what the probelm with it is>

>|> But they need a major conversion, and they would need
>|> to get some s/w out that demonstrates clearly the advantages (graphically)
>|> of their machines.
>
> I agree.
>
>|>

Yep. This is something 3DO has an advantage on both CD^32 and Jag.

<they will get a few titles immediately>

>|>
>|> >This depends on how good the software ATARI is going to put on the machine.
>|> >So far the software line-up for the Jaguar doesn't look good against the CD-32.
>|> >
>
>|> That's true, but CD^32 costs $400
>
> Retail. SafeHarbor (mail order company) plans to sell it for $340 and
>the price might well go to $300 ASAP (Jan '94).
>

In January of 1994 the Jaguar would have been on sale for 3 months and the
3DO will have far more recognition and the CD^32 will look like a blatant
copycat attempt by C= on this side of the Atlantic IF it doesn't offer some
strong titles to back it up.

Right now, Atari is just beginning to recieve some good press... I heard
today that in a game mag they have on the cover a 3DO being chased by a Jag
(can anyone give me the name of it? I'll try to dig this up myself... i
had the misfortunate of overhearing this while playing on the 3DO and trying
to NOT get killed in Crash 'N Burn :) )

>|> and is (like Jag) "just a game machine". The
>|> 3DO is "transcending" the games market and pushing themselves as fully

>|> interactive TV, a step beyond your VCR and videogame system. (and it is!)
>
> And what about Video CD on the CD-32? C= has already shown the
>card.
>

*cynic mode on*
Are we supposed to believe they are gonna ship it? How long have they had
their AT&T 3210 DSP card "shown" or "ready" for the Amiga to bring it up
with the Falcon and DSPed Macs?
*cynic mode off*

Well, Video CD is nice. But this is nothing CD-I and 3DO won't be able to
do. And all of them have to offer the FMV as an addo-on board.

(which costs)

>|> Could change real quick based on units for sale.
>
> Yep. What I expect of 3DO: A huge yuppie-latest-thing-frenzy buy,
>wich won't be a lot and after that silence... 'till the price comes down.
>

That may be the case. If so, the only beneficiaries would be Atari (who is
generating demand for Jag, dealers in CA got some test-units, and seem very
impressed on the phone), and Sega (who has a big-budget item in their CD unit
which could stay profitable a bit longer if 3DO fizzles a bit).

>|> 1) bigger price differential.. it is $500 cheaper than Panasonic's and
>|> $350 cheaper than the forthcoming Sanyo 3DO. The CD^32 will be
>|> $300 cheaper than the Panasonic and only $150 cheaper than the Sanyo.
>|> Against the Panasonic, both look good price-wise, but the Sanyo model
>|> may complicate things considerably. For $150, people will go with the
>|> 3DO over CD^32, i think.
>
> Ah, how much we like to twists facts to our own preference, don't we
>Flip? First you say the price isn't important and now you say it is
>important. Hilarious.
>

No, I was simply saying that if price WAS important... which it is... the
Jaguar benefits more than the CD^32 in the comparison against 3DO.

(at least the Panasonic one)

I still haven't gotten the price on the AT&T 3DO.

> The Jaguar on one end won't have a CD. This could be good.... or bad.
>Even a CD-32 could do better games against a cartridge based Jaguar until
>you put a CD-ROM to the Jaguar.
>

Sure, right. Does the CD^32 display 16.8 million colors at once? Or is it
using HAM8 to fake it with 200,000+ plus? uh huh. And I'm sure it has a

nice high rez display and all the real-time texture mapping in hardware for speed.

Yep, that CD^32 is a killer box... they basically take an A1200, which is an ok computer, and try to make it a game machine against boxes with 64-bit graphics and Blitter chips (remember, A1200 has a 16-bit blitter!) and sell it for $200 more with a CD-ROM.

Basically, the hardware in the CD^32 in no way is superior to the Jaguar. A cartridge based Jag is capable of whipping it soundly.

(for half the price)

> BTW, the price difference is bigger than $150 (CD-32 and the Sanyo).
>And when the Sanyo will come out?
>
>|> 2) the Jag has comparable, if not superior, technology in its chipset.
>
> I wouldn't say that the Jaguar has superior hardware to 3DO,
>but I would say they are on the same ballbark most likely.
>
>|> The
>|> CD^32 chipset is (even if only slightly, it is noticeable) behind both.
>|> Especially in terms of the "real-time texture mappnig" which is an
>|> effect you have to see to believe. Crash 'N Burn blew my socks off on
>|> a "glass" speedway that was set up in the sky. It was beautiful.
>
> True. But we'll see for the Jaguar. I agree the Jaguar looks better,
>but let's see how ATARI get's 3rd party support. Having a company
>like Psygnosis behind the CD-32 *AND* Electronics ARTS (wich also
>develops for 3DO) looks very good indeed. Mortal Kombat is on the line-up
>too. Jurassic park for the CD-32 will do 3D/Wolfstein/Alien vs Predator
>type things.
>

Jurassic Park on the 3DO will be better, though.
Remember, if they stick to A1200 chip specs, they'll be the only system with 8-bit 4 voice sound.

Yuck.

When you hear a 3DO, you'll see that won't cut it.

As for the real-time texture mapping, since there is no h/w in the 32 to do it, it'll load that 68020 up. Now... if that is the case, i'm curious as to the performance.

<it may still be pretty good.. demos on Falcons and A1200s do it all the time>

> The Jaguar needs something else.
>

Tell me about it!

# 2260. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-03 23:00:36 UTC
From: cmedley@wam.umd.edu
Message-ID: <28nlik$oob@cville-srv.wam.umd.edu>
Source record: 20945

In article <1993Oct3.153514.23959@ida.liu.se>,
Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
>
> I don't really see *kids* buying either of them. The 3DO is too expensive,
>and so will the Jaguar's games be, because of the obscenely high cartridge
>manufacturing costs. Your average kid can't afford to shell out $70 on a
>game, let alone $700 on a fancy CD player. Parents and 16-30 year-olds
>will probably do the buying.
>

I disagree. Mortal Kombat and Street Fighter ][ (in various forms)
consistently retails for $60-$90 (higher prices when first released) and
these titles sell out.

The average kid under the age of 16 probably doesn't buy their own games...
their parents do. :)

# 2261. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-04 00:00:48 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cae902a@troed.ct.se>
Source record: 20946

In a message of 03 Oct 93 06:10:00, Ricardo Hernandez Muchado wrote:

RH> Yawn. The A1200 don't DUH! Are you moron or what? $1000 for a '030
RH> hardisk
RH> equipped A1200. Crushes a Falcon for video.

Puke! If a programmerwants to SELL, he makes sure his program will work on the
*BASE* model! That's an A1200 without harddrive and 2 meg RAM!

RH> False. Atari lost its stronghold in Europe thanks to the Amiga 500.

Nope, due to nonexistant marketing.

RH> Well, is 'ATTACK' an ATARI magazine? That wouldn't surprise me.

It's a PC/Commodore magazine!

RH> The latest WOC here in the US had CD-32. Shows in Europe of the CD-32
RH> have been conducted showing the real-time Mpeg player module.

Not according to them.

RH> Are you making this up or is 'ATTACK' and ATARI magazine?

I could translate the whole article if you want to, but that would be a waste
of bandwidth. What they said was that on the ECTS-show in London, Commodore
wasn't anywhere to be found. (Read, no CD32s)

RH> AND BTW, most european games are released in the AMIGA *BEFORE*
RH> the PC. Ocean, Team 17, Illusions, Psygnosis, BullFrog... Dude, some
RH> of those companies don't even release on the ATARI's anymore!

Who talked about Atari's? Again, according to Attack the Amiga1200 has fallen
back compared to the PC:s. Most of the Amiga releases has already been out for
the PC a while, thus decreasing the marketvalue of them.

RH> Wake up and get a clue.

I *KNOW* my computer doesn't sell well, you apparently still think yours do...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2262. Re: Atari vs the EXPENSIVE world of DOS (long)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-04 00:38:38 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Oct4.003838.25077@apgea.army.mil>
Source record: 20947

>(There are also zillions of mail order companies. Have you checked
>out the size of Computer Shopper lately??)
>

Speaking for crimes! :) How many trees died for this?

>Some people are just like that. Not everyone uses Microsoft products.
>They do know how to market the hell out of a product, though.
>Microsoft's advantage is that they have an agreement with most clone
>manufacturers to bundle their products with the computer. If Joe Consumer
>buys a clone, MS-DOG, Windows, etc. are usually already installed.
>Some stores will install OS/2 if requested. (However, the clone maker
>must still pay Microsoft their tithe even though MS-DOS (etc) isn't
>installed on the machine).

Best solution is to buy your computer peice by piece, put it together
and buy os/2 in a year or so. (thats when IBM will not be paying
Micro-sloth for windoze code) Or you can buy Novel Dos 7.

>Most home computer users purchase machines that are compatible with
>what's at the office. (Just like when Apple years ago used to control
>the education market. Many parents bought an Apple II for their
>children because that's the computer that was at school.)

THIS scares me! I personally don't want a Sparc 10 on my desk! :)

>We differ on this. Atari doesn't have the software that I want to run.
>Even if they did, I would be very hesitant to buy Atari hardware knowing
>that they might leave the computer market. (Pity those people who bought
>the XE game machines, and 2600s, and 7800s, and whatever else).

This is what I wanted to comment about. Why do you pitty those who
owned 2600, 7800 and Atari 8bit computers (the xe game system)? These were
some of the most advance consumer market.
1. The 2600 (VCS) released in 1977, supported till 1991. Has probably more
software than any other game system.
2. 7800. While not the most popular game system, there were 100 or so games
released for it. Came out 1984, and supported till 1991.
3. And the Atari 8 bit computers were the best 8 bit computers released. And
many of us are still using and enjoying it. It praticaly gets more use
than my 486

Rob Merritt

Opinions are my own

# 2263. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-04 08:01:27 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2caf588c@troed.ct.se>
Source record: 20948

In a message of 03 Oct 93 22:13:30, Stefan Boberg wrote:

SB> Are you really gullible enough to believe that crap? There's no way the
SB> Jaguar CD can be "3DO compliant". It does not have the hardware nor the
SB> operating system that the 3DO has, and emulation of the ARM processor is
SB> not feasible. In order to run 3DO software, the CD unit would need to
SB> contain 3DO ASIC's and software.

Yup, the rumour is that the price of the Jag-CD would RISE, that would imply
that they're including MORE hardware -> 3DO compliant.

SB> I don't really see *kids* buying either of them. The 3DO is too

Wanna bet? :-)

SB> and so will the Jaguar's games be, because of the obscenely high cartridge
SB> manufacturing costs. Your average kid can't afford to shell out $70 on a
SB> game, let alone $700 on a fancy CD player. Parents and 16-30 year-olds
SB> will probably do the buying.

...as they've always done with the Sega and SNES ... and they've survived ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2264. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-04 08:25:08 UTC
From: ksmith@vaxc.stevens-tech.edu
Message-ID: <1993Oct4.032508.1@vaxc.stevens-tech.edu>
Source record: 20949

```
>> So? If someone comes by and offers me a $50,000 Porsche car, what I'm
>>going to do? It's good and dandy, but I can't afford it.
>>
>
> You're blowing it out of proportion. Think of it like this...
>
> You might be willing to spend $10,000 on your typical car. If someone said
> they'd get you a Porsche for $17,000 i'm sure you'd definitely consider
> spending the extra $7,000 to get the superior vehicle at a price much less
> than its percieved value.
>
>

Yeah but who in their right mind is gonna sell you a porsche for 17k? it's if
i would think a 10,000 car would have more features than a 17k porsche.

back to the games!
--
**************************************
** **
** Kenneth Smith **
** ksmith@vaxa.stevens-tech.edu **
** **
**************************************
```

# 2265. Re: Atari vs the EXPENSIVE world of DOS (longer)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-04 16:03:10 UTC
From: crissman@btree.uucp
Message-ID: <1993Oct4.160310.16404@btree.uucp>
Source record: 20956

In article <1993Oct03.011935.10850@rchland.ibm.com>
ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) weighs in with:
>|> Marketing is increasing, ST owners *desire* a Falcon, and friends of ST
> ^^^^^^^^^^^^^^^^^^^^^^^^
> /
> You must be joking.

Nope. Atari is showing up at more shows, and they're making good
use of press hype to raise the public awareness that they're still
around.

>
>|> owners are reported as *desiring* a Falcon after a demo. Signs are pretty
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> /
> This sounds like one of those commercials where
> a woman would not change Twice of Brand X for
> the 'Falcon brand.'

Yeah, it does, doesn't it? Need to take that with a grain of salt, eh?

>
>|> good that the Falcon will be well-received. It remains to be seen if your
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> /
> well, it hasn't so far.

True. For now.

> George, sorry for jumping in. I don't see ATARI increasing Flacon's
>marketing 'till later on. A company managed like ATARI can't (and C=
>is pretty much in that shape too for that matter :-| ).

(This is turning out to be a fun-filled, informative thread. Glad
you joined in: no need to apologize!)

Since I've actually seen the Atari booth and demonstration personnel
at a computer show that they hadn't attended before, I have seen an
increase in Falcon marketing. While it certainly isn't overwhelming
(due to a lack of resources), they *are* increasing their marketing.

And that's a good thing.

> I hope the Jaguar takes off, because it surely looks cool.

I drool over the one at Computer Plus every weekend. One of these
days I'll be able to take it home with me (drool marks and all!).

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* *********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
*************************************************************************
--
```

# 2266. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-04 18:19:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct04.181916.42232@rchland.ibm.com>
Source record: 20952

In article <28nle0$ok6@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Oct03.102734.26417@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <28lf4s$acn@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> >|> In article <1993Oct03.014546.1541@rchland.ibm.com>,
|> >|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >|>
|> >|> Well, frankly... that's Europe, not America. Remember, MSX computers and
|> >|> the FM Towns did well in Japan and Europe and I see not a bit of American
|> >|> support.
|> >
|> > Well, my point is that the Jaguar isn't even out yet.

|> No your point *was* how great the CD^32 would have support because it
|> existed in Europe. Now you're switching the topic.

No I am not! My point is that the CD-32 is out, would have support software
wise already because it exists in Europe, which is true. I play Turrican
I & II, Psygnosis Leaner in my computer you know...

|> Also, as far as I am concerned, the CD^32 is vapor. Why? It isn't in
|> America. When Atari releases products in Europe, I call them vapor until
|> they exist here.

So did you called the Falcon vapor before? I don't remember that...

|> Why should I cut Commodore any slack on this?

Read above. The thing is that the product is out, exists and runs.
It will be here anywhere from this month to Jan.

|> >|> Heck, as an Atari owner, I know that all the support the other users get around
|> >|> the world means nothing unless the product finds it way here (something we
|> >|> lacked a lot in the American scene for STs until '90 or so).
|> >
|> > Are you joking? Where's the 'American ST support?' It is still lacking...
|> >Europe was also the 'ATARI' stronghold.
|> >
|>
|>
|> You misread what I wrote. :) I meant that until around 1990, we didn't get
|> any software here from Europe.

Ah, so this pretty much invalids a lot of your arguments. What happened
to your 'Europe CD-32 software support doesn't count' kind of thinking?

|> Especially not the professional packages. A
|> lot of smaller houses over here (noticeably CodeHead and Gribnif) began
|> importing high-powered apps from Europe (check out Avant Vector) until then.

And you think this doesn't happen with the Amiga market?
This posting of yours is very funny Flip. You disregard the importance
of CD-32 being supported by a lot of software development in Europe, yet
you don't mind that the ST is in exactly particularly that boat.

|> >|> 1) it's not just a game machine. CD^32 and Jag both are just game boxes.
|> >
|> > AH, you mean a 'multimedia' system too? CD-32 also is. And I bet
|> >3DO will emphasize more the games side.
|> >
|>
|>
|> You're dead wrong. You have not seen a 3DO probably, nor played it. I have.
|> The sample disk that comes with it emphasizes its uses as a total multimedia
|> machine. Games play a significant role, but it they give a lot of time to its
|> abilities to do more... especially as a CD-ROM and Photo-CD reader.

Well, ok, I could be wrong by the way they called it, but the majority
'on the work' titles that I have read about are GAMES.

|> (in fact, I've used both the Kodak Photo-CD and the CD-I from Phillips for
|> Photo-Cd purposes and, believe it or not, the 3DO has more flexible zoom
|> and rotation possibilities than either!)

CD-I seems really dead. I don't see anybody wanting that any longer...

|> >|> 2) there is nothing delivering even CLOSE to its performance even at that
|> >|> price (i would frankly say no PC I've seen is capable of doing what it
|> >|> can do, because computers tend to be more generic to be good at a wider
|> >|> variety of things).
|> >
|> > So? If someone comes by and offers me a $50,000 Porsche car, what I'm
|> >going to do? It's good and dandy, but I can't afford it.
|> >
|>
|> You're blowing it out of proportion. Think of it like this...
|>
|> You might be willing to spend $10,000 on your typical car. If someone said
|> they'd get you a Porsche for $17,000 i'm sure you'd definitely consider
|> spending the extra $7,000 to get the superior vehicle at a price much less
|> than its percieved value.

Well Flip, when you compare an $80 Super Nintendo or Sega I don't think
I am not blowing it out of proportion. We'll see.

|> >|> 3) they have over 300 companies supporting them.
|> >
|> > Really? Just because people have signed up, doesn't mean they got
|> >300 companies supporting them. The vast majority of them are playing
|> >a 'wait 'n see', or 'keep me informed' attitude.

|> >
|> Once again, you have not seen the machine. On the sample disk alone, we see
|> about 20-25 DEMOS on CD-ROM of titles in development.

20-25 DEMOS != 300 companies! Not even necessarily 20-25 companies as
some demos belong to just one company!

|> Even if 200 of them are playing wait-n-see, they are signed up.

Which doesn't necesarily mean a thing! Same happened with CDTV originally
and guess what happened later :-|

|>
|>
|> >|> That's about 200 more than we will probably see initially support either of
|> >|> the competing machines.
|> >
|> > Read above.
|> >
|> >|> > Until 3DO doesn't come down in price, I don't expect it to sell a lot
|> >|> >no matter how good is it. Remember the NEO-Geo?
|> >|> >
|> >|>
|> >|> Neo-Geo had no major titles to sell it. I've played Neo-Geo. Sengoku was
|> >|> nice... but now, they have a few hits (too late, i think) in the arcade,
|> >|> i.e., Samurai Shodown, Art of Fighting, etc... But 3 games can't sell a
|> >|> $500 system if the games are $150 a pop!
|> >|>
|> >|> (in fact, Dragon's Lair on 3DO will cost $20... we'll be playing that early
|> >|> next week, we hope!)
|> >
|> > Still, you have the machine cost.
|> >
|> So did Neo-Geo.
|>
|> :)
|>
|> But, for some reason, believe it or not, they are still around.. even with
|> fewer units than we'd even consider a success in the console market.
|>
|> 3DO will likewise persevere for at least a few years.

OH, I don't doubt 3DO will be around. All I'm saying is that its higher
price tag will give a clear chance to ATARI and C=. IF ATARI doesn't screw
up and gets good support, I might see it as actually kicking 3DO.

OF course, that's a BIIIIIIIIIIIIIIG IIIIIIIIIIIIIFFFF

|> >|> Jaguar is a threat to both, but... they lack a major title to hook the public.
|> >|> Aliens vs. Predator looks to be excellent, and Trevor McFur seems to be a
|> >|> competent shooter.
|> >

|> > Alien vs Predator-> yes, Trevor McFur.... well....
|> >
|>
|> Have you played it?
|>
|> <if so, tell me what the probelm with it is>

You got a point. I haven't. Looks pretty much like a typical
shoot-em up. I mean, Flip, looks good, but what I am saying is that
it looks too much like a 'me too' kind of thing.

With a Jaguar you really need something to convince everybody
how good the system is. Like Crash N' Burn for 3DO :-)

BUT YOU GOT A POINT! I HAVEN'T PLAYED IT SO I'LL SHUT UP! :-)

[one line accidentaly deleted]
|> >|> to get some s/w out that demonstrates clearly the advantages (graphically)
|> >|> of their machines.
|> >
|> > I agree.
|> >
|> >|>

|> Yep. This is something 3DO has an advantage on both CD^32 and Jag.
|>
|> <they will get a few titles immediately>
|>
|> >|> >This depends on how good the software ATARI is going to put on the machine.
|> >|> >So far the software line-up for the Jaguar doesn't look good against the CD-32.
|> >|> >
|> >
|> >|> That's true, but CD^32 costs $400
|> >
|> > Retail. SafeHarbor (mail order company) plans to sell it for $340 and
|> >the price might well go to $300 ASAP (Jan '94).
|> >
|>
|>
|> In January of 1994 the Jaguar would have been on sale for 3 months
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
/
ah, in New York and San Francisco ONLY with a top selling number of
50,000 units, as ATARI has said.

|> and the
|> 3DO will have far more recognition and the CD^32 will look like a blatant
|> copycat attempt by C= on this side of the Atlantic IF it doesn't offer some
|> strong titles to back it up.

I am not really worried about CD-32 title's. Seeing Psygnosis developing
for it can gurantee a killer title. My concern is that mysterious

force called marketting. C= s*cks in that area :-|

|> Right now, Atari is just beginning to recieve some good press... I heard
|> today that in a game mag they have on the cover a 3DO being chased by a Jag
|> (can anyone give me the name of it? I'll try to dig this up myself... i
|> had the misfortunate of overhearing this while playing on the 3DO and trying
|> to NOT get killed in Crash 'N Burn :) )

That looks really funny! I'll like to see it!

Yep, the Jaguar is picking up hype. That looks really good for ATARI.
I really hope ATARI doesn't screw it up, 'cause I admit the Jaguar looks
really cool.

|> >|> and is (like Jag) "just a game machine". The
|> >|> 3DO is "transcending" the games market and pushing themselves as fully
|> >|> interactive TV, a step beyond your VCR and videogame system. (and it is!)
|> >
|> > And what about Video CD on the CD-32? C= has already shown the
|> >card.
|> >
|> *cynic mode on*
|> Are we supposed to believe they are gonna ship it? How long have they had
|> their AT&T 3210 DSP card "shown" or "ready" for the Amiga to bring it up
|> with the Falcon and DSPed Macs?
|> *cynic mode off*

Yes, you know why?

First: C= has never shown their DSP card. They never said they had it ready.

Second: The C= mpeg player is based on C-cube chips, which will be used
on other systems too.

Third: C=, CD-I guys, and a couple other influenced in the Video CD standard.

|>
|> Well, Video CD is nice. But this is nothing CD-I and 3DO won't be able to
|> do. And all of them have to offer the FMV as an addo-on board.

Exactly. The Video CD standard would be played by CD-I and 3DO with an
add on board (on *BOTH* cases). But CD-32 is the lower cost unit allowing
that, and CD-32 kicks' CD-I butt pretty much.

|>
|> (which costs)
|>
|>
|> >|> Could change real quick based on units for sale.
|> >
|> > Yep. What I expect of 3DO: A huge yuppie-latest-thing-frenzy buy,
|> >wich won't be a lot and after that silence... 'till the price comes down.
|> >
|>

|>
|> That may be the case. If so, the only beneficiaries would be Atari (who is
|> generating demand for Jag, dealers in CA got some test-units, and seem very
|> impressed on the phone), and Sega (who has a big-budget item in their CD unit
|> which could stay profitable a bit longer if 3DO fizzles a bit).

IF C= could put some adds against the MegaCD, I see the Sega CD in
real problems. Now, again, that's also a BIIIIIIIIG IIIIIIIIIIIIIFFFF :-)

|> >|> 1) bigger price differential.. it is $500 cheaper than Panasonic's and
|> >|> $350 cheaper than the forthcoming Sanyo 3DO. The CD^32 will be
|> >|> $300 cheaper than the Panasonic and only $150 cheaper than the Sanyo.
|> >|> Against the Panasonic, both look good price-wise, but the Sanyo model
|> >|> may complicate things considerably. For $150, people will go with the
|> >|> 3DO over CD^32, i think.
|> >
|> > Ah, how much we like to twists facts to our own preference, don't we
|> >Flip? First you say the price isn't important and now you say it is
|> >important. Hilarious.
|> >
|>
|>
|> No, I was simply saying that if price WAS important... which it is... the
|> Jaguar benefits more than the CD^32 in the comparison against 3DO.

But you are comparing CD-32 against the 3DO, you didn't mentioned the Jaguar.
On the CD-32's good side, is the double-speed CD-ROM at that price.

|>
|> (at least the Panasonic one)
|>
|> I still haven't gotten the price on the AT&T 3DO.

I can $$$IMAGINE$$$ :-)

|>
|>
|> > The Jaguar on one end won't have a CD. This could be good.... or bad.
|> >Even a CD-32 could do better games against a cartridge based Jaguar until
|> >you put a CD-ROM to the Jaguar.
|> >
|>
|>
|> Sure, right. Does the CD^32 display 16.8 million colors at once? Or is it
|> using HAM8 to fake it with 200,000+ plus? uh huh.

Fake. He he. How much is 320x200 Flip? Answer=64,000.

How much is 640x400 Flip? Answer=256,000.

How much colors can Ham8 display: Answer: 262,144 (Actually, more).

I AM WILLING TO PLACE A BET WITH YOU, ON TAKING SOMEONE ON THE STREET
AND SHOW A VIDEO OUTPUT IN HAM8 VS A 24-BIT SCREEN TO SEE IF THEY CAN SEE
THE DIFFERENCE!

|> And I'm sure it has a
|> nice high rez display and all the real-time texture mapping in hardware for
|> speed.

Nice high-rez-> yes. Real-time texture mapping-> Nope. It has a new coprocessor
that helps in that, but definitively not like the Jaguar.

|> Yep, that CD^32 is a killer box... they basically take an A1200, which is an
|> ok computer, and try to make it a game machine against boxes with 64-bit
|> graphics and Blitter chips (remember, A1200 has a 16-bit blitter!) and
|> sell it for $200 more with a CD-ROM.

It's not $200 more.

|> Basically, the hardware in the CD^32 in no way is superior to the Jaguar.
|> A cartridge based Jag is capable of whipping it soundly.

Not necessarily, which is my point. The CD-ROM memory can really help
in this area. If you are going to tell me otherwise, you haven't tried
developing games then, or you haven't dealt with graphics.

|>
|> (for half the price)

Read above.

|> > BTW, the price difference is bigger than $150 (CD-32 and the Sanyo).
|> >And when the Sanyo will come out?
|> >
|> >|> 2) the Jag has comparable, if not superior, technology in its chipset.
|> >
|> > I wouldn't say that the Jaguar has superior hardware to 3DO,
|> >but I would say they are on the same ballbark most likely.
|> >
|> >|> The
|> >|> CD^32 chipset is (even if only slightly, it is noticeable) behind both.
|> >|> Especially in terms of the "real-time texture mappnig" which is an
|> >|> effect you have to see to believe. Crash 'N Burn blew my socks off on
|> >|> a "glass" speedway that was set up in the sky. It was beautiful.
|> >
|> > True. But we'll see for the Jaguar. I agree the Jaguar looks better,
|> >but let's see how ATARI get's 3rd party support. Having a company
|> >like Psygnosis behind the CD-32 *AND* Electronics ARTS (wich also
|> >develops for 3DO) looks very good indeed. Mortal Kombat is on the line-up
|> >too. Jurassic park for the CD-32 will do 3D/Wolfstein/Alien vs Predator
|> >type things.
|> >
|>
|>
|> Jurassic Park on the 3DO will be better, though.

|> Remember, if they stick to A1200 chip specs, they'll be the only system
|> with 8-bit 4 voice sound.
|>
|> Yuck.

Ah, but they have CD-quality music.... from the Cd- you know.
The games that come with it use that.

|>
|> When you hear a 3DO, you'll see that won't cut it.

Well, read above. It wouldn't surprise me that 3DO might
do the same thing for some music too.

|> As for the real-time texture mapping, since there is no h/w in the 32 to do
|> it, it'll load that 68020 up. Now... if that is the case, i'm curious as
|> to the performance.

It has a new coprocessor that helps, although not really that much (in my
opinion).

|>
|> <it may still be pretty good.. demos on Falcons and A1200s do it all the time>

Having the CD-ROM to draw graphics from surely helps.

|> > The Jaguar needs something else.
|> >
|>
|> Tell me about it!

It needs SOFTWARE. And good marketing :-) Although the hype is starting
to build up which is good.

FLIP: I know the Jaguar is very superior from what I have read so far,
no doubt about it. Just telling you that the CD-32 can pullout very good games
too, thanks to the CD-ROM.

Now, I would admit I would like the Jaguar to succeed to a certain extent.
It's the same reasons why I wanted an Amiga to succeed-> technologically awesome.

|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2267. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-04 18:24:20 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct04.182420.10576@rchland.ibm.com>
Source record: 20953

In article <2cae902a@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 03 Oct 93 06:10:00, Ricardo Hernandez Muchado wrote:
|>
|> RH> Yawn. The A1200 don't DUH! Are you moron or what? $1000 for a '030
|> RH> hardisk
|> RH> equipped A1200. Crushes a Falcon for video.
|>
|> Puke! If a programmerwants to SELL, he makes sure his program will work on the
|> *BASE* model! That's an A1200 without harddrive and 2 meg RAM!

Puke? Then tell that to Imagine, Aladdin 4D, Real 3D, ImageF/X, Art Department Pro, Playmation, etc. They require more than the standard
equiped A1200.

I'm sorry Rickard, but in this specific argument you are dead wrong.

|> RH> False. Atari lost its stronghold in Europe thanks to the Amiga 500.
|>
|> Nope, due to nonexistant marketing.

and the A500 :-)

|> RH> Well, is 'ATTACK' an ATARI magazine? That wouldn't surprise me.
|>
|> It's a PC/Commodore magazine!

Well, PC, that explains it :-)

|>
|> RH> The latest WOC here in the US had CD-32. Shows in Europe of the CD-32
|> RH> have been conducted showing the real-time Mpeg player module.
|>
|> Not according to them.

Well, then THEY ARE WRONG! Can you get that? Amiga Format said otherwise,
and I'll trust more Amiga Format plus the people on the NET THAT DID SEE THEM!

|>
|> RH> Are you making this up or is 'ATTACK' and ATARI magazine?
|>
|> I could translate the whole article if you want to, but that would be a waste
|> of bandwidth. What they said was that on the ECTS-show in London, Commodore
|> wasn't anywhere to be found. (Read, no CD32s)

Well, there can be more than one show, you know.

|>
|> RH> AND BTW, most european games are released in the AMIGA *BEFORE*
|> RH> the PC. Ocean, Team 17, Illusions, Psygnosis, BullFrog... Dude, some
|> RH> of those companies don't even release on the ATARI's anymore!
|>
|> Who talked about Atari's? Again, according to Attack the Amiga1200 has fallen
|> back compared to the PC:s. Most of the Amiga releases has already been out for
|> the PC a while, thus decreasing the marketvalue of them.

Well, again not so in a lot of Europe games. Read the above companies.
If they talk about the US, I agree.

|>
|> RH> Wake up and get a clue.
|>
|> I *KNOW* my computer doesn't sell well, you apparently still think yours do...

Ah, you admit it. The A1200 has been selling relatively well. More than
250,000 units, you know...

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2268. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-04 18:43:17 UTC
From: c60c-1cs@e260-4e.berkeley.edu
Message-ID: <28pqs5$5o7@agate.berkeley.edu>
Source record: 20951

>AH, but there's a problem with that little magic number:
> When ATARI said that, did they reffer to 24-bit pixels or 1-bit pixels?

Gamepro always quotes 1 bit pixels for everything

>You know, marketting can cloud things up in very interesting ways.
> And at the very end, even if they are 24-bit pixels who gives a damn
>if the end result is the same? BTW, your 3DO spec is wrong:
> It is 64 million.

Apologies for the spec...and the end result is NOT the same. Having
more than 10 times the 'blitting' power in the Jaguar at 1/3 the price
(2/3 w/CD) means the Jag has more power for les $$

Allen

# 2269. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-04 19:51:15 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Oct4.195115.23786@ida.liu.se>
Source record: 20958

cmedley@wam.umd.edu ('Flip') writes:
>In article <1993Oct3.153514.23959@ida.liu.se>,
>Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:

>> I don't really see *kids* buying either of them. The 3DO is too expensive,
>>and so will the Jaguar's games be, because of the obscenely high cartridge
>>manufacturing costs. Your average kid can't afford to shell out $70 on a
>>game, let alone $700 on a fancy CD player. Parents and 16-30 year-olds
>>will probably do the buying.

>I disagree. Mortal Kombat and Street Fighter ][ (in various forms)
>consistently retails for $60-$90 (higher prices when first released) and
>these titles sell out.

That's because they're so hyped-up that the kids keep nagging on their
mom's and dad's until they either shove their SNES' out of the window,
or buy the goddamn game.

>The average kid under the age of 16 probably doesn't buy their own games...
>their parents do. :)

Exactly. That's what I wrote, wasn't it?

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2270. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-04 20:09:23 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Oct4.200923.24142@ida.liu.se>
Source record: 20959

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 03 Oct 93 22:13:30, Stefan Boberg wrote:

>SB> Are you really gullible enough to believe that crap? There's no way the
>SB> Jaguar CD can be "3DO compliant". It does not have the hardware nor the
>SB> operating system that the 3DO has, and emulation of the ARM processor is
>SB> not feasible. In order to run 3DO software, the CD unit would need to
>SB> contain 3DO ASIC's and software.

>Yup, the rumour is that the price of the Jag-CD would RISE, that would imply
>that they're including MORE hardware -> 3DO compliant.

You forgot the smiley, didn't you? Your conclusion leaves a lot to desire,
and is false (not to mention ridiculous in general). Here is the reason why:
In order to be fully "3DO compliant", this CD box would need to have every
bit of hardware that a normal 3DO box has, which is 1M Video RAM, 2M GP RAM,
an ARM CPU, the 3DO graphic ASIC's, DMA controller, CD mechanism, CD
controller, 1M ROM, and more. None of this is for free, and the resulting
product would end up in the same price range as a standard 3DO player.

Even you must realize this is not going to happen?

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2271. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-04 20:30:35 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Oct4.203035.24470@ida.liu.se>
Source record: 20960

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 03 Oct 93 06:10:00, Ricardo Hernandez Muchado wrote:

>RH> Yawn. The A1200 don't DUH! Are you moron or what? $1000 for a '030
>RH> hardisk equipped A1200. Crushes a Falcon for video.

>Puke! If a programmerwants to SELL, he makes sure his program will work on the
>*BASE* model! That's an A1200 without harddrive and 2 meg RAM!

You never cease to amaze me. Let me tell you one thing: there are tons
of software packages for the Amiga that require more than 2 meg RAM, and
they sure as hell sell anyway. We're not talking arcade-games here, we're
talking about video software, and video is among the most memory-demanding
applications you can come up with. Why do you think several companies
produce 128MB expansion boards for Amigas ?? Do you think teenagers making
cheesy eurodemos use them to keep all their megak00l 0-day warez on a
RAMDISK? No.

>RH> False. Atari lost its stronghold in Europe thanks to the Amiga 500.

>Nope, due to nonexistant marketing.

... and due to technological inferiority, which meant disappointed Atarians
sold their machines to some poor sod and bought an Amiga instead. Atari
could not compete.

>RH> The latest WOC here in the US had CD-32. Shows in Europe of the CD-32
>RH> have been conducted showing the real-time Mpeg player module.

>Not according to them.

And they were there? No. But I suppose they know anyhow.

>RH> Are you making this up or is 'ATTACK' and ATARI magazine?

>I could translate the whole article if you want to, but that would be a waste
>of bandwidth. What they said was that on the ECTS-show in London, Commodore
>wasn't anywhere to be found. (Read, no CD32s)

Interesting. My boss was there, and he's got a different story for you:
Commodore was there.

>RH> AND BTW, most european games are released in the AMIGA *BEFORE*
>RH> the PC. Ocean, Team 17, Illusions, Psygnosis, BullFrog... Dude, some
>RH> of those companies don't even release on the ATARI's anymore!

>Who talked about Atari's? Again, according to Attack the Amiga1200 has fallen
>back compared to the PC:s. Most of the Amiga releases has already been out for
>the PC a while, thus decreasing the marketvalue of them.

You quote this cheesy mag as if it was some kind of authoritive source
of definite information. To me they seem like incompetent idiots. Just
have a look at that last sentence; if Attack wrote that I'd say they're
completely clueless. How can the fact that a game has been out for a
while on another format "decrease the marketvalue of them"?

The fact still remains, european games are released on the Amiga first,
and Amiga games outsell PC games by far according to ELSPA, the European
Leisure Software Producer Association.

>RH> Wake up and get a clue.

>I *KNOW* my computer doesn't sell well, you apparently still think yours do...

And it does. Commodore cannot keep up with demand, even. It's difficult to
sell more than you produce, isn't it?

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2272. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-04 23:10:07 UTC
From: cmedley@wam.umd.edu
Message-ID: <28qagf$e4n@cville-srv.wam.umd.edu>
Source record: 20954

In article <1993Oct04.181916.42232@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> >
>|> > Well, my point is that the Jaguar isn't even out yet.
>
>|> No your point *was* how great the CD^32 would have support because it
>|> existed in Europe. Now you're switching the topic.
>
> No I am not! My point is that the CD-32 is out, would have support software
>wise already because it exists in Europe, which is true. I play Turrican
>I & II, Psygnosis Leaner in my computer you know...
>

On your computer? Is your A1200 a CD^32?

:)

Actually, if the CD^32 comes with a floppy drive standard, that would make its
software base pretty large. However, the games on the Amiga are behind Genesis
and SNES levels for action games.

<so i doubt it'd look good against a 3DO or Jag>

>|> Also, as far as I am concerned, the CD^32 is vapor. Why? It isn't in
>|> America. When Atari releases products in Europe, I call them vapor until
>|> they exist here.
>
> So did you called the Falcon vapor before? I don't remember that...
>

You don't remember it because ever since I've advocated the Falcon as a nice
machine, it'd been shipping. :)

<so i never got a chance to say it was vapor to you :) >

>|> Why should I cut Commodore any slack on this?
>
> Read above. The thing is that the product is out, exists and runs.
>It will be here anywhere from this month to Jan.
>

"It is out"

followed by:

"It will be here"

Sure. Right. Why is it in Europe and not here? There are plenty of nice
toys for the ST and Falcon series in Germany and other parts of Europe, but
they are vapor unless I can get them here. Well, why should I deal with
Commodore's vapor trail? Do I look like I need another machine that is
well supported overseas and dead over here? :)

>
> Ah, so this pretty much invalids a lot of your arguments. What happened
>to your 'Europe CD-32 software support doesn't count' kind of thinking?
>

You misunderstood. What I was saying was that the ST didn't have any
European software getting imported where I live in America until around
1990.. maybe as early as 1989.

In 1988, all of that German software did me absolutely NO GOOD until I could
buy it off the store shelf or mail order it.

>
> And you think this doesn't happen with the Amiga market?
>This posting of yours is very funny Flip. You disregard the importance
>of CD-32 being supported by a lot of software development in Europe, yet
>you don't mind that the ST is in exactly particularly that boat.
>

Well, it is funny until you consider that the ST stuff from Europe has finally
found its way here. :) The CD^32 is not here. And won't be here until
next January. And noone has released software over here yet (probably because
the machine itself doesn't exist in America, does it?)....

> Well, ok, I could be wrong by the way they called it, but the majority
>'on the work' titles that I have read about are GAMES.
>

And what are you reading? Game magazines? :)

>|> (in fact, I've used both the Kodak Photo-CD and the CD-I from Phillips for
>|> Photo-Cd purposes and, believe it or not, the 3DO has more flexible zoom
>|> and rotation possibilities than either!)
>
> CD-I seems really dead. I don't see anybody wanting that any longer...

CD-I is on sale in Circuit City. CD^32 and Jag are not. So they have placed
their product on the altar of the consumer and are praying we accept it.

I think it will die, but it will have some life for a bit.. CD-I will be
pioneering the FMV stuff (Phillips played a major role in it...). I expect
it to be like Sony's Beta... it'll be nice for a while, but when it dies, the
parent company will be equally at home on another standard.

>
>|> >
>|> Once again, you have not seen the machine. On the sample disk alone, we see
>|> about 20-25 DEMOS on CD-ROM of titles in development.
>

> 20-25 DEMOS != 300 companies! Not even necessarily 20-25 companies as
>some demos belong to just one company!
>

That's true. But the presence of the developers is seen on the product
which is shipping (3DO). Right now, Commodore has a *list* and Atari has
a *list*, but on this side of the Atlantic, that's all.

And if the CD^32 is so good and is shipping with product, go buy one and
do a review. I did my part... I got my hands on a production 3DO and
played it to death. :)

>|> Even if 200 of them are playing wait-n-see, they are signed up.
>
> Which doesn't necesarily mean a thing! Same happened with CDTV originally
>and guess what happened later :-|
>

Which may make a darn good case (tm) for the CD^32 not being taken seriously.

(heck, Atari had to pull a 64-bit system out to get rid of the negative
image they got for the half-assed effort they did marketing the 7800 and
the XEGS... (which is very similar to the CD^32 in concept.. a computer
company decides to repackage their computer as a game machine... and...
it flops!)

>
>|> In January of 1994 the Jaguar would have been on sale for 3 months
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> /
> ah, in New York and San Francisco ONLY with a top selling number of
>50,000 units, as ATARI has said.
>

True. But given that, even, they have 3 months of free marketing from putting
the machine out. Look at the hype in the game magazines being given to the
Jag now. It will balloon. Atari is foolish, though, to not try to push it
THIS Xmas, but the hardware should be valid in a year.

>
>|> Right now, Atari is just beginning to recieve some good press... I heard
>|> today that in a game mag they have on the cover a 3DO being chased by a Jag
>|> (can anyone give me the name of it? I'll try to dig this up myself... i
>|> had the misfortunate of overhearing this while playing on the 3DO and trying
>|> to NOT get killed in Crash 'N Burn :) )
>
> That looks really funny! I'll like to see it!
>
> Yep, the Jaguar is picking up hype. That looks really good for ATARI.
>I really hope ATARI doesn't screw it up, 'cause I admit the Jaguar looks
>really cool.
>

I give Atari about a 60% chance of makign the Jag succeed well enough to
turn a serious profit. I think at worse, they'll achieve the same market
penetration as the TurboGrafx-16.

>|> *cynic mode on*
>|> Are we supposed to believe they are gonna ship it? How long have they had
>|> their AT&T 3210 DSP card "shown" or "ready" for the Amiga to bring it up
>|> with the Falcon and DSPed Macs?
>|> *cynic mode off*
>
> Yes, you know why?
>
> First: C= has never shown their DSP card. They never said they had it ready.

Wait-a-cotton-pickin'-second!

When I was goign through that whole long Falcon vs. A1200 BS thread a few
months ago, I saw people pulling stuf about this AT&T 3210 DSP out their
butts every 5 seconds. One moron posted the entire tech specs! And Greg
Block (no flame intended) defended the A1200 and 4000 series partially by
hinging his defense of it going DSP-less by saying it would be a future
add-on.

Now, somewhere in the midst of this, it appeared everyone who was advocating
it believed it would ship yesterday!

>
> Second: The C= mpeg player is based on C-cube chips, which will be used
> on other systems too.
>

Including 3DO and CD-I, i think. Are there two competing standards for
full-motion video?

>
> IF C= could put some adds against the MegaCD, I see the Sega CD in
>real problems. Now, again, that's also a BIIIIIIIIG IIIIIIIIIIIIIFFFF :-)
>

I totally agree. CD^32 would be vastly superior to the Sega CD. As far as
power goes, the CD^32 would blow everything EXCEPT the Jag and 3DO.

>
> Fake. He he. How much is 320x200 Flip? Answer=64,000.
>
> How much is 640x400 Flip? Answer=256,000.
>
> How much colors can Ham8 display: Answer: 262,144 (Actually, more).
>
> I AM WILLING TO PLACE A BET WITH YOU, ON TAKING SOMEONE ON THE STREET
>AND SHOW A VIDEO OUTPUT IN HAM8 VS A 24-BIT SCREEN TO SEE IF THEY CAN SEE
>THE DIFFERENCE!
>

It's not how many colors are onscreen at once, it is how smooth the transition
is between colors on the screen.

(for example, look at the difference between an old ST with a 512 color
palette doing a 320x200x16 image and an STe with the 4096 color palette)

If you hook them up to a stock TV, maybe no one will notice. But if you
hook it up to a hi-rez monitor (say, a 27" Mitsubishi) you might.

Disclaimer: More colors != good game. But the Jag has very nice h/w.

>|> And I'm sure it has a
>|> nice high rez display and all the real-time texture mapping in hardware for
>|> speed.
>
> Nice high-rez-> yes. Real-time texture mapping-> Nope. It has a new coprocessor
>that helps in that, but definitively not like the Jaguar.
>
>|> Yep, that CD^32 is a killer box... they basically take an A1200, which is an
>|> ok computer, and try to make it a game machine against boxes with 64-bit
>|> graphics and Blitter chips (remember, A1200 has a 16-bit blitter!) and
>|> sell it for $200 more with a CD-ROM.
>
> It's not $200 more.
>

Jaguar is $200.
CD^32 is $400.

$400 - $200 = $200.

In marketing terms:

"For twice as much money, you could buy a CD^32!"

:)

>|> Basically, the hardware in the CD^32 in no way is superior to the Jaguar.
>|> A cartridge based Jag is capable of whipping it soundly.
>
> Not necessarily, which is my point. The CD-ROM memory can really help
>in this area. If you are going to tell me otherwise, you haven't tried
>developing games then, or you haven't dealt with graphics.
>

Have you gotten the specs on how large a Jaguar cartridge can be, either
compressed or uncompressed? It's not shabby.

>
> Ah, but they have CD-quality music.... from the Cd- you know.
>The games that come with it use that.
>

Think about this:

If the CD is playing back music, it CAN'T LOAD MORE GAME DATA AT THE SAME TIME!

The reverse of this is:

If the CD is playing the music, the system WASTES RAM ON SOUND!

Howver, as I remember some people who advocated teh Amiga saying, playing back a song from memory as a single sample is wasteful. While the Jag or 3DO are using something akin to the .MOD file method (sampling the instruments and playing back those instruments via a sound chip), the CD^32 either gives you 4 voices of 8-bit sound or uses the CD-ROM. (actually, it could do both.. 4 voices for game sounds, CD-sound for music) The catch is, when it comes time to load the next level, CD music goes off.

>|>
>|> When you hear a 3DO, you'll see that won't cut it.
>
> Well, read above. It wouldn't surprise me that 3DO might
>do the same thing for some music too.
>

Actually it doesn't... music keeps on playin while you pop the discs in and out, etc. etc...

<so i guess you won't be surprised! :) >

# 2273. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 00:02:13 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb0574a@troed.ct.se>
Source record: 20955

In a message of 04 Oct 93 02:23:12, 'Flip' wrote:

'> As for the real-time texture mapping, since there is no h/w in the 32 to
'> do
'> it, it'll load that 68020 up. Now... if that is the case, i'm curious as
'> to the performance.
'>
'> <it may still be pretty good.. demos on Falcons and A1200s do it all the
'> time>

Guess what the >16 MIPS DSP is used for on the Falcon .. :-)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2274. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 03:45:09 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Oct5.034509.16207@monu6.cc.monash.edu.au>
Source record: 20957

Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
: In a message of 03 Oct 93 22:13:30, Stefan Boberg wrote:
:
: SB> Are you really gullible enough to believe that crap? There's no way the
: SB> Jaguar CD can be "3DO compliant". It does not have the hardware nor the
: SB> operating system that the 3DO has, and emulation of the ARM processor is
: SB> not feasible. In order to run 3DO software, the CD unit would need to
: SB> contain 3DO ASIC's and software.
:
: Yup, the rumour is that the price of the Jag-CD would RISE, that would imply
: that they're including MORE hardware -> 3DO compliant.

Why on earth would it be a Jag-3DO-CD. What features of the Jag
are they going to use? So this 3DO compliant CD unit is virtually
going to be a 3DO box with ARM processor, ASIC's, ROMS (operating
system). Heck, by the time Atari has added all that stuff they'll
be hard pressed to compete against the other big manufacturers
that build the units themselves (and do not pay outsiders to
build them).

- Jim

# 2275. Jag's video-RAM

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 11:12:27 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct5121227@arthur.crpht.lu>
Source record: 20962

Hi,

Has anyone an idea how the video display of the Jaguar works and where it has
the video-RAM. Looking at the block-diagram I get this:

DRAM --> DRAM Processor --> 64bit bus --> Object Processor --> video

And isn't the object processor doing the texture mapping and gouraud shading?
Is it doing that on the fly? Is there no real video-memory? Do you give the
object processor the descriptions of the objects and it maps/draws them
as fast as the electron beam moves, so needing NO video RAM at all???
If it works like that, it's amazing and technically GREAT. If it does not
i wonder how the games can work if 1,5 Meg of the 2Meg are used for the
videoRAM.

Any ideas, infos?

Georges.
--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2276. Re: F30-A1200 benchmarks! (re dual 256 colour playfields)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 11:35:00 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310051130.AA00910@ash20>
Source record: 20961

cmedley@wam.umd.edu ('Flip') writes..

>Shadow of the Beast?
>Does that run on an A1200?

No, but beast 2 and (i think) Beast 3 DO.

Out of curiousity, just how compatible is ST Games software with the Falcon? I would expect OS legal stuff to be 90 percent + compatible, but I think games may tell a different story as they tend to hit the hardware direct. I think CBM did a great job engineering the AGA chipset for backward compatibility. All new Amiga games will run perfectly on the A1200 (Its so nice to actually have lots of new software, isn`t it Falcon owners?) and most of the old stuff does too. A lot of the stuff that doesn`t just needs the ECS emulation selected on the boot menu and it runs fine. Even better, old software re-released as budget is now fixed the run on the A1200 out of the box (it was usually the copy-protection causing the problems)

Gavan

# 2277. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 11:53:54 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310051150.AA00927@ash20>
Source record: 20963

cmedley@wam.umd.edu ('Flip') writes:

>>|> How in the world can a machine with a less powerful processor and fewer
>>|> built-in I/O ports, and no DSP (and no WAY to add one, either!) have more
>>|> potential? Potential for what, is the key thing to consider...
>
>> Because since it has sold BY FAR MORE, has more software, has more
>>expansions, it looks like it has more potential. Now you like music?
>>Go for the bird. :-)
>
>Exactly. Despite selling more units, the Amiga doesn't do what I (and some
>other people) need a computer for. In my case it is MIDI. Lord knows, after
>a day on my new job (programming an app under OS/2 2.1 with multithreading...)

You may want to do MIDI, the majority of people want a computer
to do games on and to learn how to program, maybe to do a little
word processing and database too. In Europe, the Amiga is supreme
for this. In the states, where the market is more superficial and
goes by who has the biggest advertising budget, Games consoles have
cut this market away from home computers from the gaming point of
view, and the PC has mopped up the rest.

Here at least, the Amiga is still strong and viable. Most of the
games console games and PC games are converted for it, and there are
still lots of new games coming out on Amiga first. The ST market on
the other hand is now virtually non-existant.

>I realize the PC has blown the Amiga and ST completely away. There is no
>competition for general purpose or most hobbyist computing.

Both the Amiga and ST blow away the PC for hobbyist conmputing.
It`s the business arena where the PC has triumphed. Its still a shit
home computer. In America, market forces have pushed the Amiga and
ST into obscurity, but here there is still a viable home market,
just like there used to be in the states (remember the Atari 8-bits,
C64, TRS-80 days?)

>So the Amiga has more potential for video, and Falcon for MIDI and audio...

Yes, but the Amiga also has much better games potential and more powerful
machines available for high end work - you can`t even buy a Falcon that runs
faster than 16Mhz. The Amiga has much more in the way of expandibility and
is much, much cheaper making it a good starter machine.

>All this means is... despite selling pletny of units... it's
>not doing much better compared to the "big boys".

In Europe, its doing very well thank you.

>So you're saying it is okay to cripple a machine in the name of cheapness?
>Hmmmm. :) I should have used that in defense of the Falcon's CPU->RAM
>16-bit bus argument...

The A1200 is only crippled in the case of coming with chip ram only as standard. This slows the machine down, but is easily remidied. If you don`t need a machine with more than 2 megs, you wont notice the loss of speed due to chipram only. (Its still 2x faster than the A500 at a lower price, 4.5x with fastram)

You could hardly call the Falcon `cheap`. The expense of buying one is the major reason why it has flopped.

>Is it just coincidence, or am I the only one who has noticed when the Falcon
>whips the A1200 (which I think is a very nice machine), Amiga owners whip
>the A4000/40 out their butts? :) I mean, no one in this discussion even
>seems to HAVE one. :)

I think its fair to compare like priced machines. A F030 with 4 megs and a 65 meg hard drive is competing at that price level with an A4000/030. Thats a machine which should deliver over 3 times the raw processing power of the F030 and has proper expansion slots.
Not to mention the fact that you can`t even get an 040 based Falcon at any price.

Gavan

# 2278. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 12:48:39 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310051245.AA00986@ash20>
Source record: 20964

cmedley@wam.umd.edu ('Flip') writes...

>Jaguar has some advantages on 3DO:

>1) bigger price differential.. it is $500 cheaper than Panasonic's and
> $350 cheaper than the forthcoming Sanyo 3DO. The CD^32 will be
> $300 cheaper than the Panasonic and only $150 cheaper than the Sanyo.
> Against the Panasonic, both look good price-wise, but the Sanyo model
> may complicate things considerably. For $150, people will go with the
> 3DO over CD^32, i think.

>2) the Jag has comparable, if not superior, technology in its chipset. The
> CD^32 chipset is (even if only slightly, it is noticeable) behind both.
> Especially in terms of the "real-time texture mappnig" which is an
> effect you have to see to believe. Crash 'N Burn blew my socks off on
> a "glass" speedway that was set up in the sky. It was beautiful.

Hey! **THE JAGUAR DOESN`T EXIST YET**

Until there are Jaguars FOR SALE in the shops (at least somewhere in
the world) then I would suggest you hold back from citing this or
that as being advantages for the Jaguar.

Isn`t the Jaguar supposed to be released at the end of this month?
Lets see if it comes out on time. Lets see if it lives up to
promises.

I must admit to be being impressed that the 3DO machines seem to
be shipping on time. All reports that I had seen in consumer
electronic mags would have seemed to indicate the contrary. Is the
release version complete? ie are there any noticable bugs or
kludges? When can we expect to see them widely available?

Anyway, here the CD32 has very much established itself. All the
big consumer electronics and videogame retailers are advertising it
(not much from C= tho` - no surprises there!). Demand seems to be
high and the whole thing seems set to succeed. Machines are HERE,
they WORK and they are CHEAP. What`s more, although there is no
great specific CD software yet, theres plenty of good standard Amiga
software shovelled onto CD which should keep the punters happy while
they wait for the real CD games.

I don`t see 3DO competing much. The market for CD machines at the
moment is for GAMES and 700 pounds is too much for a games machine.
I don`t think the time is right for multimedia boxes in the home yet
- although it will happen one day.

Gavan

# 2279. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 13:01:12 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310051258.AA00994@ash20>
Source record: 20965

cmedley@wam.umd.edu ('Flip') writes...

>Also, as far as I am concerned, the CD^32 is vapor. Why? It isn't in
>America. When Atari releases products in Europe, I call them vapor until
>they exist here. Why should I cut Commodore any slack on this?

The CD32 exists. It is in a finished production form. It is widely
available in Europe NOW.

The Jaguar DOESN`T yet exist in anything other than prototype form. It
isnt on sale, there is no sigh of any software for it. We dont know for sure
how much it will cost. Noone even seems to agree whether it uses a 68000 or
a 64-bit RISC chip as its CPU even - and it supposed to go on sale at the
end of this month!!!!!

Still no sign of the 3DO here, although I`m prepared to accept that it
exists from your friends experience. I wonder will there be problems getting
a PAL version for Europe - possibly delaying it for a while here.

I couldnt care less whether the CD32 goes on sale in the US or not as
long as it gets good software support here which is what it seems to be
getting. It will ensure the survival of Amiga technology in an ever more
competitive market. As i said before, I dont see it competing with 3DO. Here
3DO is supposed to cost 750 UKP and I can buy a CD32 *NOW* for 265 UKP mail
order or 300 UKP in most electronics retailers. I just can`t see the public
taking to 3DO.

Is the 3DO FMV system compliant with MPEG 1? I had heard that they use a
proprietary system. Also, can you hook up a keyboard to 3DO and program on
it? If neither of these points are true then its potential market is
immediately much smaller than the CD32s.

Kids will buy CD32s to play games on since they are cheap and have great
games (by virtue of Amiga heritage). THATS how CD systems will get into the
home. I don`t see a great mass of consumers crying out for multimedia boxes
in their living rooms. Thats why C= bombed with the CDTV, and Phillips with
the CDi - they were aimed at a non-existant market.

The Jag MIGHT succeed IF it is as good as Atari advocates hype it, IF it
is available at the quoted prices ($300 and $400) and IF it has good
software support. Given Ataris past catalogue of flops (ST, Lynx and Falcon)
do you REALLY think they can beat the opposition with this one?

Please email a copy of any replies as I`m not around on the net much these days.

Gavan

# 2280. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 13:12:33 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310051309.AA01006@ash20>
Source record: 20966

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes...

>Puke! If a programmerwants to SELL, he makes sure his program will work on the
>*BASE* model! That's an A1200 without harddrive and 2 meg RAM!

A) If a programmer wants to sell, he WONT write for the Falcon as
there isnt any kind of viable software market.

B) Any sort of serious application will go through the OS and
therefore be able to benefit from any extra memory and HD. 2 meg and
no HD wont hamper most action games - more serious games tend to be
OS compliant anyway.

Gavan

# 2281. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 13:20:41 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310051317.AA01015@ash20>
Source record: 20967

cmedley@wam.umd.edu ('Flip') writes...

>Actually, if the CD^32 comes with a floppy drive standard, that would make its
>software base pretty large. However, the games on the Amiga are behind Genesis
>and SNES levels for action games.

Bollocks! Don`t believe the hype. The fact is that games on the Amiga are easily up to Sega and Nintendo standards. With the exception of a couple of games on the SNES which take advantage of the unique hardware, there is nothing on these machines that isnt done equally well or better on Amiga. The Amiga also has a wider range of software - plenty of flight sims and RPG/strategy games which simply dont appear on consoles. (except for the occasional, poor conversion). All in all, the Amiga has a wider range of cheaper, better software than any console. Oh, and you can program the thing too and learn about computers on it.

All the consoles have is big bucks promotion so they can rip off gullible kids.

And all this is with standard ECS 16-bit games. Once we see proper 32 bit AGA games we can expect to see the A1200 and CD32 wipe the floor quality wise.

The ONLY game I have seen on the SNES that couldnt be done as well on an A1200 is Super Mario Kart. Even then, I could be proven wrong...

BTW How many 3DO games can we expect to see in the next YEAR?

Gavan

# 2282. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 13:24:00 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310051321.AA01020@ash20>
Source record: 20968

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes..

'> As for the real-time texture mapping, since there is no h/w in the 32 to
'> do
'> it, it'll load that 68020 up. Now... if that is the case, i'm curious as
'> to the performance.
'>
'> <it may still be pretty good.. demos on Falcons and A1200s do it all the
'> time>

>Guess what the >16 MIPS DSP is used for on the Falcon .. :-)

I dont think its being used for much at the moment. Manipulating
digital sound (the reason why its there) and decoding JPEGs (nice).
I can`t see it ever being used for games, except for maybe some PD
stuff and that ain`t any reason for anyone to buy a Falcon.

Gavan

# 2283. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 14:19:39 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CEFH4r.3v5@newcastle.ac.uk>
Source record: 20969
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1993Oct01.175206.26551@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>
> Well, PageStream jumped ship BEFORE Calamus came out. So #2 is wrong.
>

Bullsh*t. Calamus was out years before PageStream 2 was released.

>
> Where can I check out Calamus? Any brochure/add somewhere?
>

Just download a PD demo & play.....thats a good enough seller.

>
> SuperBase-> database that can combine pictures/sounds plus other
>advanced 'normal' database pictures. Also has AREXX.

Sigh......SuperBase is a port of an ST program, with the latest versions STILL being released for the ST (well, the Falcon).

> Deskop Publishing:
>
> DTP programs: ProPage 4.1
> PageStream 3.0

Come now - no one believes in the Amiga as a DTP system, no one ever has....
go look at Calamus S/SL....

> Illustration programs: Pro Vector
> ProDraw 3.0
> Art Expression (PageStream guys)

Have you seen DA's Vector? Or Arabesque?

>
> The list is all bigger than this. Ok, waiting for the ST 'line-up'....

Sorry - I don't have enough space to fit them all...

> (BTW, in my opinion I know the Amiga crushes the ST in both
> video and multimedia but since you said only the Amiga has dominated
> games... well, you asked for it)

BTW - I know my Falcon crushes the Amigha in video, multimedia, games, graphics, sound, music, EPLD design.....

>Disclaimer: It isn't my intent to go on much further than this. People
> that have a huge software ST investment or that want music
> and like the Atari's should probably go with a Falcon.
>

I did......

>--
>-------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

Really........

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
-----------------/__\-----------------------------------------------------------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

# 2284. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 16:01:04 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CEFLts.3EA@freenet.carleton.ca>
Source record: 20970

In a previous article, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) says:

> I dont think its being used for much at the moment. Manipulating
>digital sound (the reason why its there) and decoding JPEGs (nice).
>I can`t see it ever being used for games, except for maybe some PD
>stuff and that ain`t any reason for anyone to buy a Falcon.
>
>Gavan
>

I guess this guy has not seen the SPEEDER2 demo :-).....
.....and of course it is going to be used in games; especially where fast
calculations are necessary. The only time it is going to be used for sound
is if you want any special processing done on your sounds (ie echo etc.).
Otherwise you can use it for whatever you wish.

--
---
!! Computer Engineering @ Carleton University Ottawa Ontario Canada!!
-----------------------ac382@freenet.carleton.ca----------------------------

# 2285. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 17:13:50 UTC
From: pm@nnsgs88.lon40.nt.com
Message-ID: <1993Oct5.171350.15781@bnr.ca>
Source record: 20971

>rickard.troedsson@troed.ct.se (Rickard "ellipsis" Troedsson) writes:
>
>they also report that Commodore doesn't seem to be backing the CD32 at
>shows.
>

Commodore where backing CD32 to the hilt at Live'93 (UK consumer electronics show) with many CD32's on display and available for use by the general public showing a variety of games (all excelent) as well as MPEG FMV and CDXL. ( the clips from the Jurasic park CD I saw had actual footage from the film before jumping into parts of the game).

Now where were 3D0 and Atari ..... nowhere to be seen.

--
Peter Mitchell - Senior Design Engineer. |
Dept.92941, Northen Telecom Europe PLC, | Amiga 4000/040 - 25/120/6
Oakliegh Road South, London N11 1HB. | Amiga 500/68000 - 7/120/3
peter.mitchell@lon40.nt.com |

# 2286. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 17:20:13 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct05.172013.39183@rchland.ibm.com>
Source record: 20978

In article <2caf588c@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 03 Oct 93 22:13:30, Stefan Boberg wrote:
|>
|> SB> Are you really gullible enough to believe that crap? There's no way the
|> SB> Jaguar CD can be "3DO compliant". It does not have the hardware nor the
|> SB> operating system that the 3DO has, and emulation of the ARM processor is
|> SB> not feasible. In order to run 3DO software, the CD unit would need to
|> SB> contain 3DO ASIC's and software.
|>
|> Yup, the rumour is that the price of the Jag-CD would RISE, that would imply
|> that they're including MORE hardware -> 3DO compliant.

Or that means that it will just rise. Boy, are you gullible.
I see, now 3DO's cool because of some imagined posibility that the Jaguar
will be 3DO compliant.

I can imagine-> what would you say when the Jaguar CD comes out,
it isn't compliant and 3DO competes with the Jaguar.

What will you say then? Gee, the Jaguar is better so there's no
need for the compatability?

Richard, this is by far the silliest posting you have dared to post.
Jaguar CD being 3DO compliant....

DREEEEEEEEEEEEEEEEEEEEEEAM OOOOOOOOOOOOOOOOON!

[stuff deleted]

|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2287. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 17:22:37 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct05.172237.25173@rchland.ibm.com>
Source record: 20979

In article <28pqs5$5o7@agate.berkeley.edu>, c60c-1cs@e260-4e.berkeley.edu (Air Honkey) writes:
|> >AH, but there's a problem with that little magic number:
|> > When ATARI said that, did they reffer to 24-bit pixels or 1-bit pixels?
|>
|> Gamepro always quotes 1 bit pixels for everything
|>
|> >You know, marketting can cloud things up in very interesting ways.
|> > And at the very end, even if they are 24-bit pixels who gives a damn
|> >if the end result is the same? BTW, your 3DO spec is wrong:
|> > It is 64 million.
|>
|> Apologies for the spec...and the end result is NOT the same. Having
|> more than 10 times the 'blitting' power in the Jaguar at 1/3 the price
|> (2/3 w/CD) means the Jag has more power for les $$
|>
|> Allen

Allen, again, ATARI could be just talking about 1 bit pixels.
Well the same goes for 3DO I admit, but the thing is that if that's true
(for ATARI and not for 3DO), the 3DO is better. I admit is is speculation,
but both companies could have done the same.

And still, the end result could be pretty much the same, as long as
you can update the whole screen.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2288. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 17:56:03 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct05.175603.36191@rchland.ibm.com>
Source record: 20976

In article <28qagf$e4n@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Oct04.181916.42232@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >|> >
|> >|> > Well, my point is that the Jaguar isn't even out yet.
|> >
|> >|> No your point *was* how great the CD^32 would have support because it
|> >|> existed in Europe. Now you're switching the topic.
|> >
|> > No I am not! My point is that the CD-32 is out, would have support software
|> >wise already because it exists in Europe, which is true. I play Turrican
|> >I & II, Psygnosis Leaner in my computer you know...
|> >
|> On your computer? Is your A1200 a CD^32?
|>
|> :)

Flip Flip Flip, I know the smiley, but since people around here
might believe in what you say, I just want to clarify that my point
was about Europe software support counts.

|>
|> Actually, if the CD^32 comes with a floppy drive standard, that would make its
|> software base pretty large. However, the games on the Amiga are behind Genesis
|> and SNES levels for action games.

That depends. If you talk about action games, that's not
true for games like ArmourGeddon or the Beast Series, Leander, etc.

|>
|> <so i doubt it'd look good against a 3DO or Jag>

Read above.

|> >|> Also, as far as I am concerned, the CD^32 is vapor. Why? It isn't in
|> >|> America. When Atari releases products in Europe, I call them vapor until
|> >|> they exist here.
|> >
|> > So did you called the Falcon vapor before? I don't remember that...
|> >
|>
|>
|> You don't remember it because ever since I've advocated the Falcon as a nice
|> machine, it'd been shipping. :)
|>
|> <so i never got a chance to say it was vapor to you :) >

So when you started advocating it? Last April? :-)

|>
|>
|> >|> Why should I cut Commodore any slack on this?
|> >
|> > Read above. The thing is that the product is out, exists and runs.
|> >It will be here anywhere from this month to Jan.
|> >
|> "It is out"

Well, it is.

|>
|> followed by:
|>
|> "It will be here"
|>
|> Sure. Right. Why is it in Europe and not here? There are plenty of nice
|> toys for the ST and Falcon series in Germany and other parts of Europe, but
|> they are vapor unless I can get them here. Well, why should I deal with
|> Commodore's vapor trail? Do I look like I need another machine that is
^^^^^^^^^^^^^^^^^^^^^^^^
|> well supported overseas and dead over here? :)

Because Commodore, UNLIKE ATARI, usually sets a date when things
are going to be available in the US and usually they go ahead and do it.
This happened with the A3000, A4000, A1200, A600.

ATARI, well...

Although I do believe in ATARI's Jaguar release, as a big company
I work for will manufacture it :-)

|> > Ah, so this pretty much invalids a lot of your arguments. What happened
|> >to your 'Europe CD-32 software support doesn't count' kind of thinking?
|> >
|>
|>
|> You misunderstood. What I was saying was that the ST didn't have any
|> European software getting imported where I live in America until around
|> 1990.. maybe as early as 1989.
|>
|> In 1988, all of that German software did me absolutely NO GOOD until I could
|> buy it off the store shelf or mail order it.

Well, you misundertood too. You used this argument as a basis for saying
that the CD-32 europe software won't be important implying it wouldn't
be imported. Wrong, Wrong, Wrong. You can always get Europe Amiga
games. Same case with CD-32.

|> > And you think this doesn't happen with the Amiga market?
|> >This posting of yours is very funny Flip. You disregard the importance
|> >of CD-32 being supported by a lot of software development in Europe, yet

|> >you don't mind that the ST is in exactly particularly that boat.
|> >
|>
|>
|> Well, it is funny until you consider that the ST stuff from Europe has finally
|> found its way here. :)

It continues to be funny since the Amiga europe software always finds
its way here pretty darn quick.

|> The CD^32 is not here. And won't be here until
|> next January. And noone has released software over here yet (probably because
|> the machine itself doesn't exist in America, does it?)....

But when it arrives on January (which could actually even arrive before
that), a lot of software already running for it would be ready. This is
my point.

|> > Well, ok, I could be wrong by the way they called it, but the majority
|> >'on the work' titles that I have read about are GAMES.
|>
|> And what are you reading? Game magazines? :)

Game Magazines, Time and a magazine called 'Wired' which is not a game
magazine.

|> >|> (in fact, I've used both the Kodak Photo-CD and the CD-I from Phillips for
|> >|> Photo-Cd purposes and, believe it or not, the 3DO has more flexible zoom
|> >|> and rotation possibilities than either!)
|> >
|> > CD-I seems really dead. I don't see anybody wanting that any longer...
|>
|> CD-I is on sale in Circuit City. CD^32 and Jag are not. So they have placed
|> their product on the altar of the consumer and are praying we accept it.

It's not selling. Which is why 3DO is also betting heavy on games.
The multimedia idea so far doesn't sell, particularly at a high price.

|> I think it will die, but it will have some life for a bit.. CD-I will be
|> pioneering the FMV stuff (Phillips played a major role in it...). I expect
|> it to be like Sony's Beta... it'll be nice for a while, but when it dies, the
|> parent company will be equally at home on another standard.

The CD-32 will precisely pioneer this format. As I said, the Video CD
standard was finally established by a couple of companies, Phillips *AND*
Commodore included.

|> >|> Once again, you have not seen the machine. On the sample disk alone, we see
|> >|> about 20-25 DEMOS on CD-ROM of titles in development.
|> >
|> > 20-25 DEMOS != 300 companies! Not even necessarily 20-25 companies as
|> >some demos belong to just one company!
|> >

|>
|> That's true. But the presence of the developers is seen on the product
|> which is shipping (3DO). Right now, Commodore has a *list* and Atari has
|> a *list*, but on this side of the Atlantic, that's all.

False. Commodore is shipping some of the games.

|> And if the CD^32 is so good and is shipping with product, go buy one and
|> do a review. I did my part... I got my hands on a production 3DO and
|> played it to death. :)

Flip, I am not saying that CD-32 is the end all. I admit that both
the 3DO and the Jaguar have better graphics hardware. The part where
I see CD-32 on a chance is that it will be one of the very early to
support Video CD, comes with a double speed CD-ROM at an affordable
price, Kick's the Genesis MegaCD butt, and has good software developer
support.

Having the double speed CD-ROM at the price it has it surely helps.
I can imagine pretty excellent awesome adventure games in that thing.

|> >|> Even if 200 of them are playing wait-n-see, they are signed up.
|> >
|> > Which doesn't necesarily mean a thing! Same happened with CDTV originally
|> >and guess what happened later :-|
|> >
|>
|> Which may make a darn good case (tm) for the CD^32 not being taken seriously.

True and not true. I would take seriously Psygnosis, Ocean and others
because they have released a lot of Amiga games in the past * AND * they
have shown demos of their working titles.

|> (heck, Atari had to pull a 64-bit system out to get rid of the negative
|> image they got for the half-assed effort they did marketing the 7800 and
|> the XEGS... (which is very similar to the CD^32 in concept.. a computer
|> company decides to repackage their computer as a game machine... and...
|> it flops!)

Well, there's a big difference. ATARI did a VERY LOUSY JOB supporting
the XEGS and add to that that the NINTENDO's hardware that was around
was actually better for games.

The CD-32 on the other hand has pretty decent hardware (better than the
S-NES for a lot of things and better than the Genesis on almost everything).

Developing for the CD-32 is relatively easy, as you can use all the
powerfull software utilities available for the Amiga.

|> >|> In January of 1994 the Jaguar would have been on sale for 3 months
|> > ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> > /
|> > ah, in New York and San Francisco ONLY with a top selling number of
|> >50,000 units, as ATARI has said.

|> >
|>
|>
|> True. But given that, even, they have 3 months of free marketing from putting
|> the machine out.

On San Francisco and NY only.

|> Look at the hype in the game magazines being given to the
|> Jag now. It will balloon. Atari is foolish, though, to not try to push it
|> THIS Xmas, but the hardware should be valid in a year.

True, it is gaining hype and that looks really good for ATARI. I hope
they don't screw up because I like the system too. In fact, I might
end up buying one.

|> >|> Right now, Atari is just beginning to recieve some good press... I heard
|> >|> today that in a game mag they have on the cover a 3DO being chased by a Jag
|> >|> (can anyone give me the name of it? I'll try to dig this up myself... i
|> >|> had the misfortunate of overhearing this while playing on the 3DO and trying
|> >|> to NOT get killed in Crash 'N Burn :) )
|> >
|> > That looks really funny! I'll like to see it!
|> >
|> > Yep, the Jaguar is picking up hype. That looks really good for ATARI.
|> >I really hope ATARI doesn't screw it up, 'cause I admit the Jaguar looks
|> >really cool.
|>
|> I give Atari about a 60% chance of makign the Jag succeed well enough to
|> turn a serious profit. I think at worse, they'll achieve the same market
|> penetration as the TurboGrafx-16.

Wow! Now that's being objective on your behalf Flip.... Actually,
the way the hardware looks like I would give it more, but then we'll have
to see how much ATARI has changed.

|> >|> *cynic mode on*
|> >|> Are we supposed to believe they are gonna ship it? How long have they had
|> >|> their AT&T 3210 DSP card "shown" or "ready" for the Amiga to bring it up
|> >|> with the Falcon and DSPed Macs?
|> >|> *cynic mode off*
|> >
|> > Yes, you know why?
|> >
|> > First: C= has never shown their DSP card. They never said they had it ready.
|>
|> Wait-a-cotton-pickin'-second!
|>
|> When I was goign through that whole long Falcon vs. A1200 BS thread a few
|> months ago, I saw people pulling stuf about this AT&T 3210 DSP out their
|> butts every 5 seconds. One moron posted the entire tech specs! And Greg
|> Block (no flame intended) defended the A1200 and 4000 series partially by

|> hinging his defense of it going DSP-less by saying it would be a future
|> add-on.

Well, the specs for the AT&T DSP exists, becuase the chip exists. But
C= has never shown this card. I never *EVER* said something bad about
the Falcon's having a DSP. The DSP 3210 is better than the Motorola 56001,
but that's another story. Now, C= really expected to have the card out
last summer, things changed and is one C= screw-up I admit. But I also
understand their limited resources at this point.

|> Now, somewhere in the midst of this, it appeared everyone who was advocating
|> it believed it would ship yesterday!

Well, that WASN'T ME! And what about the Falcon here? People advocating
a machine that didn't exist for *MONTHS*.

|> > Second: The C= mpeg player is based on C-cube chips, which will be used
|> > on other systems too.
|>
|> Including 3DO and CD-I, i think. Are there two competing standards for
|> full-motion video?

No. 3DO and CD-I will probably use the C-cube, but there's only ONE
standard (Finally!) of Video CD.

|> > IF C= could put some adds against the MegaCD, I see the Sega CD in
|> >real problems. Now, again, that's also a BIIIIIIIIG IIIIIIIIIIIIFFFF :-)
|> >
|>
|> I totally agree. CD^32 would be vastly superior to the Sega CD. As far as
|> power goes, the CD^32 would blow everything EXCEPT the Jag and 3DO.

Yep, agreed.

|> > Fake. He he. How much is 320x200 Flip? Answer=64,000.
|> >
|> > How much is 640x400 Flip? Answer=256,000.
|> >
|> > How much colors can Ham8 display: Answer: 262,144 (Actually, more).
|> >
|> > I AM WILLING TO PLACE A BET WITH YOU, ON TAKING SOMEONE ON THE STREET
|> >AND SHOW A VIDEO OUTPUT IN HAM8 VS A 24-BIT SCREEN TO SEE IF THEY CAN SEE
|> >THE DIFFERENCE!
|> >
|> It's not how many colors are onscreen at once, it is how smooth the transition
|> is between colors on the screen.

Well, the CD-32 has a 24-bit palette so the transition would be as smooth
as the Jaguar's.

|> (for example, look at the difference between an old ST with a 512 color
|> palette doing a 320x200x16 image and an STe with the 4096 color palette)

Spare me the class on colors and color palette. I do video work and I know
darn well the differences. Ham8 looks indistinguishable from 24-bits.

|> If you hook them up to a stock TV, maybe no one will notice. But if you
|> hook it up to a hi-rez monitor (say, a 27" Mitsubishi) you might.

Well, that sez it. 27'' Mitsubishi. On that you'll notice that graphics
don't look good even at high-res compared to a normal monitor.
Also, I guess everybody will have a 27'' Mitsubishi, right?

|>
|> Disclaimer: More colors != good game. But the Jag has very nice h/w.

I agree.

|> >|> And I'm sure it has a
|> >|> nice high rez display and all the real-time texture mapping in hardware for
|> >|> speed.
|> >
|> > Nice high-rez-> yes. Real-time texture mapping-> Nope. It has a new coprocessor
|> >that helps in that, but definitively not like the Jaguar.
|> >
|> >|> Yep, that CD^32 is a killer box... they basically take an A1200, which is an
|> >|> ok computer, and try to make it a game machine against boxes with 64-bit
|> >|> graphics and Blitter chips (remember, A1200 has a 16-bit blitter!) and
|> >|> sell it for $200 more with a CD-ROM.
|> >
|> > It's not $200 more.

|> Jaguar is $200.
|> CD^32 is $400.
|>
|> $400 - $200 = $200.
|>
|> In marketing terms:
|>
|> "For twice as much money, you could buy a CD^32!"
|>
|> :)

Well, it has a CD-ROM. The price will be less than $400.

|>
|>
|> >|> Basically, the hardware in the CD^32 in no way is superior to the Jaguar.
|> >|> A cartridge based Jag is capable of whipping it soundly.
|> >
|> > Not necessarily, which is my point. The CD-ROM memory can really help
|> >in this area. If you are going to tell me otherwise, you haven't tried
|> >developing games then, or you haven't dealt with graphics.
|> >
|>
|>
|> Have you gotten the specs on how large a Jaguar cartridge can be, either

|> compressed or uncompressed? It's not shabby.

Uncompressed is 6 megabytes. That's lame when you have CD-quality audio
and 24-bit graphics.

Compressed it goes up to 400 megabits, with is 80 megabytes... but again
this is a 'up to'. If you know well, 'up to' means:

"in the best theoretical case" which isn't an average situation. Now,
if you can compress stuff on the cartridge, don't you think you can't do
the same for a CD? Say even a lame fast compression, so a CD with 600 megs
goes up by a factor 3 = 1800 megs. 1800 megs vs 400 megs.. .hmmm....

|> > Ah, but they have CD-quality music.... from the Cd- you know.
|> >The games that come with it use that.
|>
|> Think about this:
|>
|> If the CD is playing back music, it CAN'T LOAD MORE GAME DATA AT THE SAME
|> TIME!

True. But you can play music at the same time you have the game running.
After all, the CD-32 has 2 megs on board.

|> The reverse of this is:
|>
|> If the CD is playing the music, the system WASTES RAM ON SOUND!

Why? why is that? The music comes from the CD direct.. I don't see
how this wastes RAM.

|> Howver, as I remember some people who advocated teh Amiga saying, playing
|> back a song from memory as a single sample is wasteful. While the
|> Jag or 3DO are using something akin to the .MOD file method (sampling
|> the instruments and playing back those instruments via a sound chip),
|> the CD^32 either gives you 4 voices of 8-bit sound or uses the CD-ROM.
|> (actually, it could do both.. 4 voices for game sounds, CD-sound for music)
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Ah, I'm glad you came back to reality on your own.... My flamethrower
almost went on fire :-)

|> The catch is, when it comes time to load the next level, CD music goes off.

AND? How manygames load a next level without pausing the music?
After all, you can start playing a short music using the Amiga's sound while
the CD load the next data.

|> >|> When you hear a 3DO, you'll see that won't cut it.
|> >
|> > Well, read above. It wouldn't surprise me that 3DO might
|> >do the same thing for some music too.
|> >
|> Actually it doesn't... music keeps on playin while you pop the discs in
|> and out, etc. etc...

|>
|> <so i guess you won't be surprised! :) >

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2289. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 17:56:55 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct05.175655.16799@rchland.ibm.com>
Source record: 20977

In article <2cb0574a@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 04 Oct 93 02:23:12, 'Flip' wrote:
|>
|> '> As for the real-time texture mapping, since there is no h/w in the 32 to
|> '> do
|> '> it, it'll load that 68020 up. Now... if that is the case, i'm curious as
|> '> to the performance.
|> '>
|> '> <it may still be pretty good.. demos on Falcons and A1200s do it all the
|> '> time>
|>
|> Guess what the >16 MIPS DSP is used for on the Falcon .. :-)

For Demos? Boy, am I *really* impressed :-|

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2290. Re: F30-A1200 benchmarks! (re dual 256 colour playfields)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 18:38:41 UTC
From: kendall@hawk.owlnet.rice.edu
Message-ID: <KENDALL.93Oct5123841@hawk.owlnet.rice.edu>
Source record: 20974

In article <9310051130.AA00910@ash20> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

Out of curiousity, just how compatible is ST Games software with
the Falcon? I would expect OS legal stuff to be 90 percent +

<rest deleted>
---

Well, it is pretty good. There are a number of things that don't run
well though until you run a program that offers a high level of ST
backwards compatibility, but then they work fine.

--
---> Kendall Gelner (kendall@rice.edu)

# 2291. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 18:41:47 UTC
From: kendall@hawk.owlnet.rice.edu
Message-ID: <KENDALL.93Oct5124147@hawk.owlnet.rice.edu>
Source record: 20975

In article <9310051321.AA01020@ash20> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

>Guess what the >16 MIPS DSP is used for on the Falcon .. :-)

I dont think its being used for much at the moment. Manipulating
digital sound (the reason why its there) and decoding JPEGs (nice).
I can`t see it ever being used for games, except for maybe some PD
stuff and that ain`t any reason for anyone to buy a Falcon.

Gavan

I know of at least one really nice looking game called Space Junk
coming out, that uses the DSP I believe. This is a big game too, the
demo version is like 7 meg on disk!!

--
---> Kendall Gelner (kendall@rice.edu)

# 2292. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 18:54:08 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct5195408@arthur.crpht.lu>
Source record: 20973

> > I dont think its being used for much at the moment. Manipulating
> >digital sound (the reason why its there) and decoding JPEGs (nice).
> >I can`t see it ever being used for games, except for maybe some PD
> >stuff and that ain`t any reason for anyone to buy a Falcon.
> >
> >Gavan
> >
> I guess this guy has not seen the SPEEDER2 demo :-).....
As far as I know, speeder 2 doesnt use the DSP for the SNES-mode7 style
effect, but it uses it for the Modfile only.

> .....and of course it is going to be used in games; especially where fast
> calculations are necessary. The only time it is going to be used for sound
> is if you want any special processing done on your sounds (ie echo etc.).
> Otherwise you can use it for whatever you wish.
It WILL be used for 3D and polygon calculations.

And some crazy guys in germany published a listing in ST-computer how to
program the DSP as video-chip (320x200 monochrome) :-)

Georges.
--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2293. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 19:03:53 UTC
From: glens@natinst.com
Message-ID: <28sgep$etn@falcon.natinst.com>
Source record: 20972

In article <1993Oct03.103056.21168@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:

>|> '> is (and that's all i'd say it is) is that the Jag's CD unit will be "3DO
>|> '> compliant", and will cost $100 than the announced price (closer to $300).
>|>
>|> That would be GREAT! Not only would we get the world's first *64* bit console,
>|> but it would also be compatible with the largest 32 bit system ... I really
>|> hope this is true ..
>
> DDDREEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEAMMMMMMMMM OOOOOOOOON!

It is entirely possible for Atari to do this since 3D0 is just an
open standard that allows anybody who wants to produce the hardware the
opportunity, plus some of the more difficult I/O (like CD-ROM access) is
probably handled through OS calls. However, I think that this would be the
absolute worst thing Atari could do to the Jaguar. It would cause the 3rd
parties to only produce 3D0 CD's since that would also cover the Jaguar case
and we would never see Jaguar specific CD's (which would be better than 3D0
CD's because of the Jaguar's superior hardware). I HOPE THIS IS JUST A WILD
RUMOR AND ATARI IS SMART ENOUGH TO NOT DO THIS TO THE JAGUAR.
What might be a good thing is for Atari to make their CD-ROM drive
and Jaguar capable of being a 3D0 but let a 3rd party make a cartridge to
actually do it.

---
"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com
---

# 2294. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-05 21:30:17 UTC
From: aspect@cats.ucsc.edu
Message-ID: <28sp19$asp@darkstar.UCSC.EDU>
Source record: 20980

In article <1993Oct4.203035.24470@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
>>I *KNOW* my computer doesn't sell well, you apparently still think yours do...
>
> And it does. Commodore cannot keep up with demand, even. It's difficult to
>sell more than you produce, isn't it?
>
>>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>
>--
>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>========== Disclaimer: I only speak for myself, not Team 17. ============

Gee, by that same logic, the Falcon is selling like Hotcakes! Every shipment they make is almost immediately sold! Even more so, the TT is a best-seller, since each batch sells out so fast that it's been almost impossible to find one for a long time! :-) If you only make one unit, it sure sells out fast...

~Chris

# 2295. #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 00:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb11b9a@troed.ct.se>
Source record: 20981

In a message of 05 Oct 93 02:21:20, Ricardo Hernandez Muchado wrote:

RH> I AM WILLING TO PLACE A BET WITH YOU, ON TAKING SOMEONE ON THE STREET
RH> AND SHOW A VIDEO OUTPUT IN HAM8 VS A 24-BIT SCREEN TO SEE IF THEY CAN SEE
RH> THE DIFFERENCE!

Please, take me! :-)

RH> Nice high-rez-> yes. Real-time texture mapping-> Nope. It has a new
RH> coprocessor
RH> that helps in that, but definitively not like the Jaguar.

I heard from an ASM programmer that what that chip did could be done faster
using pure 68020 ASM ..

RH> Not necessarily, which is my point. The CD-ROM memory can really help
RH> in this area. If you are going to tell me otherwise, you haven't tried
RH> developing games then, or you haven't dealt with graphics.

How many KB can you load per vbl from the CD-ROM?

350k/sek = 7Kb per VBL ?

RH> Having the CD-ROM to draw graphics from surely helps.

Look above, this is something I've wanted to know for a long time ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2296. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 00:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb11bfe@troed.ct.se>
Source record: 20982

In a message of 05 Oct 93 02:21:21, Ricardo Hernandez Muchado wrote:

RH> Well, there can be more than one show, you know.

ECTS is *THE* Console/Games show ..

RH> Well, again not so in a lot of Europe games. Read the above companies.
RH> If they talk about the US, I agree.

Nope, since I'm in Sweden, it's a Swedish mag, they talk about Europe.

RH> Ah, you admit it. The A1200 has been selling relatively well. More
RH> than
RH> 250,000 units, you know...

Official figures?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2297. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 00:04:52 UTC
From: cmedley@wam.umd.edu
Message-ID: <28t234$3q2@cville-srv.wam.umd.edu>
Source record: 20984

In article <1993Oct5.171350.15781@bnr.ca>,
Peter Mitchell <pm@nnsgs88.lon40.nt.com> wrote:
>Now where were 3D0 and Atari ..... nowhere to be seen.
>

Well, 3DO's product is shipping now. :) Where's CD^32 in America?

## 2298. Compression for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 00:07:38 UTC
From: ksmith@vaxc.stevens-tech.edu
Message-ID: <1993Oct5.190738.1@vaxc.stevens-tech.edu>
Source record: 20983

I heard that the jaguar will be able to handle carts which are 48 mb without compression, and much more with compression. my question is, do you think Atari and the 3rd parties will use this compression at all? I'd hate to be playing games that can only go up to 48 mb, on a 64-bit machine all the time. What are the advantages/disadvantages of using compression? Wouldn't it be easier for the games to all use this compression?

Well, i'm no computer engineer so be careful/explanatory in the description.

thanks.

k.s.

--
**********
** **
** Kenneth Smith **
** ksmith@vaxa.stevens-tech.edu **
** **
**********

# 2299. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 00:14:53 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct06.001453.32776@rchland.ibm.com>
Source record: 21000
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CEFH4r.3v5@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham)
writes:
|>
|> In article <1993Oct01.175206.26551@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> >
|> > Well, PageStream jumped ship BEFORE Calamus came out. So #2 is wrong.
|> >
|>
|> Bullsh*t. Calamus was out years before PageStream 2 was released.

Guess what: The first version of the Amiga PageStream WASN't version 2...

|>
|> >
|> > Where can I check out Calamus? Any brochure/add somewhere?
|> >
|>
|> Just download a PD demo & play.....thats a good enough seller.

I don't have an ST. I'll try to check one anyway.

|> > SuperBase-> database that can combine pictures/sounds plus other
|> >advanced 'normal' database pictures. Also has AREXX.
|>
|> Sigh......SuperBase is a port of an ST program, with the latest versions STILL
|> being released for the ST (well, the Falcon).

SuperBase ISN't a port of an ST program. I think maybe there's a database
there with different versions and same name.

SuperBase guys actually made versions before for the C-64. This SuperBase
has a Windows version too.

|> > Deskop Publishing:
|> >
|> > DTP programs: ProPage 4.1
|> > PageStream 3.0
|>
|> Come now - no one believes in the Amiga as a DTP system, no one ever has....
|> go look at Calamus S/SL....

Well, I guess that depends where you live. Wat is so
'advanced' about Calamus? Write, 'cause I'm sure there are other
things on this side which are pretty good too...

|> > Illustration programs: Pro Vector
|> > ProDraw 3.0
|> > Art Expression (PageStream guys)
|>
|> Have you seen DA's Vector? Or Arabesque?

NO, I'll like to see those.

|>
|> >
|> > The list is all bigger than this. Ok, waiting for the ST 'line-up'....
|>
|> Sorry - I don't have enough space to fit them all...

Or maybe that you can't coment on more than Calamus and MIDI apps....
What about m-media programs, video, imageprocessing, other areas?

|>
|> > (BTW, in my opinion I know the Amiga crushes the ST in both
|> > video and multimedia but since you said only the Amiga has dominated
|> > games... well, you asked for it)
|>
|> BTW - I know my Falcon crushes the Amigha in video, multimedia, games, graphics,
|> sound, music, EPLD design.......

Oh, really? Okay, a challenge for you:

I need to synchronize Animation and sound. I need to put sound together
at the same time the animation plays.

The animation must play at far more than 256 colors (near 24-bit, but
since impossible on the Falcon, let's accept 'true color'). Full screen.
I need to do ray traced animations and 2D animations.

Tell me what programs I can use on the Falcon that will crush
the Amiga A1200 I use for doings this things?

|>
|> >Disclaimer: It isn't my intent to go on much further than this. People
|> > that have a huge software ST investment or that want music
|> > and like the Atari's should probably go with a Falcon.
|> >
|>
|> I did......

Congratulations.

|> Really........
|>
|> Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
|> BAe Space Systems || Phone : (UK) 091 4883098
|> Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
|> -----------------/__\----------------------------------------------------------
|> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2300. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 00:20:36 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct06.002036.31322@rchland.ibm.com>
Source record: 20999

In article <CEFLts.3EA@freenet.carleton.ca>, ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
|>
|> In a previous article, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) says:
|>
|> > I dont think its being used for much at the moment. Manipulating
|> >digital sound (the reason why its there) and decoding JPEGs (nice).
|> >I can`t see it ever being used for games, except for maybe some PD
|> >stuff and that ain`t any reason for anyone to buy a Falcon.
|> >
|> >Gavan
|> >
|> I guess this guy has not seen the SPEEDER2 demo :-).....

He didn't say it can't, he said he can't see it ever being used for games (commercial games). Except PD stuff, which won't make the Falcon sell.

Now, I don't necessarily subscribe to that point of view :-)

|> ......and of course it is going to be used in games; especially where fast
|> calculations are necessary. The only time it is going to be used for sound
|> is if you want any special processing done on your sounds (ie echo etc.).
|> Otherwise you can use it for whatever you wish.

I agree. Now I guess it's a matter of seeing the software come out :-)

|>
|> --
|> ------------------------------------------------------------------------------
|> !! Computer Engineering @ Carleton University Ottawa Ontario Canada!!
|> ------------------------ac382@freenet.carleton.ca----------------------------

--
---------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

## 2301. Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 06:46:03 UTC
From: develand@herman.cs.uoguelph.ca
Message-ID: <28tpjb$s19@nermal.cs.uoguelph.ca>
Source record: 20986

Where can you buy the Falcon 030 in Canada? And, what are the specs,
as compared to an Amiga 1200?

Darren

# 2302. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 06:46:04 UTC
From: c60c-1cs@e260-2c.berkeley.edu
Message-ID: <28tpjc$6qb@agate.berkeley.edu>
Source record: 20985

>AH, but there's a problem with that little magic number:
> When ATARI said that, did they reffer to 24-bit pixels or 1-bit pixels?

Gamepro always quotes 1 bit pixels for everything

>You know, marketting can cloud things up in very interesting ways.
> And at the very end, even if they are 24-bit pixels who gives a damn
>if the end result is the same? BTW, your 3DO spec is wrong:
> It is 64 million.

Apologies for the spec...and the end result is NOT the same. Having
more than 10 times the 'blitting' power in the Jaguar at 1/3 the price
(2/3 w/CD) means the Jag has more power for les $$

Allen

# 2303. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 07:38:15 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb25f52@troed.ct.se>
Source record: 20987

In a message of 05 Oct 93 10:30:19, Stefan Boberg wrote:

SB> produce 128MB expansion boards for Amigas ?? Do you think teenagers making

Only 128Mb? I guess Wizztronic will outsell them with their 1 GIG board for the Falcon then ..

SB> ... and due to technological inferiority, which meant disappointed
SB> Atarians
SB> sold their machines to some poor sod and bought an Amiga instead. Atari
SB> could not compete.

BS .. I don't think my STE is inferiour to an Amiga 500.

SB> Interesting. My boss was there, and he's got a different story for you:
SB> Commodore was there.

Tell that to Attack then!

SB> You quote this cheesy mag as if it was some kind of authoritive source
SB> of definite information. To me they seem like incompetent idiots. Just

Sure, but they are A *SOURCE* .. where's yours?

SB> have a look at that last sentence; if Attack wrote that I'd say they're
SB> completely clueless. How can the fact that a game has been out for a
SB> while on another format "decrease the marketvalue of them"?

Ofcourse it can!

SB> And it does. Commodore cannot keep up with demand, even. It's difficult
SB> to
SB> sell more than you produce, isn't it?

Sure sure .. I believe them .. twice ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2304. Re: F30-A1200 benchmarks! (re dual 256 colour playfields)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 07:38:15 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb25f98@troed.ct.se>
Source record: 20988

In a message of 05 Oct 93 14:07:33, Gavan Martin Moran wrote:

GM> Out of curiousity, just how compatible is ST Games software with
GM> the Falcon? I would expect OS legal stuff to be 90 percent +

OS legal stuff is 100% compatible.

GM> compatible, but I think games may tell a different story as they
GM> tend to hit the hardware direct. I think CBM did a great job

75% compatible using an ST-Emulator (software only) like Backward.

GM> Amiga games will run perfectly on the A1200 (Its so nice to actually
GM> have lots of new software, isn`t it Falcon owners?) and most of the

Yupps, take a look in comp.sys.atari.st if you want to see the list of new
software for the Falcon ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2305. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 07:38:15 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb26076@troed.ct.se>
Source record: 20989

In a message of 05 Oct 93 20:40:10, Peter Mitchell wrote:

PM> Now where were 3D0 and Atari ..... nowhere to be seen.

In US; where Commodore wasn't.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2306. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 13:20:53 UTC
From: gerrymon@eng.umd.edu
Message-ID: <28ugnlINNe37@mojo.eng.umd.edu>
Source record: 20990
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <28nk5l$odu@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
>
>Pagesteram for the Amiga *may* have arrived before Calamus for the Atari ST
>(but I'm not 100% sure of that), but they didn't stop Atari support until
>AFTER they tried competing against Calamus.
>

When did Softlogic stop supporting the Atari? They are still selling
PageStream 2.2 from what I understand. They are just holding off
porting version 3.0 until (or if) Atari sales pick up.

I also want to make a comment about PageStream versus Calamus. In my
opinion, neither one of them beat out the other. They both have their
strong points. Personally, I picked PageStream over Calamus
because of two major reasons: 1) Price (PageStream costs much less
than Calamus SL). 2) Support for postscript (PageStream fully
supports postscript while Calamus did not).

Finally, I hope that people won't give up on PageStream just because
the Atari version is not the latest version available. Version 2.2 is
still very powerful and useful. Most people probably couldn't use all
of its features anyway. In fact, if people want to see version 3.0
then they should buy version 2.2. If sales pick up, then Softlogic
will have some incentive to port 3.0 over.

--Gerry

# 2307. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 15:48:22 UTC
From: chriso@vigsun1.larc.nasa.gov
Message-ID: <28upc6$hkl@reznor.larc.nasa.gov>
Source record: 20991

In article <2cacb2a8@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 01 Oct 93 19:02:47, Chris Oberle wrote:
|>
|> STE:s are what .. 88-89 .. that's 4-5 years old ..

In Germany, where I come from, the MEGA STEs were available until the Falcon came out.

|> CO> How? Perhaps with Screenblaster? Oh yes, 1280*960 at 87 Hz interlaced.
|> CO> This results in a real horizontal frequency of 43.5 Hz and is simply
|> CO> ridiculous. Nobody can work for more than 20 minutes in that mode,
|> CO> except when he/she has fun in torturing the eyes.
|>
|> No need to interlace that mode, just use monochrome as the TT and the bandwidth
|> can handle it.

Ok, let's do some calculation about that. For 1,280 x 960 = 1,228,800 pixels to be displayed 72 times a second, you need a clock frequency of 1,228,800 x 72 Hz, that is MORE THAN 88 MHz! Just try to run the video chip in the Falcon at that speed. How do you want to do that?

So you won't get that resolution at a frequency of 70 Hz or more out of your Falcon, even not with Screenblaster.

And even if you did - the problem would still be that the hardware costs for the monitor were higher for the Falcon:
The TT sends a digital ECL signal to display the monochrome resolution. The Falcon always sends an analog signal. Now if you want to buy a 19, 20 or 21" monitor that can display 1280x960 in a reasonable size so that also smaller fonts are still readable, you have the choice between a TTM-195, a ProScreenTT and an EIZO 6500 for the TT - at least these three ones are able to display the ECL signal.
But which 19, 20 or 21" monitors are there that can display an analog signal? Yes, the EIZO 6500 can also do that. But then you don't have the choice any more and have to take the most expensive one.

The three monitors I've mentioned cannot display any colour resolution, that's true. But if you do serious work on your machine, you don't need color anyway - gray scales are sometimes useful. AND THAT'S WHAT MY ORIGINAL POSTING WAS ABOUT:
The TT is a better machine FOR SERIOUS WORK.

By the way, have you already read the message in comp.sys.atari.st where a user has blown the Falcon video chip with a graphic extension?

|> CO> In the TT the FPU is standard and you don't have to pay anything extra for
|> CO> that.
|>

|> What about those who has no use for it at all? (It doesn't speed up ALL math,
|> just Floating point .. how often does a program use that?)

Ok, you're right.

|> CO> The later series of the TT don't need an extra FAST RAM board.
|> CO> It's also standard and again you don't have to pay for it.
|>
|> Sure, at extra cost.

What do you want to say? Extra costs for what in which machine?

|>
|> CO> |> What you gain? Can you say SOUND&GRAPHICS very fast? :-)

1) I'm not interested in super sound capabilities of the machine
itself. And for MIDI, it doesn't matter anyway, then it's more
important to have good software and MIDI hardware (i.e. MIDI
instruments).

2) Concerning normal VDI operations, the TT is still a lot
faster than the Falcon, also with NVDI on both machines.
The TT high resolution isn't possible on a Falcon.

|> CO> CPU speed, FPU, FAST RAM, much higher resolution with a sharp
|> CO> and absolutely flickerfree picture. Everything without extra
|> CO> costs.

|> Yep, and then a decent graphics card costs LOADS of money, what about sound?

Graphics: What graphics cards are there for the Falcon and what do they cost?
Graphics cards are not necessary for the Falcon? Well, and if I wanted
to display an entire page on the screen, including window elements
and other things for interaction with the program?

Sound : See above.

|> What about 640*480*256? 800*600*256? All without extra hardware, right out of
|> the box ..

The extra hardware you need is a good and larger monitor. And these resolutions
are still too low for agreeable work with programs like Calamus, SciGraph or TeX.

|> The ONLY reason for not switching from the TT to the Falcon is the 16Mhz CPU
|> ...

... and the better expandability.

Besides the hardware INSIDE the computers, you should perhaps also take a look
at the outside. The Falcon needs more space on a desk. Its keyboard is absolutely
awful. Just type in a ten page LaTeX document. Have fun.

|> CO> Ok, of course there also are problems in the PC world when it comes to
|> CO> upgrading a machine. But generally, it's much easier and also cheaper.
|> CO> Nobody can deny that.

|>
|> Well, I do .. :-) ...

I said: Generally, it's much easier and also cheaper to expand. Just tell me one typical hardware extension, both available for the Falcon and the PC, that is cheaper for the Falcon.

Chris.

# 2308. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 15:49:43 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct06.154943.31111@rchland.ibm.com>
Source record: 21001

In article <2cb11b9a@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> In a message of 05 Oct 93 02:21:20, Ricardo Hernandez Muchado wrote:
|>
|> RH> I AM WILLING TO PLACE A BET WITH YOU, ON TAKING SOMEONE ON THE STREET
|> RH> AND SHOW A VIDEO OUTPUT IN HAM8 VS A 24-BIT SCREEN TO SEE IF THEY CAN SEE
|> RH> THE DIFFERENCE!
|>
|> Please, take me! :-)
|>
|> RH> Nice high-rez-> yes. Real-time texture mapping-> Nope. It has a new
|> RH> coprocessor
|> RH> that helps in that, but definitively not like the Jaguar.
|>
|> I heard from an ASM programmer that what that chip did could be done faster
|> using pure 68020 ASM ..

Ah, let me guess. Commodore designs a CPU to aid in the chunky->planar
conversion and it can be done faster on the 68020 ASM?

Dude, was the ASM programmer that told you that working for your
great 'ATTACK' magazine? HA HA....

|>
|> RH> Not necessarily, which is my point. The CD-ROM memory can really help
|> RH> in this area. If you are going to tell me otherwise, you haven't tried
|> RH> developing games then, or you haven't dealt with graphics.
|>
|> How many KB can you load per vbl from the CD-ROM?
|>
|> 350k/sek = 7Kb per VBL ?

Rickard, are you clueless again. I'm talking about a lot of graphics
and animation to put around. Also, you know, the anim format is compressed.

|>
|> RH> Having the CD-ROM to draw graphics from surely helps.
|>
|> Look above, this is something I've wanted to know for a long time ..

Well, read above.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +

```
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
-------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 2309. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 16:01:05 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct06.160105.44806@rchland.ibm.com>
Source record: 21002

In article <2cb25f52@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 05 Oct 93 10:30:19, Stefan Boberg wrote:
|>
|> SB> produce 128MB expansion boards for Amigas ?? Do you think teenagers making
|>
|> Only 128Mb? I guess Wizztronic will outsell them with their 1 GIG board for the
|> Falcon then ..

So does it exists? You said 'will'.... BTW, there are 256 meg cards
for the Amigas out there right now.

|> SB> ... and due to technological inferiority, which meant disappointed
|> SB> Atarians
|> SB> sold their machines to some poor sod and bought an Amiga instead. Atari
|> SB> could not compete.
|>
|> BS .. I don't think my STE is inferiour to an Amiga 500.

Well, but Rickard? Weren't you b*tching about custom chips? What
'custom chips' the STE has vs the A500? The A500 has better sound,
better graphics, etc....

|> SB> Interesting. My boss was there, and he's got a different story for you:
|> SB> Commodore was there.
|>
|> Tell that to Attack then!

DUH! I guess Windows NT is the standard in the industry right?
No? Tell that to PC Magazine then!

|> SB> You quote this cheesy mag as if it was some kind of authoritive source
|> SB> of definite information. To me they seem like incompetent idiots. Just
|>
|> Sure, but they are A *SOURCE* .. where's yours?

Ah, a SOURCE no matter what eh? Rickard, let me advise you that you
are stupidly attempting to argue with a developer that works for a recognized
company in the Amiga market. I think he will definitively have more
information than you and your 'stupid ATTACK' magazine ever would.

You know Rickard, sources can BE WRONG. IN FACT, ATTACK must be wrong
because there were people that saw the CD-32 there!

|> SB> have a look at that last sentence; if Attack wrote that I'd say they're
|> SB> completely clueless. How can the fact that a game has been out for a
|> SB> while on another format "decrease the marketvalue of them"?

```
|>
|> Ofcourse it can!
|>
|> SB> And it does. Commodore cannot keep up with demand, even. It's difficult
|> SB> to
|> SB> sell more than you produce, isn't it?
|>
|> Sure sure .. I believe them .. twice ..

At leat they have far more credibility than ATARI.

Where's the ATARI ST-CD ROM?

Where's the ATARI notebook/pen computer?

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
-------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 2310. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 16:02:08 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct06.160208.32838@rchland.ibm.com>
Source record: 21003

In article <2cb26076@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 05 Oct 93 20:40:10, Peter Mitchell wrote:
|>
|> PM> Now where were 3D0 and Atari ..... nowhere to be seen.
|>
|> In US; where Commodore wasn't.

Really? Guess what, I'm on this side of the Atlantic:

WHERE's ATARI?

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2311. Jaguar delayed?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 16:07:06 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct06.160706.26791@rchland.ibm.com>
Source record: 21004
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

```
- Sunnyvale, CA JAGUAR TO BE DELAYED 'TILL AFTER CHRISTMA
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Our ever vigilant observers have reported the Jaguar is now expected to
ship shortly AFTER Christmas 1993. This is in direct contradiction to t
plans announced detailing a drive to ship to New York City and Los Angel
in time for Christmas. While some observers where somewhat disturbed by
this news others shrugged it off with the comments; "So what else is new
with Atari? They're running true to form!"

------------------------------

There are several rumours starting to fly about possible Jaguar
delay.

DISCLAIMER:

This are so far unconfirmed rumours, although they seem to start
materializing (from different sources, same thing). I am also interested
in seeing the Jaguar rolling out. This could be true or false, although
seems more likely to be true.

-------> BTW, release date for CD-32 is October 1993.

Safe Harbor expects it sometime this month and they are
going to sell it for $385 US dollars.

--------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

## 2312. Downloading from Unix to Atari.....?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 16:19:38 UTC
From: olly@festival.ed.ac.uk
Message-ID: <CEHHCr.4DC@festival.ed.ac.uk>
Source record: 20992

I want to get some PD software for a friend who's got an atari, and I know nothing about Atari's. Could someone help me with a few questions?

1- Can a DOS disk be read by an Atari?
2- The information on Gopher mentions .ttp files. Are these the Atari equivalent of EXE's?
3- If I transfer a ttp file to an Atari, can it be run directly, or does the OS require some attributes to be set to indicate it is an executable?
4- If the answer to 1 is no, how do you go about downloading files to an Atari if you don't have a direct connection to a Unix machine?

Thanks for any help,

---
Olly Morgan @ Scottish Agricultural College, Edinburgh EH9 3JG, Scotland
Tel: (+44 31) 667 1041 E.Mail: O.Morgan@ed.ac.uk
---

--

---
Olly Morgan @ Scottish Agricultural College, Edinburgh EH9 3JG, Scotland
Tel: (+44 31) 667 1041 E.Mail: O.Morgan@ed.ac.uk
---

# 2313. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 17:41:05 UTC
From: pm@nnsgs88.lon40.nt.com
Message-ID: <1993Oct6.174105.27116@bnr.ca>
Source record: 20994

In article <28t234$3q2@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
>In article <1993Oct5.171350.15781@bnr.ca>,
>Peter Mitchell <pm@nnsgs88.lon40.nt.com> wrote:
>>Now where were 3D0 and Atari ..... nowhere to be seen.
>
>Well, 3DO's product is shipping now. :) Where's CD^32 in America?
>

We'll there's lots round here, of course I can't speak about America, but if
you pay my expenses I'm willing to come and look -I estimate 6 months to
search the whole country :)

--
Peter Mitchell - Senior Design Engineer. |
Dept.92941, Northen Telecom Europe PLC, | Amiga 4000/040 - 25/120/6
Oakliegh Road South, London N11 1HB. | Amiga 500/68000 - 7/120/3
peter.mitchell@lon40.nt.com |

# 2314. Re: Compression for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 18:40:49 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Oct6.184049.36682@austin.onu.edu>
Source record: 20993

Kenneth Smith (ksmith@vaxc.stevens-tech.edu) wrote:
: I heard that the jaguar will be able to handle carts which are 48 mb without
: compression, and much more with compression. my question is, do you think
: Atari and the 3rd parties will use this compression at all? I'd hate to be
: playing games that can only go up to 48 mb, on a 64-bit machine all the time.
: What are the advantages/disadvantages of using compression? Wouldn't it be
: easier for the games to all use this compression?

: Well, i'm no computer engineer so be careful/explanatory in the description.

: thanks.

: k.s.

: --
: ****************************************
: ** **
: ** Kenneth Smith **
: ** ksmith@vaxa.stevens-tech.edu **
: ** **
: ****************************************

Well, there may be a couple of reasons to avoid compression, but there
are also a few advantages. One drawback is that the machine is required
to uncompress the data into a useable form. This slows the machine down.
If speed is the goal, watch out. Also compression tends to "busy" up
the bus lines (although this shouldn't be a problem with a 64 bit
processor). These bus lines carry the information to and from the processor
and other parts of the machine. This again CAN bog things down, although
it won't necessarily.

Just a reminder, 48 Meg of terse code can create an AWESOME program.
The key word here is terse. Loose code is a terrible thing.
In my humble opinion, loose programming of games was one of the primary
downfalls of the ole 8-bit machine. (No flames, please)

Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior Electrical Engineering Student
Ohio Northern University

# 2315. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 21:00:23 UTC
From: aspect@cats.ucsc.edu
Message-ID: <28vbl7$8hs@darkstar.UCSC.EDU>
Source record: 20995

In article <2cb11b9a@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 05 Oct 93 02:21:20, Ricardo Hernandez Muchado wrote:
>
>RH> I AM WILLING TO PLACE A BET WITH YOU, ON TAKING SOMEONE ON THE STREET
>RH> AND SHOW A VIDEO OUTPUT IN HAM8 VS A 24-BIT SCREEN TO SEE IF THEY CAN SEE
>RH> THE DIFFERENCE!
>
>Please, take me! :-)
>
I'm also willing to bet that a person who cannot tell the difference between a SPAM-8 and 24 bit also could not tell the difference between 15 bit (Falcon) and 24 bit.

~Chris

# 2316. Re: Downloading from Unix to Atari.....?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 21:26:46 UTC
From: gruber@austin.ibm.com
Message-ID: <CEHvKn.2nA8@austin.ibm.com>
Source record: 20996

> 1- Can a DOS disk be read by an Atari?

Yes.

> 2- The information on Gopher mentions .ttp files. Are these the Atari
> equivalent of EXE's?

The ttp means Tos Takes Parameters as far as I know
this is so you can include parameters in the command
and yes they are already executable.

> 3- If I transfer a ttp file to an Atari, can it be run
> directly, or does the OS require some attributes to be set to indicate
> it is an executable?

With a ttp program sometimes it needs a file to be dropped
on it that has the necessary parameters once it is loaded
in the Atari.

Hope this helps,
Scott

# 2317. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-06 22:10:16 UTC
From: smiller@kilby.elee.calpoly.edu
Message-ID: <1993Oct06.221016.119472@zeus.aix.calpoly.edu>
Source record: 20997

Iain.Laskey@barclays.co.uk stated:
>Much as I love my Falcon, it's simply not open to debate that a 486/66 is faster or
>not. A 486/66 is much more powerful than a 68030/16. Period. Sure, the DSP can be
>used in tandam to good effect but in brute processing power, it's no contest. Anyone
>that cares to argue otherwise is doing themself and the Atari community a diservice.

I could not have said it better myself. Even Computer shopper has shown
that a 486/66 is faster and more powerful than a quadra 950 (albiet the
8?0 is faster in some areas).
People that argue that the falcon ot TT is more powerful than a 486 dx2
are computer illiterate. Period.

*steve
|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

# 2318. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 00:40:11 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct07.004011.1592@rchland.ibm.com>
Source record: 21005

In article <28sgep$etn@falcon.natinst.com>, glens@natinst.com (Glen Sescila) writes:
|> In article <1993Oct03.103056.21168@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|>
[stuff deleted]

|> >
|> > DDDREEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEAMMMMMMMMM OOOOOOOOON!
|>
|> It is entirely possible for Atari to do this since 3D0 is just an
|> open standard that allows anybody who wants to produce the hardware the
|> opportunity, plus some of the more difficult I/O (like CD-ROM access) is
|> probably handled through OS calls.

It won't happen! This means that the Jaguar will end up costing
around $900 to US $1000?

[stuff deleted]

|>
|> ------------------------------------------------------------------------
|> "Now You're Playing With Power Without The Price!" Glen Sescila |||
|> / | \
|> My opinions do not necessarily reflect those of my employer and probably are
|> exact opposites. InterNet: glens@falcon.natinst.com
|> ------------------------------------------------------------------------

Won't happen, unless you don't mind to "Play with Power at a Price!" ;-)
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2319. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 00:42:53 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct07.004253.38521@rchland.ibm.com>
Source record: 21006
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <28ugnlINNe37@mojo.eng.umd.edu>, gerrymon@eng.umd.edu (Gerry Mon) writes:
|> In article <28nk5l$odu@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
|> >
|> >Pagesteram for the Amiga *may* have arrived before Calamus for the Atari ST
|> >(but I'm not 100% sure of that), but they didn't stop Atari support until
|> >AFTER they tried competing against Calamus.
|> >
|>
|> When did Softlogic stop supporting the Atari? They are still selling
|> PageStream 2.2 from what I understand. They are just holding off
|> porting version 3.0 until (or if) Atari sales pick up.

I call that 'stopped support' :-)

|> I also want to make a comment about PageStream versus Calamus. In my
|> opinion, neither one of them beat out the other. They both have their
|> strong points. Personally, I picked PageStream over Calamus
|> because of two major reasons: 1) Price (PageStream costs much less
|> than Calamus SL). 2) Support for postscript (PageStream fully
|> supports postscript while Calamus did not).

No Flame to you Gerry, but Calamus doesn't supports PostScript
fully? And this is the 'awesome DTP program' that makes 'DTP on the Amiga
look bad?'

Flip, where are you? :-)

|> Finally, I hope that people won't give up on PageStream just because
|> the Atari version is not the latest version available. Version 2.2 is
|> still very powerful and useful. Most people probably couldn't use all
|> of its features anyway. In fact, if people want to see version 3.0
|> then they should buy version 2.2. If sales pick up, then Softlogic
|> will have some incentive to port 3.0 over.
|>
|> --Gerry

3.0 is 'over here' :-) (No flames to you Gerry)

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

## 2320. Compression for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 08:03:33 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb2f95a@troed.ct.se>
Source record: 20998

In a message of 06 Oct 93 02:29:05, Kenneth Smith wrote:

KS> I heard that the jaguar will be able to handle carts which are 48 mb
KS> without
KS> compression, and much more with compression. my question is, do you think
KS>
KS> Atari and the 3rd parties will use this compression at all? I'd hate to
KS> be
KS> playing games that can only go up to 48 mb, on a 64-bit machine all the
KS> time.
KS> What are the advantages/disadvantages of using compression? Wouldn't it
KS> be
KS> easier for the games to all use this compression?
KS>
KS> Well, i'm no computer engineer so be careful/explanatory in the
KS> description.
KS>
Compression/decompression is done by hardware.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2321. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 13:40:37 UTC
From: chriso@vigsun1.larc.nasa.gov
Message-ID: <29168l$fof@reznor.larc.nasa.gov>
Source record: 21007

In article <1993Oct06.221016.119472@zeus.aix.calpoly.edu>, smiller@kilby.elee.calpoly.edu (sTTeve the ATARI man :P) writes:
|> Iain.Laskey@barclays.co.uk stated:
|> >Much as I love my Falcon, it's simply not open to debate that a 486/66 is faster or
|> >not. A 486/66 is much more powerful than a 68030/16. Period. Sure, the DSP can be
|> >used in tandam to good effect but in brute processing power, it's no contest. Anyone
|> >that cares to argue otherwise is doing themself and the Atari community a diservice.
|>
|> I could not have said it better myself. Even Computer shopper has shown
|> that a 486/66 is faster and more powerful than a quadra 950 (albiet the
|> 8?0 is faster in some areas).
|> People that argue that the falcon ot TT is more powerful than a 486 dx2
|> are computer illiterate. Period.
|>
|> *steve

You're right. I've finally noticed that there still are some people that are able to see the facts and do not regard Atari computers as something you have to believe in like a religion.

Like Steve, I am an Atari TT owner and satisfied with this machine. But that doesn't mean that I think that Atari computers are the greatest in the world and would never ever buy a machine from a different manufacturer.

Chris.

## 2322. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 15:15:19 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <291bq7$132@usenet.INS.CWRU.Edu>
Source record: 21008

In a previous article, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) says:

> 
> 
> - Sunnyvale, CA JAGUAR TO BE DELAYED 'TILL AFTER CHRISTMA
> -------------
> 
> Our ever vigilant observers have reported the Jaguar is now expected to
> ship shortly AFTER Christmas 1993. This is in direct contradiction to t
> plans announced detailing a drive to ship to New York City and Los Angel
> in time for Christmas. While some observers where somewhat disturbed by
> this news others shrugged it off with the comments; "So what else is new
> with Atari? They're running true to form!"

Not that I know otherwise, but this has obviously been taken from STReport, which isn't exactly known for accuracy. Notice, for example, the cities mentioned for the fall rollout: "everyone" knows the initial markets targeted are New York City, _San Francisco_, and now Dallas.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

# 2323. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 16:03:35 UTC
From: anthony@concave.cs.wits.ac.za
Message-ID: <291ekn$80j@caesar.wits.ac.za>
Source record: 21015

In article <1993Oct06.221016.119472@zeus.aix.calpoly.edu>,
sTTeve the ATARI man :P <smiller@kilby.elee.calpoly.edu> wrote:
>Iain.Laskey@barclays.co.uk stated:
>>Much as I love my Falcon, it's simply not open to debate that a 486/66 is faster or
>>not. A 486/66 is much more powerful than a 68030/16. Period. Sure, the DSP can be
>>used in tandam to good effect but in brute processing power, it's no contest. Anyone

Since it's no contest, are you saying a 486/66 can process DSP algorithms
faster? than the Falcons 32Mhz DSP (which can be executed independantly of the
68030)???

>>that cares to argue otherwise is doing themself and the Atari community a diservice.
>
>I could not have said it better myself. Even Computer shopper has shown
>that a 486/66 is faster and more powerful than a quadra 950 (albiet the
>8?0 is faster in some areas).
>People that argue that the falcon ot TT is more powerful than a 486 dx2
>are computer illiterate. Period.

No intelligent person would directly compare these two computers.
The true power of a computer can only be determined by the output of the code
written to interface the processor with connected peripherals.
General speed and power depends not only on the processor, but also on whatever
peripheral it requires (often more than one). Of course the 486/66 is internally
faster than a Falcon's 68030. Big deal! the dx2/66 motherboard costs almost as
much as a Falcon... Now compare these two... A motherboard alone is useless...
Those I have quoted say the 486/66 is "better" than the FALCON.
For the price of a Falcon, it offers excellent performance!
Do you really need more than a 16-bit colour palette for video (the system
outputs directly to a TV, (you knew that)).
For graphics, why smaller pixels? buy a larger monitor?
For sound, who needs more than 16-bit multichannel stereo output (standard)
,input and a DSP linked directly via DMA. Can the 486/66 really perform DSP
algorithms faster than the independant 32Mhz DSP available to the Falcon
and still have more remaining power than the 68030?

I use both... They are both good! As a 680x0 and 80x86 programmer, I
must say I prefer the structure of the Motorola processor. No worry about
memory segment limits etc... No redundant compatibility instructions...

As an applications user, the DX2 has the advantage of having so much more
software available. Maybe if I were not a programmer, I might not YET have
chosen the Falcon as my first choice system...!!!

>
>*steve

> |T| |T|I am one of a few, but proud of it!
> |0|3|0| Steve Miller, Cal Poly Electronics Engineering
> / /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
> /_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

--
-----==============================-----
Anthony Spirou
anthony@concave.cs.wits.ac.za
-----==============================-----

## 2324. Atari Force

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 18:36:35 UTC
From: sjjacobi@eniac.seas.upenn.edu
Message-ID: <152830@netnews.upenn.edu>
Source record: 21009
Cross-posted to: rec.games.video.classic,comp.sys.atari.advocacy

Hello. I was wondering if any of you remember AtariForce, first a pack-in comic book with Defender, Bezerk, Star Raiders, Pheonix, and Galaxian, and then an independant DC comic book (20 issues and a Special). I own every one except the last pack-in with Galaxian. Does any body have this one and is willing to part with it? If so, please E-mail me at sjjacobi@eniac.seas.upenn.edu . Thank you very much. Along those lines, how about SwordQuest? I have the first, but I lost the second, and I don't even know if the third came out. (I know the fourth didn't). I'd also be interested in getting my hands on two and three(?) so let me know.
-Scott Jacobi-

# 2325. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 19:00:47 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct07.190047.32424@rchland.ibm.com>
Source record: 21031

In article <28vbl7$8hs@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In article <2cb11b9a@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> >In a message of 05 Oct 93 02:21:20, Ricardo Hernandez Muchado wrote:
|> >
|> >RH> I AM WILLING TO PLACE A BET WITH YOU, ON TAKING SOMEONE ON THE STREET
|> >RH> AND SHOW A VIDEO OUTPUT IN HAM8 VS A 24-BIT SCREEN TO SEE IF THEY CAN SEE
|> >RH> THE DIFFERENCE!
|> >
|> >Please, take me! :-)
|> >
|> I'm also willing to bet that a person who cannot tell the difference between
|> a SPAM-8 and 24 bit also could not tell the difference between 15 bit (Falcon)
|> and 24 bit.

I'm willing to bet I would. Why? Because I do video work and the
amount of transitions in intensities is limited compared to a 24-bit palette.

No flame intended, but I have tried that before. Even in VGA's
18-bit I can notice it!

|>
|> ~Chris

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

## 2326. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 20:11:27 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.785858@cix.compulink.co.uk>
Source record: 21014

```
> Where's the ATARI notebook/pen computer?
^^^^^^^^
In the shops. Has been for some time.

Iain
------------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
------------------------------+---------------+----------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user
```

## 2327. Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 20:18:21 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb3af44@troed.ct.se>
Source record: 21010

In a message of 06 Oct 93 11:53:10, Darren Eveland wrote:

DE> Where can you buy the Falcon 030 in Canada? And, what are the specs,
DE> as compared to an Amiga 1200?

They're not comparable, first the Falcon has tons of hardware not found in the A1200, second - it costs more .. ;) .. Naturally ...

If you can afford the Falcon, go get it, if you can't, well ... go get it anyway ... :-)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2328. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 20:18:21 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb3b024@troed.ct.se>
Source record: 21011

In a message of 06 Oct 93 18:12:32, Chris Oberle wrote:

CO> By the way, have you already read the message in comp.sys.atari.st where a
CO> user has blown the Falcon video chip with a graphic extension?

That has NOT been proven .. most Falcon owners use extended resolutions, and
he's the ONLY one so far claiming it killed his video chip. Personally I don't
believe him.

CO> awful. Just type in a ten page LaTeX document. Have fun.

I must be the only one in the world finding the current design better than a
desktop box ..

Say I want to take my Falcon to a friends place, what's easiest? The old STE
box or some tower with the keyboard hangin' loose?

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

## 2329. Downloading from Unix to Atari.....?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 20:18:21 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb3b080@troed.ct.se>
Source record: 21012

In a message of 06 Oct 93 20:22:16, O Morgan wrote:

OM> I want to get some PD software for a friend who's got an atari, and I
OM> know nothing about Atari's. Could someone help me with a few questions?
OM>
OM> 1- Can a DOS disk be read by an Atari?

Yes, no special programs needed. The disk format is the same.

OM> 2- The information on Gopher mentions .ttp files. Are these the Atari
OM> equivalent of EXE's?

Yes, but also .PRG, .TOS, .APP and .GTP

OM> 3- If I transfer a ttp file to an Atari, can it be run
OM> directly, or does the OS require some attributes to be set to indicate
OM> it is an executable?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2330. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 20:18:21 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb3b0be@troed.ct.se>
Source record: 21013

In a message of 07 Oct 93 00:39:22, Christopher Taylor Oates wrote:

CT> I'm also willing to bet that a person who cannot tell the difference
CT> between
CT> a SPAM-8 and 24 bit also could not tell the difference between 15 bit
CT> (Falcon)
CT> and 24 bit.

15? Why not 16???

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2331. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 22:05:10 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <2923qm$l01@diemen.utas.edu.au>
Source record: 21016

c60c-1cs@web-4e.berkeley.edu (Air Honkey) writes:

>Ok, here's a zinger. The 8/16 bit SNES can 'blit' pixels at 1 million per
>second. The 32 bit 3DO will blit at 16 million per second, and the
>technologically 'comparable' Jaguar will (snicker) do...

>850 million

Some have eyes yet cannot see.
This 850 million figure is a false figure. It refers to monochrome pixels.
The Jaguar works in a 32bit image space so divide it by 32 to get 26 million
pixels per second. Then further remember that this figure for the Jag
is derived purely from the peak bus bandwidth while bursting. Say halve
it for the effective rate. Then begin comparing it to 3do.

>Allen

# 2332. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 22:28:09 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1993Oct7.222809.16547@infodev.cam.ac.uk>
Source record: 21017

In article <2cb3af44@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 06 Oct 93 11:53:10, Darren Eveland wrote:
|>
|> DE> Where can you buy the Falcon 030 in Canada? And, what are the specs,
|> DE> as compared to an Amiga 1200?
|>
|> They're not comparable, first the Falcon has tons of hardware not found in the
|> A1200, second - it costs more .. ;) .. Naturally ...

The A1200 also has tons of hardware and features not found in the Falcon (Graphics processor, 24 bit palette, much higher resoloutions with more colours). It has a 32 bit data bus as opposed to the Falcon's 16 bits. More expansion capibility (You can already buy 50MHz 68030 boards) a better operating system (some features like dayatypes, localisation etc. are really nice), much better software support, and it costs less.

Chris Brown

## 2333. RE: IBMs SUCK!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 22:44:12 UTC
From: "A.IDZIK" <DP27@music.mus.polymtl.ca>
Message-ID: <07OCT93.19155665.0057@music.mus.polymtl.ca>
Source record: 21018
Cross-posted to: comp.sys.ibm.pc.hardware,comp.sys.atari.advocacy

In article <1993Oct7.033139.25569@seagoon.newcastle.edu.au> c9322671@frey.newcastle.edu.au (PASHNIAK M T) writes:
>IBMs SUCK. Ataris RULE
>.
Please tell us, why Ataris rule and IBM suck?

>.

# 2334. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 23:02:18 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <29275r$81p@news.dmpe.CSIRO.AU>
Source record: 21019

While you guys are arguing about whether or not C= or Atari are dying, here is a little story that may warm a few hearts ....

About two weeks ago when I got my Falcon 030 I was messing about with some programs when the computer booted up with German defaults.
Turned out that I had messed about with the internal NVRam, and had set the German defaults. I posted a note to the net asking what the hell I had done, and got many replies back (thanx guys). Also I sent in my registration to Atari Oz, and sent in a copy of the problems that I had encountered.

Yesterday about 16:00 I got a call from Atari Oz. They had rung up to see if I ahd fixed the problem, and were anxious to see what I had done.

Now is it just me, or does it seem as if Atari Oz are not dead just yet, or am I purely an optimist?

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

## 2335. who cares ??!?!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-07 23:20:27 UTC
From: cs151ns@lamar.ColoState.EDU
Message-ID: <Oct07.232027.34886@yuma.ACNS.ColoState.EDU>
Source record: 21025

after reading this area for the past few days, my attitude has
gone from mild amusement being mildly pissed off..

First off, I would like to say that if you buy a Falcon for anything
except MIDI, you are completely wasting your time. No one except
the most die-hard ST fanatic is going to buy one, and once again
most are going to defect to the PC.. Seriously, think about it..
The Falcon a commercial success?? I would *LOVE* to see it a success
cause I really like the machine, but..

Also, as little as I know about "3dO" or whatever, what was the
price quoted on it?? $300? $500? Something like that? Does
ANYONE actually think that this is going to be accepted by
Joe and Jane Public? Does anyone remember CDI, or CD+G? Even
laserdisc players, after finally dropping below $500 for low-end
models, are being slow to be accepted.. Living in this nice little
computer-geek world, it might be a "neat" idea to think that
the public is going to go "W0W!!!@1 tRuE mUltImeDi/-\ wItH a
cD pLaYeR!!@1!" Give me a break.. no one but a diehard geek
will go for this.. I have little interest in Interactive TV
myself.. I just want to watch ESPN and play video games, like 99%
of everyone else.

also, what you anal-retentive types need 2 realize is that there
are many people out there (again, 95% of us) who don't give a sh*t
about tech specs. "uninformed" college students and adults still
think this "obsolete" A2000 is kick ass, despite its sl0W pr0cess0r
spEeD!!@ Jesus Christ, why not just enjoy your computers for what
they are!! I know this Amiga will never compete with a PC in
business applications!

## 2336. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-08 01:36:38 UTC
From: rjung@netcom.com
Message-ID: <rjungCEK1t2.E3D@netcom.com>
Source record: 21020
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <1993Oct06.160706.26791@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> - Sunnyvale, CA JAGUAR TO BE DELAYED 'TILL AFTER CHRISTMA
> -------------
>
> Our ever vigilant observers have reported the Jaguar is now expected to
> ship shortly AFTER Christmas 1993.

You didn't include your source, but I'm sure this "news" item came from ST REPORT. Of course, ST REPORT is the National Enquirer of the Atari world, and its editor is out to slander Atari any chance he gets.

I'd take this "news" with a MASSIVE grain of salt.

--R.J.
B-)

////////////////////////////////////|\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

# 2337. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-08 06:19:56 UTC
From: c60c-1cs@e260-2b.berkeley.edu
Message-ID: <2930qc$7if@agate.berkeley.edu>
Source record: 21021

>AH, but there's a problem with that little magic number:
> When ATARI said that, did they reffer to 24-bit pixels or 1-bit pixels?

Gamepro always quotes 1 bit pixels for everything

>You know, marketting can cloud things up in very interesting ways.
> And at the very end, even if they are 24-bit pixels who gives a damn
>if the end result is the same? BTW, your 3DO spec is wrong:
> It is 64 million.

Apologies for the spec...and the end result is NOT the same. Having
more than 10 times the 'blitting' power in the Jaguar at 1/3 the price
(2/3 w/CD) means the Jag has more power for les $$

Allen

# 2338. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-08 08:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb450c6@troed.ct.se>
Source record: 21022

In a message of 07 Oct 93 14:07:29, Ricardo Hernandez Muchado wrote:

RH> Ah, let me guess. Commodore designs a CPU to aid in the chunky->planar
RH> conversion and it can be done faster on the 68020 ASM?

Atari suceeded in doing exactly that with the STE BLiTTER ... (flame them as much as you want ... ) .... Note: Only valid for system graphics, the BLiTTER is stil useable for us ASM programmers ...

What does Aikaido do, exactly?

RH> Dude, was the ASM programmer that told you that working for your
RH> great 'ATTACK' magazine? HA HA....

My mag? Great mag?

RH> |> How many KB can you load per vbl from the CD-ROM?
RH> |>
RH> |> 350k/sek = 7Kb per VBL ?
RH>
RH> Rickard, are you clueless again. I'm talking about a lot of graphics
RH> and animation to put around. Also, you know, the anim format is
RH> compressed.

So? I wanted to know how useable this double-speed CD-ROM was for ANIMATED stuff .... 7Kb/VBL ... 14Kb if you do 25 fps .. not much for animation I must say .. :-/ ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2339. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-08 08:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb45184@troed.ct.se>
Source record: 21023

In a message of 07 Oct 93 14:07:29, Ricardo Hernandez Muchado wrote:

RH> |> BS .. I don't think my STE is inferiour to an Amiga 500.
RH>
RH> Well, but Rickard? Weren't you b*tching about custom chips? What
RH> 'custom chips' the STE has vs the A500? The A500 has better sound,
RH> better graphics, etc....

I use my STE to run my BBS. In 640*400 NI ... Can the A500 do 640*400 NI?

Better sound? Laughter. The STE has better sound than the A500. (50Khz)

RH> Ah, a SOURCE no matter what eh? Rickard, let me advise you that you
RH> are stupidly attempting to argue with a developer that works for a
RH> recognized
RH> company in the Amiga market. I think he will definitively have more
RH> information than you and your 'stupid ATTACK' magazine ever would.

My mag?

RH> You know Rickard, sources can BE WRONG. IN FACT, ATTACK must be wrong
RH> because there were people that saw the CD-32 there!

Maybe so, but COMMODORE wasn't there according to them. Maybe someone played
with his gamesmachine .. (sure it wasn't an A1200?)

RH> Where's the ATARI ST-CD ROM?

Why make an own CD-ROM when you can hook up ANY standard SCSI-II CD-ROM to the
Falcon without ANY extra cards?

RH> Where's the ATARI notebook/pen computer?

Hmm .. that's STacy .. I think .. I'm don't know too much about the Atari
notebooks ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2340. Jaguar delayed?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-08 08:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb451b4@troed.ct.se>
Source record: 21024

In a message of 07 Oct 93 14:07:30, Ricardo Hernandez Muchado wrote:

RH> Safe Harbor expects it sometime this month and they are
RH> going to sell it for $385 US dollars.

Compared to the Jag's price of $199, I don't think the CD32 has got a chance ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2341. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-08 16:38:36 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993Oct8.163836.21006@infodev.cam.ac.uk>
Source record: 21026

In article <2cb45184@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 07 Oct 93 14:07:29, Ricardo Hernandez Muchado wrote:
|>
|> RH> |> BS .. I don't think my STE is inferiour to an Amiga 500.
|> RH>
|> RH> Well, but Rickard? Weren't you b*tching about custom chips? What
|> RH> 'custom chips' the STE has vs the A500? The A500 has better sound,
|> RH> better graphics, etc....
|>
|> I use my STE to run my BBS. In 640*400 NI ... Can the A500 do 640*400 NI?

Yes. The A500+ and the A600 will do 640*480, 640*400 and 640*512, non-interlaced in 4 colours. Both machines are, however, now obselete.

Chris Brown

# 2342. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-08 18:40:58 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct08.184058.13374@rchland.ibm.com>
Source record: 21036

In article <291bq7$132@usenet.INS.CWRU.Edu>, aa700@cleveland.Freenet.Edu (Michael Current) writes:
|>
|> In a previous article, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) says:
|>
|> >
|> >
|> > - Sunnyvale, CA JAGUAR TO BE DELAYED 'TILL AFTER CHRISTMA
|> > -------------
|> >
|> > Our ever vigilant observers have reported the Jaguar is now expected to
|> > ship shortly AFTER Christmas 1993. This is in direct contradiction to t
|> > plans announced detailing a drive to ship to New York City and Los Angel
|> > in time for Christmas. While some observers where somewhat disturbed by
|> > this news others shrugged it off with the comments; "So what else is new
|> > with Atari? They're running true to form!"
|>
|> Not that I know otherwise, but this has obviously been taken from STReport,
|> which isn't exactly known for accuracy. Notice, for example, the cities
|> mentioned for the fall rollout: "everyone" knows the initial markets
|> targeted are New York City, _San Francisco_, and now Dallas.

Thanks for clarifying. Just in case, the rumours are still unconfirmed
and so far, there's now evidence to the side that ATARI will released
the latest date they have been promising.

I definitively want to see one.

|> --
|> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
|> Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2343. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-08 18:42:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct08.184216.45952@rchland.ibm.com>
Source record: 20888

In article <2cb3af44@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 06 Oct 93 11:53:10, Darren Eveland wrote:
|>
|> DE> Where can you buy the Falcon 030 in Canada? And, what are the specs,
|> DE> as compared to an Amiga 1200?
|>
|> They're not comparable, first the Falcon has tons of hardware not found in the
|> A1200,

Oh, YEAH right! The Amiga 1200 has far more software than the Falcon.

|> second - it costs more .. ;) .. Naturally ...

|>
|> If you can afford the Falcon, go get it, if you can't, well ... go get it
|> anyway ... :-)
|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2344. Re: who cares ??!?!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-08 18:45:32 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct8124532@flammulated.owlnet.rice.edu>
Source record: 21027

In article <Oct07.232027.34886@yuma.ACNS.ColoState.EDU> cs151ns@lamar.ColoState.EDU () writes:

after reading this area for the past few days, my attitude has
gone from mild amusement being mildly pissed off..

First off, I would like to say that if you buy a Falcon for anything
except MIDI, you are completely wasting your time. No one except
the most die-hard ST fanatic is going to buy one, and once again
most are going to defect to the PC.. Seriously, think about it..
The Falcon a commercial success?? I would *LOVE* to see it a success
cause I really like the machine, but..
---
See below

Also, as little as I know about "3dO" or whatever, what was the
price quoted on it?? $300? $500? Something like that? Does
ANYONE actually think that this is going to be accepted by
Joe and Jane Public? Does anyone remember CDI, or CD+G? Even
laserdisc players, after finally dropping below $500 for low-end
models, are being slow to be accepted.. Living in this nice little
computer-geek world, it might be a "neat" idea to think that
the public is going to go "W0W!!!@1 tRuE mUltImeDi/-\ wItH a
cD pLaYeR!!@1!" Give me a break.. no one but a diehard geek
will go for this.. I have little interest in Interactive TV
myself.. I just want to watch ESPN and play video games, like 99%
of everyone else.
---

Yeah, I agree with you about the 3DO - once the tech geeks have bought
them (and filter that to Rich Tech Geeks!!) who else will buy one? On CBS
This Morning they had a segment with the 3DO and the Jag. At the end,
the announcer said "$700? Do they think people will pay that much?"
And the correspondent said that the price will come down next year.
If enough people hear that, who will buy one this year? $700 is a bit
beyond "christmas present" for all but the most affluent.

also, what you anal-retentive types need 2 realize is that there
are many people out there (again, 95% of us) who don't give a sh*t
about tech specs. "uninformed" college students and adults still
think this "obsolete" A2000 is kick ass, despite its sl0W pr0cess0r
spEeD!!@ Jesus Christ, why not just enjoy your computers for what
they are!! I know this Amiga will never compete with a PC in
business applications!

Well, that's how I feel about my Falcon (although my fanatasism
prevents me from swollowing "obsolete", for either machine actually).
I agree with your point at the end, why can't you apply this to what
you said at the start of your post?

--
---> Kendall Gelner (kendall@rice.edu)

# 2345. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-08 18:53:19 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct08.185319.37386@rchland.ibm.com>
Source record: 20887

In article <memo.785858@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk (Iain Laskey) writes:
|>
|> > Where's the ATARI notebook/pen computer?
|> ^^^^^^^^
|> In the shops. Has been for some time.

I didn't refer to the notebook but the one that used the
'pen gui' stuff that ATARI never released.

No flames, sorry if I expressed myself incorrectly.

|>
|> Iain
|> ------------------------------------------------------------------------
|> I don't want to start any blasphemous rumours,
|> But I think that God's got a sick sense of humour - ML Gore
|> ------------------------------+---------------+----------------------
|> ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user
|>

--
---------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2346. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-08 21:09:03 UTC
From: aspect@cats.ucsc.edu
Message-ID: <294ktf$6rp@darkstar.UCSC.EDU>
Source record: 21028

```
In article <2cb3b0be@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
>In a message of 07 Oct 93 00:39:22, Christopher Taylor Oates wrote:
>
>CT> I'm also willing to bet that a person who cannot tell the difference
>CT> between
>CT> a SPAM-8 and 24 bit also could not tell the difference between 15 bit
>CT> (Falcon)
>CT> and 24 bit.
>
>15? Why not 16???
>
>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+
>

Because I don't really consider 16 bit to be a valid graphics mode. It's
just 15 bit with an extra bit for green. Whoopie. I think it's better to
use that extra bit as an aplha plane for overlay stuff. ;)

~Chris
```

# 2347. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-08 21:22:36 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.791661@cix.compulink.co.uk>
Source record: 21029

In article <291ekn$80j@caesar.wits.ac.za>, anthony@concave.cs.wits.ac.za (Anthony Spirou) writes:
>>Iain.Laskey@barclays.co.uk stated:
>>>Much as I love my Falcon, it's simply not open to debate that a 486/66 is faster or
>>>not. A 486/66 is much more powerful than a 68030/16. Period. Sure, the DSP can be
>>>used in tandam to good effect but in brute processing power, it's no contest. Anyone
>Since it's no contest, are you saying a 486/66 can process DSP algorithms
>faster? than the Falcons 32Mhz DSP (which can be executed independantly of the
>68030)???
No that's not what I said at all. I said a 486/66 is more powerful than
a 68030/16.

>General speed and power depends not only on the processor, but also on whatever
>peripheral it requires (often more than one). Of course the 486/66 is internally
>faster than a Falcon's 68030. Big deal! the dx2/66 motherboard costs almost as
>much as a Falcon... Now compare these two... A motherboard alone is useless...
I don't think so! a 486/66 motherboard costs 475GBP A Falcon costs 999GBP.
I can get a 486SX25 with 4Mb RAM 170Mb HD & CDROM for 740GBP.

>Those I have quoted say the 486/66 is "better" than the FALCON.
>For the price of a Falcon, it offers excellent performance!
Oh come on, for the price, the Falcons performance is dismal! I bought one
because I have a huge amount of ST software & peripherals that I like
sing and suits my needs. i just wanted it to run faster and I also liked
the sound of the software planned for the falcon. It's faster than a MSTe
but not by much.

>Do you really need more than a 16-bit colour palette for video (the system
>outputs directly to a TV, (you knew that)).
You would have to be mad to buy a Falcon and then use it on a TV.

>For graphics, why smaller pixels? buy a larger monitor?
Agreed.

>For sound, who needs more than 16-bit multichannel stereo output (standard)
>,input and a DSP linked directly via DMA. Can the 486/66 really perform DSP
>algorithms faster than the independant 32Mhz DSP available to the Falcon
>and still have more remaining power than the 68030?
Probably not but a 486/66 with a DSP board would eat it for breakfast - even
if it did cost more.

>I use both... They are both good! As a 680x0 and 80x86 programmer, I
>must say I prefer the structure of the Motorola processor. No worry about
>memory segment limits etc... No redundant compatibility instructions...
Too true. segements are more of a DOS problem though. Programming Unix
on PCs doesn't have that problem.

```
-------------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
----------------------------+---------------+-------------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user
```

# 2348. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-08 22:39:36 UTC
From: hasse@krynn.solace.mh.se
Message-ID: <hasse.750119765@fizban>
Source record: 21030

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

[stuff deleted]
> Well, but Rickard? Weren't you b*tching about custom chips? What
>'custom chips' the STE has vs the A500? The A500 has better sound,
>better graphics, etc....

Uhm.. The STE has *much* better sound than the A500, it even has better sound
than anything Commodore has come up with so far.

[stuff deleted]

>------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<

--
Send e-mails, candy and suggestions to: hasse@solace.mh.se
snail-mail: Hans Holmberg, Sommarvagen 5, S-854 67 Sundsvall, Sweden
phone: +46 60 569169, fax: +46 60 569266
"In a crazy world a sane person would appear to be crazy."

# 2349. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-09 05:00:26 UTC
From: aspect@cats.ucsc.edu
Message-ID: <295gha$h0b@darkstar.UCSC.EDU>
Source record: 21032

In article <1993Oct07.190047.32424@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> I'm willing to bet I would. Why? Because I do video work and the
>amount of transitions in intensities is limited compared to a 24-bit palette.
>
> No flame intended, but I have tried that before. Even in VGA's
>18-bit I can notice it!
>
>--------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
You do professional work, so I believe that you can tell the difference, but don't try to say that you CANNOT tell the difference between HAM8 and true 24 bit. I doubt I'd believe you. My point was that the "joe average user" who cannot tell between HAM8 and 24 bit also wouldn't be able to tell between 15 bit and 24 bit.

~Chris (P.S. Got my Falcon TOday! Yippee!)

# 2350. Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-09 10:01:05 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb512d4@troed.ct.se>
Source record: 21033

In a message of 08 Oct 93 00:23:05, James Mccoull wrote:

JM> Some have eyes yet cannot see.
JM> This 850 million figure is a false figure. It refers to monochrome
JM> pixels.
JM> The Jaguar works in a 32bit image space so divide it by 32 to get 26
JM> million
JM> pixels per second. Then further remember that this figure for the Jag
JM> is derived purely from the peak bus bandwidth while bursting. Say halve
JM> it for the effective rate. Then begin comparing it to 3do.

And ofcourse, 3DO's figures ALSO applies to monochrome pixels, no?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2351. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-09 10:01:06 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb5137e@troed.ct.se>
Source record: 21034

In a message of 08 Oct 93 00:23:21, C.P. Brown wrote:

CB> 32 bit data bus as opposed to the Falcon's 16 bits. More expansion

I've heard this over and over again .... look at this:

Atari needed space on the motherboard, to cut cost.
Effective way to reduce size - go from 32 datalines to 16.
Now what do we do to not loose speed?
Run the bus at 32Mhz, use our own multiplexer to feed the 68030 two 16-bit words at a time, thus the 68030 THINKS THE BUS IS 32 BIT 16 MHZ!

I'm not saying this IS the truth, because I haven't checked. But it fits right in with the fact Atari technicians has let out. (32Mhz bus system 68030 is connected 32/32)

If this is true, then the Falcon030 has burst mode and EVERYTHING a 16Mhz 32 bit system has ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2352. Re: Downloading from Unix to Atari.....?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-09 10:01:06 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cb4619d@p4.troed.ct.se>
Source record: 21035

> I want to get some PD software for a friend who's got an atari, and I
> know nothing about Atari's. Could someone help me with a few
> questions?
> 1- Can a DOS disk be read by an Atari?

Yep, no problem there... If he has TOS >1.4 he can also format PC compatible
disks without extra programs.

> 2- The information on Gopher mentions .ttp files. Are these the
> Atari equivalent of EXE's?

Well, I guess you could say that (or is it more .COM like?), they are
executable at least. Other executable extensions are .TOS .PRG .GTP .APP...

> 3- If I transfer a ttp file to an Atari, can it be run
> directly, or does the OS require some attributes to be set to
> indicate it is an executable?

It can run directly...

> 4- If the answer to 1 is no, how do you go about downloading files to
> an Atari if you don't have a direct connection to a Unix machine?

Since it's yes the answer is wuite irrelevant :-) Not that I understand what
your letter is doing in advocacy but...hope this helps!

```
************************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************
```

## 2353. Re: Compression for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-09 12:38:31 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Oct9.123831.935@ida.liu.se>
Source record: 20889

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 06 Oct 93 02:29:05, Kenneth Smith wrote:
>> [Jaguar compression]
>
>Compression/decompression is done by hardware.

No it's not. It's done in software, unless the Jaguar has
grown another chip since I saw the full specification from
Atari.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2354. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-09 12:39:44 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Oct9.123944.1001@ida.liu.se>
Source record: 20890

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 08 Oct 93 00:23:05, James Mccoull wrote:

>JM> Some have eyes yet cannot see.
>JM> This 850 million figure is a false figure. It refers to monochrome
>JM> pixels.

>And ofcourse, 3DO's figures ALSO applies to monochrome pixels, no?

No, it's 8-bit pixels.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2355. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-09 16:59:05 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Oct9.165905.25453@monu6.cc.monash.edu.au>
Source record: 20891

Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
: In a message of 07 Oct 93 14:07:29, Ricardo Hernandez Muchado wrote:
:
: RH> |> BS .. I don't think my STE is inferiour to an Amiga 500.
: RH>
: RH> Well, but Rickard? Weren't you b*tching about custom chips? What
: RH> 'custom chips' the STE has vs the A500? The A500 has better sound,
: RH> better graphics, etc....
:
: I use my STE to run my BBS. In 640*400 NI ... Can the A500 do 640*400 NI?

Using a flicker fixer, an A500 can do 640x400 NI in 16 colours.
How many colours does the ST have in that mode? Two perhaps?
A flicker fixer costs about the 1.5-2x price of an external disk
drive, so it's not that much.

: Better sound? Laughter. The STE has better sound than the A500. (50Khz)

The STE has a very poor sound system. The Falcon has a much improved
sound system. You're talking about sampling rates, aren't you?
50 Khz is for dogs and party-tricks, breaking windows with enough
amplification.

The STE was a poor attempt by Atari to one-up or me-too! the specs
of an Amiga 500. They bodged in a blitter and tarted up the pallette
so it could match the 4096 colours of the A500.

: RH> Where's the ATARI ST-CD ROM?
:
: Why make an own CD-ROM when you can hook up ANY standard SCSI-II CD-ROM to the
: Falcon without ANY extra cards?

What specific CD software is there for the Atari ST? Or Falcon for
that matter?

You've really got the Atari-is-superior bug. I hardly seen anyone
champion the Atari line so poorly. Next thing you're going to say
is that Motorola supply bung 040's to C=.

The thing that gets me is why people bought Atari ST's instead of
Amigas back in 85-90. The Falcon is significantly different than
Commodore's offerings, but the ST and STE weren't any better than
the Amiga's at that time and IMHO, they were poorer choices.

Initially, Atari ST software support was greater in Europe, but
the Amiga caught up fairly quickly and eventually had superior
games. Was the initial Atari ST public support (ie sales) due to

the games available? If Atari ST purchasers bought Amiga's instead, perhaps the C= and the motorola line of processor might have been in a healthier position today and had the support of the larger MS-DOS/Windows/Intel based application developers.

BTW Rickard, if you want to claim that the Amiga is just a games machine and the Atari line is for serious users, you haven't seen the aminet archives. There is close to a gigabyte of PD/Shareware software their for the Amiga, with a mix of serious applications, mods and demos, etc. What is the Atari archive like?

- Jim

# 2356. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-09 17:33:14 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CEn4rE.2zt@jonh.wimsey.bc.ca>
Source record: 20892
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

rjung@netcom.com (Robert A. Jung) writes:

> You didn't include your source, but I'm sure this "news" item came from
>ST REPORT. Of course, ST REPORT is the National Enquirer of the Atari world,
>and its editor is out to slander Atari any chance he gets.

> I'd take this "news" with a MASSIVE grain of salt.

Unfortunately, however much ST Report resembles the gossip rags in
style, their track record on accuracy is considerable. The IAAD has been
trying to plug the 'leak' for 2 1/2 years, and still hasn't managed it.
Plus, there are obviously enough dissatisfied employees at Atari to keep
Ralph well supplied with inside news.
Much as I dislike a lot of ST Report, I've found in the 5 years I've
been reading it, that his reporting eventually turns out to be generally
accurate, if sensationalist.
Why would Atari dislike him so much if he was wrong all the time?

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

# 2357. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-09 21:15:26 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct09.211526.32749@rchland.ibm.com>
Source record: 20922
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <rjungCEK1t2.E3D@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
|> In article <1993Oct06.160706.26791@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> > - Sunnyvale, CA JAGUAR TO BE DELAYED 'TILL AFTER CHRISTMA
|> > -------------

[stuff deleted]

|> ST REPORT. Of course, ST REPORT is the National Enquirer of the Atari world,
|> and its editor is out to slander Atari any chance he gets.
|>
|> I'd take this "news" with a MASSIVE grain of salt.
|>
|> --R.J.
|> B-)

Again, no flames. I understand what you guys are saying as I mentioned in
a posting above. I also said that I found more evidence now balancing
in favor of ATARI.

Contrary to what people might think there, I also want to see the Jaguar.

|> ////////////////////////////////////|\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
|> Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
|> -------------------------------------+-----------------------------Lynx up!
|> "You weren't chosen because you are the best pilot in the Air Force. You were
|> chosen because you are the class clown and frankly, you're expendable."

--
---------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2358. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-09 23:55:10 UTC
From: rjung@netcom.com
Message-ID: <rjungCEnMFz.1p5@netcom.com>
Source record: 20895
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <CEn4rE.2zt@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> Why would Atari dislike him so much if he was wrong all the time?

Because you don't need to be accurate to hurt the reputation of a person (or a company). Case in point: Michael Jackson's child-abuse allegations.

--R.J.
B-)

////////////////////////////////////|\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

# 2359. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 00:06:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb68598@troed.ct.se>
Source record: 20893

In a message of 08 Oct 93 19:08:51, C.P. Brown wrote:

CB> Yes. The A500+ and the A600 will do 640*480, 640*400 and 640*512,

500+, was that release? I've never seen one ..

The A600 has had some SERIOUS price cuts .. Commodore sure must have lost a lot of money on that one ..

What monitor did they use for those resolutions?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2360. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 00:06:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb685e2@troed.ct.se>
Source record: 20894

In a message of 09 Oct 93 00:28:32, Christopher Taylor Oates wrote:

CT> Because I don't really consider 16 bit to be a valid graphics mode. It's
CT> just 15 bit with an extra bit for green. Whoopie. I think it's better to
CT> use that extra bit as an aplha plane for overlay stuff. ;)

True, but when I do graphics I always try to choose green for the sensitive
parts .. ;)

The 16:th bit is great for overlay jobs though ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2361. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 02:01:52 UTC
From: aspect@cats.ucsc.edu
Message-ID: <297qeg$8ek@darkstar.UCSC.EDU>
Source record: 20896

In article <2cb685e2@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
>In a message of 09 Oct 93 00:28:32, Christopher Taylor Oates wrote:
>
>CT> Because I don't really consider 16 bit to be a valid graphics mode. It's
>CT> just 15 bit with an extra bit for green. Whoopie. I think it's better to
>CT> use that extra bit as an aplha plane for overlay stuff. ;)
>
>True, but when I do graphics I always try to choose green for the sensitive
>parts .. ;)
>
>The 16:th bit is great for overlay jobs though ..
>
And I'm Red-Green colorblind, so I don't notice one way or the other. ;)
I like blues and grays.

~Chris
>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+
>

# 2362. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 02:40:12 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Oct10.024012.24463@infodev.cam.ac.uk>
Source record: 20897

In article <2cb68598@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 08 Oct 93 19:08:51, C.P. Brown wrote:
|>
|> CB> Yes. The A500+ and the A600 will do 640*480, 640*400 and 640*512,
|>
|> 500+, was that release? I've never seen one ..

Funny, they sold about 300000 in this country.

|>
|> The A600 has had some SERIOUS price cuts .. Commodore sure must have lost a lot
|> of money on that one ..

It has had price cuts because it is obsolete. Commodore, unlike Atari no longer manufacture 16 bit computers.

|>
|> What monitor did they use for those resolutions?

A standard VGA monitor should do it. Any of Commodore's multisyncs will certainly display them

Chris Brown

# 2363. Re: Compression for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 08:02:35 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb74316@troed.ct.se>
Source record: 20898

In a message of 09 Oct 93 22:08:08, Stefan Boberg wrote:

SB> >Compression/decompression is done by hardware.
SB>
SB> No it's not. It's done in software, unless the Jaguar has
SB> grown another chip since I saw the full specification from
SB> Atari.

Okey, software running on a hardware chip ... :-)))

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2364. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 08:02:36 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb7433a@troed.ct.se>
Source record: 20899

In a message of 09 Oct 93 22:08:08, Stefan Boberg wrote:

SB> >And ofcourse, 3DO's figures ALSO applies to monochrome pixels, no?
SB>
SB> No, it's 8-bit pixels.

8*60 means that the 3DO is STILL behind the Jaguar.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2365. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 08:02:36 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb743d4@troed.ct.se>
Source record: 20900

In a message of 09 Oct 93 22:08:16, William Fang wrote:

WF> Using a flicker fixer, an A500 can do 640x400 NI in 16 colours.
....**********************

BLEURGH!!!

WF> How many colours does the ST have in that mode? Two perhaps?
WF> A flicker fixer costs about the 1.5-2x price of an external disk
WF> drive, so it's not that much.

Yeah, who wants to see the mouse move several minutes after the actual move?

All Ataris since -85 have been able to do 640*400 in 71Hz.

WF> The STE has a very poor sound system. The Falcon has a much improved

Better sound than the A500 anyway.

WF> What specific CD software is there for the Atari ST? Or Falcon for
WF> that matter?

Lots! For the Falcon, Photo-Show for example .. hook up your Kodak Photo-CD and
import pictures into Calamus .. NO SPECIAL HARDWARE/SOFTWARE needed!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2366. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 11:30:39 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Oct10.113039.18301@ida.liu.se>
Source record: 20904

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 08 Oct 93 19:08:51, C.P. Brown wrote:

>CB> Yes. The A500+ and the A600 will do 640*480, 640*400 and 640*512,

>500+, was that release? I've never seen one ..

Of course. It was introduced in 1990 and replaced the standard A500.
The A600 later replaced this.

>The A600 has had some SERIOUS price cuts .. Commodore sure must have lost a
>lot of money on that one ..

Think so? Well, they can lower the price even more without losing
money. All development costs have been recovered a long time ago, and
the A600 doesn't cost much to produce. What *does* cost though, is to
stock them, and that's why people are selling them cheap nowadays -
C= had a big stock they wanted to get rid of.

>What monitor did they use for those resolutions?

Same as you would for any non-interlaced hires resolution. VGA
or Multisync monitors.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2367. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 11:49:25 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Oct10.114925.18512@ida.liu.se>
Source record: 20905

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 09 Oct 93 22:08:08, Stefan Boberg wrote:

>SB> >And ofcourse, 3DO's figures ALSO applies to monochrome pixels, no?
>SB>
>SB> No, it's 8-bit pixels.

>8*60 means that the 3DO is STILL behind the Jaguar.

High numbers doesn't make a platform. Marketing and software does.
3DO has tons more credibility than Atari, and Atari has had a habit
of hyping products before release, and when the product finally ships
(one year after promise) much of the hyperbole turns out to be just that.

Remember the Falcon hype? I actually thought of getting one when I saw
the press releases from Atari claiming awesome graphics and processing
capability for a very low price ($700?). When it was finally released it
wasn't so interesting anymore - it turned out to be much more expensive,
and it's performance didn't live up to Atari's claims.

With the Jaguar, the history seem to repeat itself. It appears that the
Jaguar isn't going to cost $199 at all, but is going to sell for $250
to $299. Add the cost of a CD to that, claimed to cost $200-$250, and
you're up to the 3DO player cost. Judging from the screenshots I've seen
so far, the software isn't going to be too hot either. I've seen better
graphics in standard Amiga games. Very unimpressive.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2368. Re: Compression for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 11:54:14 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Oct10.115414.18646@ida.liu.se>
Source record: 20906

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 09 Oct 93 22:08:08, Stefan Boberg wrote:

>SB> >Compression/decompression is done by hardware.
>SB>
>SB> No it's not. It's done in software, unless the Jaguar has
>SB> grown another chip since I saw the full specification from
>SB> Atari.

>Okey, software running on a hardware chip ... :-)))

That's very different from `being done in hardware', isn't it? By
the same logic, I can claim that my A4000 does ZModem and vt102
emulation in hardware.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2369. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 13:22:57 UTC
From: cmedley@wam.umd.edu
Message-ID: <2992bh$76v@cville-srv.wam.umd.edu>
Source record: 20901

In article <1993Oct10.024012.24463@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>It has had price cuts because it is obsolete. Commodore, unlike Atari no longer
>manufacture 16 bit computers.
>

I leave advocacy for a week to play with my new keyboards and I come back and
see stuff like this! :)

Atari (as far as I know) is only making Falcons and *maybe* TTs. These
are both 68030 machines. I think the STes are not being made, at least
over here in the USA.

# 2370. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 14:20:48 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Oct10.142048.22589@infodev.cam.ac.uk>
Source record: 20902

In article <2992bh$76v@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Oct10.024012.24463@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >It has had price cuts because it is obsolete. Commodore, unlike Atari no longer
|> >manufacture 16 bit computers.
|> >
|>
|>
|> I leave advocacy for a week to play with my new keyboards and I come back and
|> see stuff like this! :)
|>
|> Atari (as far as I know) is only making Falcons and *maybe* TTs. These
|> are both 68030 machines. I think the STes are not being made, at least
|> over here in the USA.

How wide is the data bus on a Falcon?

Chris Brown

# 2371. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 14:24:43 UTC
From: rb10006@cl.cam.ac.uk
Message-ID: <1993Oct10.142443.22715@infodev.cam.ac.uk>
Source record: 20903

In article <2cb68598@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 08 Oct 93 19:08:51, C.P. Brown wrote:
|>
|> CB> Yes. The A500+ and the A600 will do 640*480, 640*400 and 640*512,
|>
|> 500+, was that release? I've never seen one ..

Hey, I've never seen a Falcon. Was THAT relesaed? :-)

The 500+ WAS DEFINITELY released. I know, because I've got one. C= sold a couple of hundred thousand, I think...

|>
|> The A600 has had some SERIOUS price cuts .. Commodore sure must have lost a lot
|> of money on that one ..
|>
|> What monitor did they use for those resolutions?

Any standard multisync/SVGA, actually. (And C='s new 1942...)

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

Robert Brown.

# 2372. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 19:48:57 UTC
From: cmedley@wam.umd.edu
Message-ID: <299ov9$4gh@cville-srv.wam.umd.edu>
Source record: 20907

In article <1993Oct10.142048.22589@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>In article <2992bh$76v@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>|> In article <1993Oct10.024012.24463@infodev.cam.ac.uk>,
>|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>|> >It has had price cuts because it is obsolete. Commodore, unlike Atari no longer
>|> >manufacture 16 bit computers.
>|> >
>|>
>|>
>|> I leave advocacy for a week to play with my new keyboards and I come back and
>|> see stuff like this! :)
>|>
>|> Atari (as far as I know) is only making Falcons and *maybe* TTs. These
>|> are both 68030 machines. I think the STes are not being made, at least
>|> over here in the USA.
>
>How wide is the data bus on a Falcon?
>
>Chris Brown

All chips except the 68030 access RAM 32 bits at a time.
The 68030 itself accesses RAM 16-bits at a time.

What are you trying to insinuate? That the Falcon is a 16-bit computer?
That would be ludicrous, considering that out of the box, it outperforms
the "32-bit" A1200.

<which incidentally still has a "16-bit" Blitter, "8-bit" sound, and "16-bit"
disk access... gee, what does that make it? :) >

# 2373. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 19:53:50 UTC
From: cmedley@wam.umd.edu
Message-ID: <299p8e$4h4@cville-srv.wam.umd.edu>
Source record: 20908

In article <1993Oct10.114925.18512@ida.liu.se>,
Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
>3DO has tons more credibility than Atari, and Atari has had a habit
>of hyping products before release, and when the product finally ships
>(one year after promise) much of the hyperbole turns out to be just that.
>

I've played a 3DO. It's nice. I don't think they are in a position to be
too trusted. After all they are new, and as of this minute, the selection of
games is woefully inadequate.

But also, it's more than the Jaguar or CD^32 has.

> Remember the Falcon hype? I actually thought of getting one when I saw
>the press releases from Atari claiming awesome graphics and processing
>capability for a very low price ($700?). When it was finally released it
>wasn't so interesting anymore - it turned out to be much more expensive,
>and it's performance didn't live up to Atari's claims.
>

Never trust press releases. :)

> With the Jaguar, the history seem to repeat itself. It appears that the
>Jaguar isn't going to cost $199 at all, but is going to sell for $250
>to $299. Add the cost of a CD to that, claimed to cost $200-$250, and
>you're up to the 3DO player cost. Judging from the screenshots I've seen
>so far, the software isn't going to be too hot either. I've seen better
>graphics in standard Amiga games. Very unimpressive.
>

Jaguars will sell for $250 initially... I knew that before they even
said it would because the dealers we spoke to knew there was (dare i say
this word about an Atari?) *demand*. This is before Bob Brodie said it
would run $250.

Now, considering Atari needs to build up dealer confidence, what better way
to do that than to let them turn big profits on the product?

<and what better way to improve your profits than to jack the price up?>

The first 50,000 machines are practically sold.

As for the graphics, well..... you've only seen screenshots. Probably not
even full-page color ones. I'd wait until we had more info before coming
to a conclusion.

# 2374. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 20:14:20 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Oct10.201420.6189@infodev.cam.ac.uk>
Source record: 20909

In article <299ov9$4gh@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:

|> What are you trying to insinuate? That the Falcon is a 16-bit computer?
|> That would be ludicrous, considering that out of the box, it outperforms
|> the "32-bit" A1200.

And for the same price as an 'out of the box' Falcon you can buy an A1200 with
FASTRAM which outperforms said Falcon.

|>
|> <which incidentally still has a "16-bit" Blitter, "8-bit" sound, and "16-bit"
|> disk access... gee, what does that make it? :) >

a full 32 bit computer with 24 bit graphics.

Chris Brown

# 2375. Re: Falcon Support

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 21:10:23 UTC
From: crissman@btree.uucp
Message-ID: <1993Oct10.211023.20420@btree.uucp>
Source record: 20933
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
**********************************************************************
>>> Please Notice The Followup: Line To comp.sys.atari.advocacy <<<
**********************************************************************

In article <H.eg.G1ojGeS67&_@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca weighs in with:

>SoftLogik has abandoned PageStream on the Atari platform; 2.2 is the
>last version. They're developing it for the Amiga only now.

Do you suppose the competition from Calamus was too intense on
the Atari platform, causing SoftLogik to retreat to a machine
that *may* not be able to run Calamus (just guessing, here)?

>I wouldn't program on a PC if you twisted my arm _really_ hard; an 'OS'
>that requires the programmer to use "__near" and "__far" pointers, and
>worry about "memory models" and whatnot is bad news.

:-)

>So, when's Atari going to release a 68040 machine? Or maybe a PPC601
>machine? :-\

Last I heard, Motorola wasn't even going to manufacture the 601
processor, starting instead with a more-advanced unit such as the
602. Given that info, I wouldn't be waiting for an Atari-labeled
601-based system.

>------------------==========================================------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Hi, Chris!

-- George Crissman

**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************** *
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
**************************************************************************
--
```

# 2376. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-10 21:44:37 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct10154437@flammulated.owlnet.rice.edu>
Source record: 20910

In article <1993Oct10.114925.18512@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
<some stuff deleted>

High numbers doesn't make a platform. Marketing and software does.
3DO has tons more credibility than Atari, and Atari has had a habit
of hyping products before release, and when the product finally ships
(one year after promise) much of the hyperbole turns out to be just that.

<mre stuff deleted>

With the Jaguar, the history seem to repeat itself. It appears that the
Jaguar isn't going to cost $199 at all, but is going to sell for $250
to $299. Add the cost of a CD to that, claimed to cost $200-$250, and
you're up to the 3DO player cost. Judging from the screenshots I've seen
so far, the software isn't going to be too hot either. I've seen better
graphics in standard Amiga games. Very unimpressive.

Well, as far as the rep, Atari is going to be selling the Jag mostly
to people who have not heard of Atari for years!! The computer rep
they have will be essentially unknown to most people. As far as the
$200 price, only the most fanatical of gamers will have heard of it
anyway, so that won't hurt thier rep. What I think they plan to do is
lower the price of the system to $200 ion the Nationwide release, and
perhaps make a little more money off of the initial systems (why not?
3DO is in a big way).

As far as the games shown on CBS, I'll agree that they didn't look as
sparkly as they might have - but then again, we may not have seen
final versions, and we didn't see Preditor VS. Alien (or is it the
other way round?) at all (what I really wanted to see!!). And if you
compare Cybermorph to Starfox, Cybermorph was much better!! It had
smooth shaded hills with more than one color, and animation was very
smooth. I myself would have liked to see a more detailed ship, but
maybe there will be one in the final version - remember, that morphing
is done in hardware, so all they would have to do is come up with more
detailed ship models for each ship configuration, and the hardware
will do the morphing for them (no more programming involved). Raiden
also looked OK to me, and if they have the sound faithfully repoduced
it could be really good.

--
---> Kendall Gelner (kendall@rice.edu)

# 2377. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 00:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb7ce7c@troed.ct.se>
Source record: 20911

In a message of 10 Oct 93 06:11:08, C.P. Brown wrote:

CB> It has had price cuts because it is obsolete. Commodore, unlike Atari no
CB> longer
CB> manufacture 16 bit computers.

Is Atari manufactoring 16-bit computers? Where?

A1200 ... isn't the AGA chipset still using some 16-bit paths? BLiTTER etc?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2378. Heeh

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 00:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb847bc@troed.ct.se>
Source record: 20912

Did you watch Future Watch on CNN this saturday/sunday?

Lots of coverage on the new VR and Games-systems ....

They finished with some Silicon Graphics movies, stating that Nintendo and SG would make a 64-bit system that would be out in the stores '95 ...

...and then they said...

IBM and ATARI has developed their own 64-bit system, the "Jaguar", which will be out '93 in New York and San Fransisco - nationwide 1:st quarter '94.

Both systems will retail under $250.

They didn't mention the 3DO.

They didn't mention the CD32.

Guess who many viewers CNN has.

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

## 2379. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 08:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb88f0e@troed.ct.se>
Source record: 20913

In a message of 10 Oct 93 22:13:58, C.P. Brown wrote:

CB> a full 32 bit computer with 24 bit graphics.

Bah! .. HAM8 is 8-bit graphics.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2380. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 08:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb88ec8@troed.ct.se>
Source record: 20914

In a message of 10 Oct 93 16:10:50, C.P. Brown wrote:

CB> How wide is the data bus on a Falcon?

Double-speed, 32Mhz 16 bit, feeding the 68030 with their own Multiplexer.

Thus to the 68030 the bus is 32bit wide, at 16Mhz.

they probably did it to save space on the motherboard, and cut cost.

Performance NOT affected.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2381. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 08:48:26 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CEq5sq.2JH@newcastle.ac.uk>
Source record: 20915
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Yeah - heated intelectual debate!!!!

In article <1993Oct06.001453.32776@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>|> Bullsh*t. Calamus was out years before PageStream 2 was released.
>
> Guess what: The first version of the Amiga PageStream WASN't version 2...
>

Thats besides the point - Pagestream did not leave the Atari (they continued developing) until
AFTER Calamus was released. Perhaps there was an Amiga version of Pagestream before Calamus came
out. So what ? Thats just multiplatform development, not abandonning a platform.

>|> > Deskop Publishing:
>|> >
>|> > DTP programs: ProPage 4.1
>|> > PageStream 3.0
>|>
>|> Come now - no one believes in the Amiga as a DTP system, no one ever has....
>|> go look at Calamus S/SL....
>
> Well, I guess that depends where you live. Wat is so
>'advanced' about Calamus? Write, 'cause I'm sure there are other
>things on this side which are pretty good too...

If you have to ask, then you don't need them, and wouldn't understand them without a detailed
explaination of many profession publishing terms (which I'm not about to write).

> Or maybe that you can't coment on more than Calamus and MIDI apps....
>What about m-media programs, video, imageprocessing, other areas?

Video Master, Cubase Video (never being released for the Amiga, but due on the Falcon RSN), Chagall (image processing), Galaxy & CLA2 (electronic CAD / Sim / Synthesis) ......
Come now, do I have to document EVERY program in every field of developement???

> I need to synchronize Animation and sound. I need to put sound together
>at the same time the animation plays.
>
> The animation must play at far more than 256 colors (near 24-bit, but
>since impossible on the Falcon, let's accept 'true color'). Full screen.
>I need to do ray traced animations and 2D animations.
>

> Tell me what programs I can use on the Falcon that will crush
>the Amiga A1200 I use for doings this things?
>

Hey - thats just what I want as well.....lucky I bought a Falcon so I can do it
(InShape, AutoDesk Animator, XenoMorph, Video Master, Chloe, Cubase Video....)

>-------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>
Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\-----------------------------------------------------------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

# 2382. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 13:04:23 UTC
From: birkr@essex.ac.uk
Message-ID: <BIRKR.93Oct11140423@sunlab42.essex.ac.uk>
Source record: 20916

In article <hasse.750119765@fizban> hasse@krynn.solace.mh.se (Hans Holmberg) writes:

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

[stuff deleted]
> Well, but Rickard? Weren't you b*tching about custom chips? What
>'custom chips' the STE has vs the A500? The A500 has better sound,
>better graphics, etc....

Uhm.. The STE has *much* better sound than the A500, it even has better sound
than anything Commodore has come up with so far.

[stuff deleted]

[sigs deleted]

Before this subject drops, just what sort of sound did the STE come with?
I do know that an STfm came with a 3 voice/8 octave Yamaha sound chip.
And as far as I know, for compatability reasons Atari stuck with it for the STe.

Although I do believe that the STE had stereo capabilities. Like to enlighten
me ?

Richard Birks, 3rd year Comp Sci Systems Architecture Student. Uni of Essex, Uk.
Project: Real time image compression - help!

## 2383. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 13:29:06 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Oct11.132906.9009@infodev.cam.ac.uk>
Source record: 20917

In article <2cb88f0e@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 10 Oct 93 22:13:58, C.P. Brown wrote:
|>
|> CB> a full 32 bit computer with 24 bit graphics.
|>
|> Bah! .. HAM8 is 8-bit graphics.

Believe me, if you take the same raw 24 bit file, conevrt it to dithered HAM8 and dithered 256 colours, the HAM-8 looks infinitley better. 800*600 HAM-8 looks real, and much better than anything a Flacon could do..

What is really cool is to open a HAM-8 public screen, and set it to the default, then you can run your programs in ity, and have a few JPEG's in windows. It's a little slow, but looks really fantastic.

Chris Brown

# 2384. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 15:37:33 UTC
From: birkr@essex.ac.uk
Message-ID: <BIRKR.93Oct11163733@sunlab42.essex.ac.uk>
Source record: 20918

In article <1993Oct10.024012.24463@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:

In article <2cb68598@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
:|> In a message of 08 Oct 93 19:08:51, C.P. Brown wrote:
:|>
:|> CB> Yes. The A500+ and the A600 will do 640*480, 640*400 and 640*512,
:|>
:|> 500+, was that release? I've never seen one ..

:Funny, they sold about 300000 in this country.

[stuff deleted]

Yep and not forgetting 1280x512, and 1280x256. And 800x600 (non-interlaced) although you do need an A2024 monitor to display that. Incidently it's called producitivity. You do need the ECS chipset and above for this though.

:Chris Brown

Richard Birks, 3rd year Computer Science Systems Architecture Student
Uni of Essex, UK.
project: real time image compression - help!

# 2385. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 17:37:28 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct11183729@arthur.crpht.lu>
Source record: 20919

```
>
> CT> Because I don't really consider 16 bit to be a valid graphics mode. It's
> CT> just 15 bit with an extra bit for green. Whoopie. I think it's better to
> CT> use that extra bit as an aplha plane for overlay stuff. ;)
>
> True, but when I do graphics I always try to choose green for the sensitive
> parts .. ;)
>
> The 16:th bit is great for overlay jobs though ..
Has anyone in the whole big world made an genlock which uses that overlay bit?
I would like to make one, but I have not the list of the items to put together.

But as Atari said (:-) it should be 'easy' do make one. Why aren't there any
around?

Georges.

--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

# 2386. Re: Compression for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 17:40:43 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct11184043@arthur.crpht.lu>
Source record: 20920

```
>
> >SB> >Compression/decompression is done by hardware.
> >SB>
> >SB> No it's not. It's done in software, unless the Jaguar has
>
> >Okey, software running on a hardware chip ... :-)))
>
> That's very different from `being done in hardware', isn't it? By
> the same logic, I can claim that my A4000 does ZModem and vt102
> emulation in hardware.

Well, running on a RISC-chip with it's own SRAM you could say it's in hardware,
at least it runs as fast as if it was in hardware. BTW do all those modems
compress their data in hardware or software?
If you say they compress in hardware then the jaguar does it in hardware.
If you say they do it in software then the jaguar does it in software too.
Now choose!!!!

Georges.

--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

# 2387. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 17:48:49 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct11184849@arthur.crpht.lu>
Source record: 20921

```
>
> Double-speed, 32Mhz 16 bit, feeding the 68030 with their own Multiplexer.
> Thus to the 68030 the bus is 32bit wide, at 16Mhz.
> they probably did it to save space on the motherboard, and cut cost.
Have you seen the 220 pin chip on the motherboard? It was a LOT cheaper to do
it in 220 pins instead of 236 pins. That's the whole reason. And this 220 pin
chip is also the reason why the F030 does not slow down so horribly if it has
to display 8 bit grafix (A1200 IS slow in HAM8, does it have 256 color mode?)

Georges.

--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

# 2388. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 19:01:31 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Oct11.190131.19309@ida.liu.se>
Source record: 20926

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 10 Oct 93 06:11:08, C.P. Brown wrote:

>CB> It has had price cuts because it is obsolete. Commodore, unlike Atari no
>CB> longer manufacture 16 bit computers.

>Is Atari manufactoring 16-bit computers? Where?

>A1200 ... isn't the AGA chipset still using some 16-bit paths? BLiTTER etc?

Yeah, and it's only got a ONE-BIT SERIAL PORT! So it's really a
one-bit computer! How lame!

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2389. CBS This morning

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 19:14:33 UTC
From: kfason@csn.org
Message-ID: <CEqysA.Fz7@csn.org>
Source record: 20923

I got this off on FNET today
---

Conf : Atari Explorer Online
Msg# : 16168/16176 Lines: Extended Read: 2
Sent : Oct 09, 1993 at 11:08 PM
To : ALL
From : Ron Kovacs at Fnet Node 593, Z*Net News Service
Subj : Jaguar News

###### ####### ######
## ## ## ## ## AEO News Bulletin #1
######## ##### ## ## Friday, Oct 8, 1993
## ## ## ## ## """""""""""""""""""""
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=-=-=-

3DO CEO Trip Hawkins demoed PGA Tour Golf, saying it has, "The look and feel of a TV broadcast." Kirkland, Washington's Boy Scout troop 616 was given an opportunity to play with a 3DO machine - the comments from the Scouts ranged from, "It's cool" to "A lot better than Super Nintendo and Genesis."
Weisbaum warned, "Right now, 3DO stands alone. But not for long."
Suddenly, the familiar Fuji and the ATARI logo appeared on screen - Atari's first direct mention.

The Jaguar was presented as "an even more powerful system," a 64-bit machine to sell for "just 250 dollars", and to which a $200 CD-ROM can be added. The Jaguar, a controller, and a CD-ROM unit attached to another Jaguar - all sitting in front of a Jaguar shipping box - were displayed.

Cuts from Crescent Galaxy, Cybermorph and Raiden were shown being played: "The first time Jaguar software has been seen on TV. The games are colorful, fast-paced, with lots of action."

Atari President Sam Tramiel said, "I love shoot'em up games. That's what people like to play.... The big thing is to have a lot of fun with your software. That's the key."

Glenn Rubenstein, a videogame reviewer for the San Francisco Examiner, was seen having been given some time to spend with a Jaguar. "For 250 dollars, I'm very impressed with the Jaguar." Rubenstein laughed, "I would actually spend my own money. Not a lot of journalists would say that about a product, but I would actually go out and buy a Jaguar."

Weisbaum closed his report on Atari by saying Rubenstein would have to wait until November for the Jaguar's San Francisco and New York rollout, with national distribution coming in 1994.

He then pointed out that 3DO is going to the stores now. For $700. CBS This Morning anchor Harry Smith asked Weisbaum, "Who's going to pay that?"

Weisbaum answered, "They [3DO] say people will for brand new technology."

He also added that the machines (both 3DO and Jaguar) will be able to connect to digital networks to enable players to play games linked across the country.
Harry Smith neatly summed up the segment, "Hot stuff, Herb."

//// From the background I was given, CBS was planning a story on 3DO, when they heard about Atari's Jaguar. After spending 4 hours at Atari on Tuesday, they felt that it was worthy to include it in their story.

//// The Atari logo and Fuji shown in the broadcast should be part of what appears when you power up a Jaguar without a cartridge or CD-ROM installed.
//// I reached Herb Weisbaum later in the day by phone, and asked him what were his personal impressions on both machines. He declined to take a stand on that, saying, "At this moment, I have trouble playing Pong."

//// Atari Corp. also confirmed via phone that the Atari Jaguar will retail for $249. This includes one controller and one pack-in game.

//// CBS This Morning airs weekdays on most CBS stations from 7am to 9am (Eastern and Pacific times) and 6am to 8am (Central time).

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AEO News! is a service of Atari Explorer Online Magazine, a bi-weekly publication covering the entire Atari community. All material herein is believed accurate at the time of publishing. Material published in this issue may be reprinted by registered Atari user groups and non-profit publications, citing Atari Explorer Online as the originator. Other reprints granted upon approval of request. Send requests to <aeo.mag@genie.geis.com>.

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:::::::::::::::::::::::::::: A E O ::::::::::::::::::::::::::::
:: AEO News! #1 ATARI EXPLORER ONLINE October 8, 1993 ::

# 2390. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 22:44:11 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Oct11.224411.24367@ida.liu.se>
Source record: 20928

cmedley@wam.umd.edu ('Flip') writes:
>Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:

>I've played a 3DO. It's nice. I don't think they are in a position to be
>too trusted. After all they are new, and as of this minute, the selection of
>games is woefully inadequate.

>But also, it's more than the Jaguar or CD^32 has.

There are several games available for CD32 here in Europe. Obviously,
there aren't any games in the states since the CD32 hasn't been released
there, even.

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2391. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 23:02:26 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993Oct11.230226.5919@infodev.cam.ac.uk>
Source record: 20924

In article <BIRKR.93Oct11163733@sunlab42.essex.ac.uk>, birkr@essex.ac.uk (Birks R J) writes:
|> In article <1993Oct10.024012.24463@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|>
|> In article <2cb68598@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> :|> In a message of 08 Oct 93 19:08:51, C.P. Brown wrote:
|> :|>
|> :|> CB> Yes. The A500+ and the A600 will do 640*480, 640*400 and 640*512,
|> :|>
|> :|> 500+, was that release? I've never seen one ..
|>
|> :Funny, they sold about 300000 in this country.
|>
|> [stuff deleted]
|>
|> Yep and not forgetting 1280x512, and 1280x256. And 800x600 (non-interlaced)
|> although you do need an A2024 monitor to display that. Incidently it's called
|> producitivity. You do need the ECS chipset and above for this though.

Not quite. A2024 is 1024*1024 non interlaced. 800*600 is super 72 and it is interlaced (and yes, the 500+ and 600 can do all these resoloutions)

The resoloution of the AGA machines is exactly the same as the ECS machines, but all modes have up to 8 bits per pixel, and include both HAM modes. This means you can do 1280*512 or 720*1024 (interlaced) in over a quater of a million colours.

Chris Brown

# 2392. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-11 23:08:10 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993Oct11.230810.6357@infodev.cam.ac.uk>
Source record: 20925

In article <KESSELER.93Oct11184849@arthur.crpht.lu>, kesseler@arthur.crpht.lu (Georges Kesseler) writes:
|> >
|> > Double-speed, 32Mhz 16 bit, feeding the 68030 with their own Multiplexer.
|> > Thus to the 68030 the bus is 32bit wide, at 16Mhz.
|> > they probably did it to save space on the motherboard, and cut cost.
|> Have you seen the 220 pin chip on the motherboard? It was a LOT cheaper to do
|> it in 220 pins instead of 236 pins. That's the whole reason. And this 220 pin
|> chip is also the reason why the F030 does not slow down so horribly if it has
|> to display 8 bit grafix (A1200 IS slow in HAM8, does it have 256 color mode?)

Have you tried an A1200 with fastram? High colour displays do not slow down user programs at all then. If I open a 784*1100 HAM-8 screen, I wouldnt expect it to update as fast as a 640*256 4 colour screen (What readers of this group are used to?)

Oh, and how many bitplanes is HAM-8? (I'll give you a clue, HAM-6 uses 6), and AGA has 256 colour registers (24 bit), so yes, it does have a 256 colour mode (as well as 128,64,32,16,8,4 and 2 colour modes)

Chris Brown

## 2393. Re: Heeh

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 02:03:38 UTC
From: jesper.kock@cindy.ct.se
Message-ID: <2cb9cd5c@cindy.ct.se>
Source record: 20927

> Did you watch Future Watch on CNN this saturday/sunday?

> Lots of coverage on the new VR and Games-systems ....
> IBM and ATARI has developed their own 64-bit system, the "Jaguar", which
> will be out '93 in New York and San Fransisco - nationwide 1:st quarter
> '94.

> Both systems will retail under $250.

Damned!!! Why did i miss that??? On what day and time is "Future Watch"?

Grtz (Jesper.Kock@kockens.ct.se)

# 2394. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 08:00:09 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb9e244@troed.ct.se>
Source record: 20929

In a message of 11 Oct 93 16:08:02, Birks R J wrote:

BR> Although I do believe that the STE had stereo capabilities. Like to
BR> enlighten
BR> me ?

4 voice, stereo, 50Khz samples.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2395. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no wa

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 08:00:09 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb9e274@troed.ct.se>
Source record: 20930

In a message of 11 Oct 93 22:17:23, Georges Kesseler wrote:

GK> But as Atari said (:-) it should be 'easy' do make one. Why aren't there
GK> any
GK> around?

Hmm .. OverSCan software maybe .. I know they have Genlocking stoff for the
Ataris ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2396. Re: The Jaguar...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 09:38:30 UTC
From: d91jer@Minsk.docs.uu.se
Message-ID: <d91jer.750418710@Minsk>
Source record: 20931

p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

>> |> I guess GM's talk about all swedes being "moronic" suits you better? Oh well.

>Actually, I didn`t mean to accuse all Swedes of being moronic, just
>Rickard ;-)

>Mind you, his infantile rantings must be really embarassing to other
>Swedes and also Falcon owners in general.

>Gavan

Yep...we're really embarrased over Rickard here in Sweden...

:)))

Naaahh...he's fighting for a good cause (Atari), so....

But I guess nobody's perfect, so whattaheck!

What I wanted to say is that the guy is pretty ok, but occasionally he's got opinions that...how should I put this....differs a little from those expressed among others... :))

Take it, Rickard!

Grtz...

Johan Eriksson

# 2397. Re: to all americans .....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 09:47:02 UTC
From: d91jer@Minsk.docs.uu.se
Message-ID: <d91jer.750419222@Minsk>
Source record: 20932

rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:

>can someone get the "Game-Pro" magazine for me?
>I want the issue with pictures/review of the Jaguar .....

>Please respond by e-mail if so, and we agree on how to proseed ...

>Thanks!

> # ## # Proud owner of: TT 10meg, 425MB HD, 24-Bit card
> # ## # Falcon030, 4/65
> # ## #
> # ## # EMAIL: Rogeraw@dhhalden.no
> ## ## ##
> ### ## ### snailmail: Roger A. Wahlgren
> ### ## ### Sandvn. 5, 1719 Greaker
> ### ## ### Norway

What? Isn't it possible to get hold of it in Norway? Here in Vaesteraas (the seventh largest city in Sweden) I can buy it (let be for a ridiculously high price) in two or three stores here...do you want me to get it for you?

Here it is priced 80SEK....I don't know how much it is to mail it to Norway, but it SHOULD a lot less than sending it from the US of A...

Just give me a holler!

Grtz...

Johan Eriksson (d91jer@minsk.docs.uu.se)

# 2398. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 09:52:52 UTC
From: d91jer@Minsk.docs.uu.se
Message-ID: <d91jer.750419572@Minsk>
Source record: 20934

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 23 Sep 93 03:40:22, Stefan Boberg wrote:

>SB> Yes, please. I haven't seen it. I thought Atari hadn't even produced a
>SB> list yet. Not that it would take long (probably as long as it takes
>SB> writing
>SB> ATARI ;-)

>Atari hasn't, but there has been some names published. I have it in one of the
>Jaguar textfiles on my BBS ... I will try to get it out today. (All you need to
>know is that 11 games are almost finished, and that 5 of the major companies
>has called Atari and said they wanted to develope on the Jaguar.)

WHOA! But RICKARD! Atari HAS released an official developers list...among
which are Maxis, Ocean, US Gold, Tiertex, Loriciel, Silmarils, Anco and so
on...

It has also been said here on Usenet (rec.games.video.misc) that at least
two LARGE developers who is now developing games for both the SNES and
the Genesis (Megadrive) has signed a developer's contract, although these
two names will be released along with the major Jaguar roll-out early 1994.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2399. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 10:34:48 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct12113448@arthur.crpht.lu>
Source record: 20935

> |> chip is also the reason why the F030 does not slow down so horribly if it has
> |> to display 8 bit grafix (A1200 IS slow in HAM8, does it have 256 color mode?)
>
> Have you tried an A1200 with fastram? High colour displays do not slow down user
> programs at all then. If I open a 784*1100 HAM-8 screen, I wouldnt expect it to
> update as fast as a 640*256 4 colour screen (What readers of this group are used
> to?)
Ha, wow, what an argument, really great!!! OF COURSE IT DOES NOT SLOW DOWN
WHEN YOU PUT THE PROGRAM INTO FASTRAM. But I'm comparing the CHIPRAM of the
A1200 to the CHIPRAM of the Falcon. And btw. The falcon can have 14MB of
chipram but the A1200 only 2MB (or 4?). A stock A1200 or Falcon has no chipram.
SO PLEASE COMPARE THINGS ON THE SAME BASIS!!!!

********* YES I KNOW THE A1200 COSTS LESS !!! *********

> Oh, and how many bitplanes is HAM-8? (I'll give you a clue, HAM-6 uses 6), and
> AGA has 256 colour registers (24 bit), so yes, it does have a 256 colour mode (as
> well as 128,64,32,16,8,4 and 2 colour modes)

That's nice. Can you tell me how much the slow-down from 4 color to 256 color
is?

Georges.
--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2400. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 11:33:58 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct12123358@arthur.crpht.lu>
Source record: 20936

```
>
> BR> Although I do believe that the STE had stereo capabilities. Like to
> BR> enlighten
> BR> me ?
>
> 4 voice, stereo, 50Khz samples.
Now, there you are completely wrong. It's one stero voice (or two mono if
you want) which can play at 4 different speeds (6,12,25 or 50kHz). That's
all.

Georges.
--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

# 2401. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no wa

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 11:36:08 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct12123608@arthur.crpht.lu>
Source record: 20837

```
>
> GK> But as Atari said (:-) it should be 'easy' do make one. Why aren't there
> GK> any
> GK> around?
>
> Hmm .. OverSCan software maybe .. I know they have Genlocking stoff for the
> Ataris ..
>
Well, here is the OverScan statement:
'We will not do a genlock for only one resolution'
So they sell one for all ST's and falcon for 600DM, but the overlay-bit
genlock only would cost 100DM.

Georges.

--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

# 2402. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 14:00:48 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Oct12.140048.2681@infodev.cam.ac.uk>
Source record: 20838

In article <KESSELER.93Oct12113448@arthur.crpht.lu>, kesseler@arthur.crpht.lu (Georges Kesseler) writes:

[stuff deleted]

|> Ha, wow, what an argument, really great!!! OF COURSE IT DOES NOT SLOW DOWN
|> WHEN YOU PUT THE PROGRAM INTO FASTRAM. But I'm comparing the CHIPRAM of the
|> A1200 to the CHIPRAM of the Falcon. And btw. The falcon can have 14MB of
|> chipram but the A1200 only 2MB (or 4?). A stock A1200 or Falcon has no chipram.
|> SO PLEASE COMPARE THINGS ON THE SAME BASIS!!!!

A stock A1200 has no chipram? Mine did.. Hmmm, maybe this is a policy change by Commodore. Bit silly of them to sell machines without any display capibility though. :-)

|>
|> ********* YES I KNOW THE A1200 COSTS LESS !!! *********
|>
|> > Oh, and how many bitplanes is HAM-8? (I'll give you a clue, HAM-6 uses 6), and
|> > AGA has 256 colour registers (24 bit), so yes, it does have a 256 colour mode (as
|> > well as 128,64,32,16,8,4 and 2 colour modes)
|>
|> That's nice. Can you tell me how much the slow-down from 4 color to 256 color
|> is?

Depends on the resoloution.

# 2403. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 14:44:38 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct12.144438.7842@rchland.ibm.com>
Source record: 20839

In article <2cb450c6@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 07 Oct 93 14:07:29, Ricardo Hernandez Muchado wrote:
|>
|> RH> Ah, let me guess. Commodore designs a CPU to aid in the chunky->planar
|> RH> conversion and it can be done faster on the 68020 ASM?
|>
|> Atari suceeded in doing exactly that with the STE BLiTTER ... (flame them as
|> much as you want ... ) .... Note: Only valid for system graphics, the BLiTTER
|> is stil useable for us ASM programmers ...

AH, but that's ATARI.

|>
|> What does Aikaido do, exactly?

Helps in the chunky to planar conversion. I am also trying to find out exactly what it does. It is either: read memory feeding the custom chips or what I heard later: 68020 feeds it, and reads converted data from it (which is not as good as it should be, but surely helps).

|> RH> Dude, was the ASM programmer that told you that working for your
|> RH> great 'ATTACK' magazine? HA HA....
|>
|> My mag? Great mag?

I was ironic :-)

|>
|>
|> RH> |> How many KB can you load per vbl from the CD-ROM?
|> RH> |>
|> RH> |> 350k/sek = 7Kb per VBL ?
|> RH>
|> RH> Rickard, are you clueless again. I'm talking about a lot of graphics
|> RH> and animation to put around. Also, you know, the anim format is
|> RH> compressed.
|>
|> So? I wanted to know how useable this double-speed CD-ROM was for ANIMATED
|> stuff .... 7Kb/VBL ... 14Kb if you do 25 fps .. not much for animation I must
|> say .. :-/ ..

Well, and what do you think 3DO is doing? Magic? They also use a double-speed CD-ROM but since the data is compressed, they can do decnt animation.

BTW, 25 fps is very decent animation. Movies in theaters run at 24fps.

```
|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 2404. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 14:48:35 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct12.144835.8188@rchland.ibm.com>
Source record: 20840

In article <2cb45184@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 07 Oct 93 14:07:29, Ricardo Hernandez Muchado wrote:
|>
|> RH> |> BS .. I don't think my STE is inferiour to an Amiga 500.
|> RH>
|> RH> Well, but Rickard? Weren't you b*tching about custom chips? What
|> RH> 'custom chips' the STE has vs the A500? The A500 has better sound,
|> RH> better graphics, etc....
|>
|> I use my STE to run my BBS. In 640*400 NI ... Can the A500 do 640*400 NI?

Well, you were still bitching about custom chips... so could the STE do sprites? Dual playfields? Mix resolutions on the fly with no CPU intervention?

|>
|> Better sound? Laughter. The STE has better sound than the A500. (50Khz)

How many channels the STE has? Does it do the 50Khz with the DMA stuff?

|>
|> RH> Ah, a SOURCE no matter what eh? Rickard, let me advise you that you
|> RH> are stupidly attempting to argue with a developer that works for a
|> RH> recognized
|> RH> company in the Amiga market. I think he will definitively have more
|> RH> information than you and your 'stupid ATTACK' magazine ever would.
|>
|> My mag?
|>
|> RH> You know Rickard, sources can BE WRONG. IN FACT, ATTACK must be wrong
|> RH> because there were people that saw the CD-32 there!
|>
|> Maybe so, but COMMODORE wasn't there according to them. Maybe someone played
|> with his gamesmachine .. (sure it wasn't an A1200?)

So who do we believe? The magazines then? Hey, I got a bridge to sell you.

|>
|> RH> Where's the ATARI ST-CD ROM?
|>
|> Why make an own CD-ROM when you can hook up ANY standard SCSI-II CD-ROM to the
|> Falcon without ANY extra cards?
|>
|> RH> Where's the ATARI notebook/pen computer?
|>
|> Hmm .. that's STacy .. I think .. I'm don't know too much about the Atari

|> notebooks ..

Nope, it's not the STacy...

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2405. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 14:50:30 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct12.145030.35966@rchland.ibm.com>
Source record: 20841

In article <2cb451b4@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 07 Oct 93 14:07:30, Ricardo Hernandez Muchado wrote:
|>
|> RH> Safe Harbor expects it sometime this month and they are
|> RH> going to sell it for $385 US dollars.
|>
|> Compared to the Jag's price of $199, I don't think the CD32 has got a chance ..

Ah, but guess what (and this is true): The Jaguar price increased.
Lowest price by mail order here in the US is now $240. Retail they say is $300.

And remember, you get a double speed CD-ROM with the CD-32.

|>
|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
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// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2406. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 14:56:07 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct12.145607.24338@rchland.ibm.com>
Source record: 20842

In article <295gha$h0b@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In article <1993Oct07.190047.32424@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> > I'm willing to bet I would. Why? Because I do video work and the
|> >amount of transitions in intensities is limited compared to a 24-bit palette.
|> >
|> > No flame intended, but I have tried that before. Even in VGA's
|> >18-bit I can notice it!
|> >
|> >------------------------------------------------------------------------
|> >Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
|> > // >>> I LOVE IT <<<< My comments are my own, not of my employer
|> > \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
|> > >>> New internet address: raist@vnet.ibm.com <<<<
|> >
|> You do professional work, so I believe that you can tell the difference,
|> but don't try to say that you CANNOT tell the difference between HAM8 and
|> true 24 bit.

It's really but really hard. In most pictures is virtually impossible on RGB.
When you dumpt the signal to video, it's
virtually impossible no matter what.

If you use 1280 horizontal res, then it becomes virtually impossible
whether RGB or not.

I doubt I'd believe you. My point was that the "joe average
|> user" who cannot tell between HAM8 and 24 bit also wouldn't be able to tell
|> between 15 bit and 24 bit.
|>
|> ~Chris (P.S. Got my Falcon TOday! Yippee!)

Chris, to be fair, this depends on the picture. If the picture has like a
sky and needs subtle light transitions (or a night scene), it will look different.

|>
|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210

>>> New internet address: raist@vnet.ibm.com <<<<

# 2407. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 17:45:37 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct12.174537.36018@rchland.ibm.com>
Source record: 20843

In article <299ov9$4gh@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <1993Oct10.142048.22589@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >In article <2992bh$76v@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> >|> In article <1993Oct10.024012.24463@infodev.cam.ac.uk>,
|> >|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >|> >It has had price cuts because it is obsolete. Commodore, unlike Atari no longer
|> >|> >manufacture 16 bit computers.
|> >|> >
|> >|>
|> >|>
|> >|> I leave advocacy for a week to play with my new keyboards and I come back and
|> >|> see stuff like this! :)
|> >|>
|> >|> Atari (as far as I know) is only making Falcons and *maybe* TTs. These
|> >|> are both 68030 machines. I think the STes are not being made, at least
|> >|> over here in the USA.
|> >
|> >How wide is the data bus on a Falcon?
|> >
|> >Chris Brown
|>
|>
|> All chips except the 68030 access RAM 32 bits at a time.
|> The 68030 itself accesses RAM 16-bits at a time.
|>
|> What are you trying to insinuate? That the Falcon is a 16-bit computer?
|> That would be ludicrous, considering that out of the box, it outperforms
|> the "32-bit" A1200.

I don't think it does Flip.... remember the benchmark war? And then
we have the huge price distance.... BTW, the A1200 is now $379 US dollars.
50Mhz accelerator about $35x dollars... Hmmm.....

|> <which incidentally still has a "16-bit" Blitter, "8-bit" sound, and "16-bit"
|> disk access... gee, what does that make it? :) >

a 40-bit computer :-)

|>
|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD

// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2408. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 17:47:40 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct12.174740.44144@rchland.ibm.com>
Source record: 20844

In article <2cb7ce7c@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 10 Oct 93 06:11:08, C.P. Brown wrote:
|>
|> CB> It has had price cuts because it is obsolete. Commodore, unlike Atari no
|> CB> longer
|> CB> manufacture 16 bit computers.
|>
|> Is Atari manufactoring 16-bit computers? Where?

The Falcon-> 16-bit data path.

|>

|> A1200 ... isn't the AGA chipset still using some 16-bit paths? BLiTTER etc?
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
32-bit paths...

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

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---------------------------------------------------------------------------
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\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2409. Re: Heeh

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 17:49:30 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct12.174930.17332@rchland.ibm.com>
Source record: 20845

In article <2cb847bc@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> Did you watch Future Watch on CNN this saturday/sunday?
|>
|> Lots of coverage on the new VR and Games-systems ....
|>
|> They finished with some Silicon Graphics movies, stating that Nintendo and SG
|> would make a 64-bit system that would be out in the stores '95 ...
|>
|> ....and then they said...
|>
|> IBM and ATARI has developed their own 64-bit system, the "Jaguar", which will
|> be out '93 in New York and San Fransisco - nationwide 1:st quarter '94.
|>

BTW, IBM has nothing to do with the Jaguar except for manufacturing, Q.A. ,
and some degree of distribution.

Just in case...

|> Both systems will retail under $250.
|>
|> They didn't mention the 3DO.
|>
|> They didn't mention the CD32.
|>
|> Guess who many viewers CNN has.

Yep, the Jaguar is getting hype.... I hope they don't screw up.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>
|>

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---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 2410. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 17:51:00 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct12.175100.46836@rchland.ibm.com>
Source record: 20846

In article <2cb88ec8@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 10 Oct 93 16:10:50, C.P. Brown wrote:
|>
|> CB> How wide is the data bus on a Falcon?
|>
|> Double-speed, 32Mhz 16 bit, feeding the 68030 with their own Multiplexer.
|>
|> Thus to the 68030 the bus is 32bit wide, at 16Mhz.
|>
|> they probably did it to save space on the motherboard, and cut cost.
|>
|> Performance NOT affected.

HA HA HA HA HA HAAAAAAAAAAAAAAAAAAAAA!

No, are we ignorant or what? Didn't you see how the benchmarks worked on the Falcon? Dude, this is your very *MOST* ignorant posting that I have EVER, BUT *EVER* SEEN.

Give Motorola a call, you'll probably make their day very happy, HA!

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
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|>

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>>> New internet address: raist@vnet.ibm.com <<<<

## 2411. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 17:56:03 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct12.175603.27262@rchland.ibm.com>
Source record: 20847
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CEq5sq.2JH@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
|>
|> Yeah - heated intelectual debate!!!!
|>
|> In article <1993Oct06.001453.32776@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> >|> Bullsh*t. Calamus was out years before PageStream 2 was released.
|> >
|> > Guess what: The first version of the Amiga PageStream WASN't version 2...
|> >
|>
|> Thats besides the point - Pagestream did not leave the Atari (they continued developing) until
|> AFTER Calamus was released. Perhaps there was an Amiga version of Pagestream before Calamus came
|> out. So what ? Thats just multiplatform development, not abandonning a platform.
|>
|> >|> > Deskop Publishing:
|> >|> >
|> >|> > DTP programs: ProPage 4.1
|> >|> > PageStream 3.0
|> >|>
|> >|> Come now - no one believes in the Amiga as a DTP system, no one ever has....
|> >|> go look at Calamus S/SL....
|> >
|> > Well, I guess that depends where you live. Wat is so
|> >'advanced' about Calamus? Write, 'cause I'm sure there are other
|> >things on this side which are pretty good too...
|>
|> If you have to ask, then you don't need them, and wouldn't understand them without a detailed
|> explaination of many profession publishing terms (which I'm not about to write).

Oh really? What are those 'secret terms' I won't understand?

Pantone? Bezier curves? Postscript? Kerning? I'm curious.

|> > Or maybe that you can't coment on more than Calamus and MIDI apps....
|> >What about m-media programs, video, imageprocessing, other areas?
|>
|> Video Master, Cubase Video (never being released for the Amiga, but due on the Falcon RSN),

Well, they aren't released yet anyway, while the Amiga has the VideoToaster, OpalVision, SuperGen, IV24, V-lab, etc. NICE TRY.

|> Chagall (image processing), Galaxy & CLA2 (electronic CAD / Sim / Synthesis) ......
|> Come now, do I have to document EVERY program in every field of developement???

Nope. They are so few though.

|>
|> > I need to synchronize Animation and sound. I need to put sound together
|> >at the same time the animation plays.
|> >
|> > The animation must play at far more than 256 colors (near 24-bit, but
|> >since impossible on the Falcon, let's accept 'true color'). Full screen.
|> >I need to do ray traced animations and 2D animations.
|> >
|> > Tell me what programs I can use on the Falcon that will crush
|> >the Amiga A1200 I use for doings this things?
|> >
|>
|> Hey - thats just what I want as well.....lucky I bought a Falcon so I can do it
|> (InShape, AutoDesk Animator, XenoMorph, Video Master, Chloe, Cubase Video....)

So can you? AutoDesk Animator hasn't been released, and a lot of 3D programs
on the Amiga blow it away anyway. Didn't you say that Video Master and Cubase Video
*ARE NOT RELESED YET?*

Are you ignorant, dumb or what? I'm doing those things today... no need
to wait.

|>
|> >-------------------------------------------------------------------------
|> >Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
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|> > >>> New internet address: raist@vnet.ibm.com <<<<
|> >
|> >
|> Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
|> BAe Space Systems || Phone : (UK) 091 4883098
|> Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
|> -----------------/__\-----------------------------------------------------------
|> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

--
---------------------------------------------------------------------------
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>>> New internet address: raist@vnet.ibm.com <<<<

# 2412. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 18:03:49 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct12.180349.23854@rchland.ibm.com>
Source record: 20848

In article <KESSELER.93Oct12113448@arthur.crpht.lu>, kesseler@arthur.crpht.lu (Georges Kesseler) writes:
|>
|> > |> chip is also the reason why the F030 does not slow down so horribly if it has
|> > |> to display 8 bit grafix (A1200 IS slow in HAM8, does it have 256 color mode?)
|> >
|> > Have you tried an A1200 with fastram? High colour displays do not slow down user
|> > programs at all then. If I open a 784*1100 HAM-8 screen, I wouldnt expect it to
|> > update as fast as a 640*256 4 colour screen (What readers of this group are used
|> > to?)
|> Ha, wow, what an argument, really great!!! OF COURSE IT DOES NOT SLOW DOWN
|> WHEN YOU PUT THE PROGRAM INTO FASTRAM. But I'm comparing the CHIPRAM of the
|> A1200 to the CHIPRAM of the Falcon. And btw. The falcon can have 14MB of
|> chipram but the A1200 only 2MB (or 4?). A stock A1200 or Falcon has no chipram.
|> SO PLEASE COMPARE THINGS ON THE SAME BASIS!!!!
|>
|> ********* YES I KNOW THE A1200 COSTS LESS !!! *********
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
/
Exactly. Which is why I can put in FAST RAM, a 68030 @ 50Mhz accelerator
and an FPU and compare against the Falcon.

|> > Oh, and how many bitplanes is HAM-8? (I'll give you a clue, HAM-6 uses 6), and
|> > AGA has 256 colour registers (24 bit), so yes, it does have a 256 colour mode (as
|> > well as 128,64,32,16,8,4 and 2 colour modes)
|>
|> That's nice. Can you tell me how much the slow-down from 4 color to 256 color
|> is?
|>
|> Georges.
|> --
|> Georges Kesseler
|> Office: kesseler@cetrel.lu
|> Private: kesseler@restena.lu
|> IRC: Gunstick

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
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>>> New internet address: raist@vnet.ibm.com <<<<

# 2413. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 20:27:44 UTC
From: hasse@krynn.solace.mh.se
Message-ID: <hasse.750456155@fizban>
Source record: 20849

birkr@essex.ac.uk (Birks R J) writes:

>In article <hasse.750119765@fizban> hasse@krynn.solace.mh.se (Hans Holmberg) writes:

> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> [stuff deleted]
> > Well, but Rickard? Weren't you b*tching about custom chips? What
> >'custom chips' the STE has vs the A500? The A500 has better sound,
> >better graphics, etc....

> Uhm.. The STE has *much* better sound than the A500, it even has better sound
> than anything Commodore has come up with so far.

> [stuff deleted]

>[sigs deleted]

>Before this subject drops, just what sort of sound did the STE come with?
>I do know that an STfm came with a 3 voice/8 octave Yamaha sound chip.
>And as far as I know, for compatability reasons Atari stuck with it for the STe.

>Although I do believe that the STE had stereo capabilities. Like to enlighten
>me ?

The STe can play 8 bits samples in upto 50kHz stereo, ie. it has 2 DAC's (In
addition to the dinky Yamaha-chip). It also have bass & treble control.

But by using various techniques you can 4 channels in upto 50kHz or 8 channels
in upto 25kHz. In quality and channels it beats the Amiga. The only trouble is
that you have to use the main-cpu to produce the sound. (urgle)

Conclusion: The STe has better "sound", the Amiga has a better "soundsystem".

(By STe I mean STe, Mega STe & TT)

There are two 8 channels demos at atari.archive.umich.edu (or a mirror of it)
if you are interested, which can be found in:
/atari/Demos/epssatom.zip
/atari/Ste/dynamite.arc

I know there's something called Octalyzer too, but I don't know where it can be
found or how it sounds.

>Richard Birks, 3rd year Comp Sci Systems Architecture Student. Uni of Essex, Uk.
>Project: Real time image compression - help!

/Hasse

--
hasse@solace.mh.se | Hans Holmberg | If all dinosaurs died out million of
+46 60 163108 work | Sommarvagen 5 | years ago, then why does Windows and
+46 60 569169 home | S-854 67 Sundsvall | DOS still exist???
+46 60 569266 fax | Sweden | "Jurassic park?? That's PC-lab 4"

# 2414. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 23:35:29 UTC
From: cmedley@wam.umd.edu
Message-ID: <29ff01$gaf@cville-srv.wam.umd.edu>
Source record: 20850

In article <1993Oct12.174740.44144@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>
>
>
>|> A1200 ... isn't the AGA chipset still using some 16-bit paths? BLiTTER etc?
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> 32-bit paths...
>

To feed the 8-bit sound chip and 16-bit blitter? :)

## 2415. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-12 23:39:06 UTC
From: cmedley@wam.umd.edu
Message-ID: <29ff6q$gap@cville-srv.wam.umd.edu>
Source record: 20851

In article <1993Oct12.145030.35966@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <2cb451b4@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
>|> In a message of 07 Oct 93 14:07:30, Ricardo Hernandez Muchado wrote:
>|>
>|> RH> Safe Harbor expects it sometime this month and they are
>|> RH> going to sell it for $385 US dollars.
>|>
>|> Compared to the Jag's price of $199, I don't think the CD32 has got a chance ..
>
> Ah, but guess what (and this is true): The Jaguar price increased.
>Lowest price by mail order here in the US is now $240. Retail they say is $300.
>
> And remember, you get a double speed CD-ROM with the CD-32.
>
Along with the inferior hardware. :)

Face it, if the demand is there, Atari would jack the price up to $300 or $400
if they could. Going to $250 is minor as the people who are lining up to
buy them now are willing to pay that premium, and this price is only on the
first 50,000 units.

Also, I've heard there is some sort of special casing or some-such-or-the-other
that will come with it that marks these as the first batch, making them
possible collector's items for those into that sort of thing.

# 2416. Re: CBS This morning

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-13 02:00:08 UTC
From: jesper.kock@cindy.ct.se
Message-ID: <A8E0D1C3@cindy.ct.se>
Source record: 20852

> From: kfason@csn.org (Kevin Fason)

> Atari's Jaguar steals 3DO's thunder on CBS This Morning
> """""""""""""""""""""""""""""""""""""""""""""""""""""""""
> Jaguar made its national television debut early today on the CBS news
> program CBS This Morning. Placed squarely in competition with the 3DO
> system, Atari's new machine looked to be in good shape in the battle of
> the next generation videogame systems.

Well..This only proves that Atari Jaguar is going to be a major breakthru in
the videogame market.. Thank you Atari.

Grtz (Jesper.Kock@kockens.ct.se)

# 2417. Re: Heeh

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-13 06:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cba7732@troed.ct.se>
Source record: 20853

In a message of 11 Oct 93 19:44:06, Jesper Kock wrote:

JK> > Did you watch Future Watch on CNN this saturday/sunday?
JK>
JK> > Lots of coverage on the new VR and Games-systems ....
JK> > IBM and ATARI has developed their own 64-bit system, the "Jaguar", which
JK> > will be out '93 in New York and San Fransisco - nationwide 1:st quarter
JK> > '94.
JK>
JK> > Both systems will retail under $250.
JK>
JK> Damned!!! Why did i miss that??? On what day and time is "Future Watch"?

Well, don't look in their shedules ... they're off by one hour .. (maybe CET hasn't gone to wintertime as we have) ..

Saturday, 22:40. Sunday, 18:10

I think ... but this was last weeks show, I hardly think they'll run the same thing this week ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2418. Re: Atari vs the EXPENSIVE world of DOS + Re: The Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-13 08:00:56 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbb9cf4@troed.ct.se>
Source record: 20854

In a message of 12 Oct 93 12:03:40, Johan Eriksson wrote:

JE> WHOA! But RICKARD! Atari HAS released an official developers list...among
JE> which are Maxis, Ocean, US Gold, Tiertex, Loriciel, Silmarils, Anco and so
JE> on...

You're replying to a letter I wrote several weeks ago .. problems with the
link?

JE> It has also been said here on Usenet (rec.games.video.misc) that at least
JE> two LARGE developers who is now developing games for both the SNES and
JE> the Genesis (Megadrive) has signed a developer's contract, although these
JE> two names will be released along with the major Jaguar roll-out early
JE> 1994.

...and the rumour is?...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2419. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no wa

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-13 08:00:56 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbb9d80@troed.ct.se>
Source record: 20855

In a message of 12 Oct 93 18:30:14, Ricardo Hernandez Muchado wrote:

RH> Helps in the chunky to planar conversion. I am also trying to find
RH> out
RH> exactly what it does. It is either: read memory feeding the custom chips
RH> or
RH> what I heard later: 68020 feeds it, and reads converted data from it
RH> (which
RH> is not as good as it should be, but surely helps).

...tell me when you find out... if they use the CPU to both send and then
receive the data I wonder ....

RH> Well, and what do you think 3DO is doing? Magic? They also use a
RH> double-speed
RH> CD-ROM but since the data is compressed, they can do decnt animation.
RH>
RH> BTW, 25 fps is very decent animation. Movies in theaters run at 24fps.

Sure, but COMPUTER GRAPHICS looks terrible below 50fps ... Or do you have many
demos for your amiga that does Vectors in 25fps?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2420. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-13 08:00:57 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbb9dc2@troed.ct.se>
Source record: 20856

In a message of 12 Oct 93 18:30:14, Ricardo Hernandez Muchado wrote:

RH> Ah, but guess what (and this is true): The Jaguar price increased.
RH> Lowest price by mail order here in the US is now $240. Retail they say is
RH> $300.

Retail $249 according to Atari.

(And that's BEFORE Christmas, retail $199 AFTER Christmas)

RH> And remember, you get a double speed CD-ROM with the CD-32.

Yup, and that's about it too.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2421. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-13 08:00:57 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbb9e2e@troed.ct.se>
Source record: 20857

In a message of 13 Oct 93 02:17:36, Vicious One wrote:

VO> >|> A1200 ... isn't the AGA chipset still using some 16-bit paths? BLiTTER
VO> etc?
VO> > ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
VO> > 32-bit paths...
VO> >
VO> To feed the 8-bit sound chip and 16-bit blitter? :)

Not the 8-bit graphics then? :-))

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2422. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-13 11:41:45 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct13124145@arthur.crpht.lu>
Source record: 20858

> Well, you were still bitching about custom chips... so could the STE do
> sprites? Dual playfields? Mix resolutions on the fly with no CPU intervention?
No, no, no.

> |> Better sound? Laughter. The STE has better sound than the A500. (50Khz)
>
> How many channels the STE has? Does it do the 50Khz with the DMA stuff?
two, yes.

Btw, I am an Atari-user :-)

Georges.

--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2423. Re: Falcon Support

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-13 20:49:44 UTC
From: birkr@essex.ac.uk
Message-ID: <BIRKR.93Oct13214944@sunlab43.essex.ac.uk>
Source record: 20859

In article <1993Oct10.211023.20420@btree.uucp> crissman@btree.uucp (George Crissman) writes:

Xref: sersun1 comp.sys.atari.st:32158 comp.sys.atari.advocacy:2211

**********
>>> Please Notice The Followup: Line To comp.sys.atari.advocacy <<<
**********

In article <H.eg.G1ojGeS67&_@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca weighs in with:

[stuff about pagestream deleted]

Last I heard, Motorola wasn't even going to manufacture the 601 processor, starting instead with a more-advanced unit such as the 602. Given that info, I wouldn't be waiting for an Atari-labeled 601-based system.

[sigs deleted]

I was reading Electronic news today - forced upon me by my project advisor, and came across an advert for the PC601. Just thought that you'd like to know. So stuff that in your Ataris/Amigas. *sticks tongue out to intel*

Richard Birks, 3rd year Computer Science Student.
Essex Uni England.

## 2424. Where can I preorder Jag (Bay Area)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-13 21:37:09 UTC
From: patrick@soda.berkeley.edu
Message-ID: <29hse5$54m@agate.berkeley.edu>
Source record: 20860

I live in Berkeley, CA. I understand the Atari Jag is going to
be premiered in San Fran either in late Oct or Early Nov and was
wondering if anyone knew of any stores which are planning on carrying
them and taking preorders. If anyone knows, I'd appreciate email

Thanx...:)

# 2425. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 10:25:53 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310141022.AA00686@ash38>
Source record: 20861

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes..

>RH> Ah, let me guess. Commodore designs a CPU to aid in the chunky->planar
>RH> conversion and it can be done faster on the 68020 ASM?

>What does Aikaido do, exactly?

Akiko just converts planar pixels to chunky pixels. Its basically
just a hardware implementation of a software algorithm. It is a bit
of a kludge as AFAIK it doesnt do the DMA for the screen, just
returns the values which you have to shove into screen memory - this
makes it much less useful than it could have been.

I gather that an 030 or 040 at 25Mhz can easily outperform the Akiko
for conversion, its just that on a standard CD32 with only a 68020
and chipram, the processor could do with help for chunky to planar
conversion. It may be possible that an A1200 with fastram could
match the Akiko for speed of conversion.

Gavan

# 2426. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 10:31:36 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310141028.AA00691@ash38>
Source record: 20862

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes...

>I use my STE to run my BBS. In 640*400 NI ... Can the A500 do 640*400 NI?

The A500+ can, but not the A500. The ST does this mode in monochrome
only, you get four colours on the A500+. Although the A500 can only
manage this mode interlaced, it does have the advantage of doing it
in 16 colours. You can always get a flickerfixer if you want, but
theres little point in arguing over obsolete machines now.

>Better sound? Laughter. The STE has better sound than the A500. (50Khz)

Yeah, loads of software uses 50Khz samples doesn`t it? The Amiga can
also be driven at 50Khz if you really want to, although you lose the
DMA capability and have to use processor power. Much better to have
four channels of DMA sound.

>Why make an own CD-ROM when you can hook up ANY standard SCSI-II CD-ROM to the
>Falcon without ANY extra cards?

Its always better to have an official product available if you want
developers to support a format. Just relying on people to go out and
buy SCSI CD-ROMS isnt going to encourage widespread adoption of the
format on the ST/Falcon.

Gavan

# 2427. Jaguar delayed?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 10:37:37 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310141034.AA00703@ash38>
Source record: 20863

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes ....

>In a message of 07 Oct 93 14:07:30, Ricardo Hernandez Muchado wrote:

>RH> Safe Harbor expects it sometime this month and they are
>RH> going to sell it for $385 US dollars.

>Compared to the Jag's price of $199, I don't think the CD32 has got a chance ..

I didnt think the Jaguar had a price yet, as it hasn`t been
released to date. Lets see what the prices are when it is released
on the `31st October` which is supposed to be its release date.

I dont think that the CD-less $199 version will be much good.
Better for Atari to have given ALL jaguars a CD ROM drive. Too much
confusion and uncertainty for developers unless you have a good base
machine.

Gavan

PS. The CD32 is doing *phenomanally* well in the UK - virtually all
stores selling it have sold out of stock. It`s also getting plenty
of publicity and it has a good `street cred` which helps to sell
consoles here. I don`t think the Jaguar will do very well here at
all, despite its alleged technical specs. If Atari don`t have it
out here by Xmas, then they can kiss any chances of success
goodbye....

## 2428. who cares ??!?!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 10:47:36 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310141044.AA00709@ash38>
Source record: 20864

cs151ns@lamar.colostate.edu (Gerald Wenzel) writes ...

>Also, as little as I know about "3dO" or whatever, what was the
>price quoted on it?? $300? $500? Something like that? Does
>ANYONE actually think that this is going to be accepted by
>Joe and Jane Public? Does anyone remember CDI, or CD+G? Even
>laserdisc players, after finally dropping below $500 for low-end
>models, are being slow to be accepted.. Living in this nice little
>computer-geek world, it might be a "neat" idea to think that
>the public is going to go "W0W!!!@1 tRuE mUltImeDi/-\ wItH a
>cD pLaYeR!!@1!" Give me a break.. no one but a diehard geek
>will go for this.. I have little interest in Interactive TV
>myself.. I just want to watch ESPN and play video games, like 99%
>of everyone else.

I couldn`t agree more. Excellent though the 3DO is, there just
isnt a market for it at that price. People couldnt give a damn about
multimedia (the consumer market, that is). They just want a machine
to play good games on at a cheap price. The ability to watch videos
(ie via MPEG off CD) would be a nice extra, but its not strictly
essential.

I`d say the sega mega-CD has the best chance of success in the
states. It may be crap technology but there is a lot of software
support for it and some of the games are quite good, despite the
technical limitations. The CD32 and Jaguar might make some inroads
in the US, but their chances are low.

In Europe I`d say that the CD32 will be a sucess. It can build
on the popularity of the Amiga and people can percieve the
advantages that the CD32 offers over the Sega, whilst costing less.
(Sega Mega CD2 ~ 350 UKP, CD32 ~ 300 UKP MRP)

The Jaguar? Without a CD as standard and with delays its
DEAD
DEAD
DEAD

Sorry, Atari fans, but thats the way it is

3DO? Niche market - should survive but won`t be a roaring
sucess, unless maybe the economy picks up and people are looking for
a new techno toy to spend their money on.

Gavan

# 2429. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 10:56:11 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310141053.AA00718@ash38>
Source record: 20865

ilaskey@cix.compulink.co.uk (Iain Laskey) writes..

>Oh come on, for the price, the Falcons performance is dismal! I bought one
>because I have a huge amount of ST software & peripherals that I like
>sing and suits my needs. i just wanted it to run faster and I also liked
>the sound of the software planned for the falcon. It's faster than a MSTe
>but not by much.

Yep. Both the A4000 and the Falcon offer dismal performance for
the price. The only reason for people to buy either of these
machines is that they have (a) a particular function in mind or
(b) they are fanatical C= or Atari users
and want a better ST/Amiga

Where the Amiga scores is with the A1200 which is affordable, yet
powerful and expandable. You can buy a usable model for as little as
260 UKP and add a hard disk and extra memory later. This creates a
base of users who would want to upgrade to an A4000 later.

With the entry level Falcon at 900 UKP noone is going to buy one
as a general purpose machine when they could get a well specified
486 at the same price.

Gavan

# 2430. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 11:02:49 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310141100.AA00726@ash38>
Source record: 20866

rickard.troedsson@troed.ct.se (Rickard Troedsson)

>Atari needed space on the motherboard, to cut cost.
>Effective way to reduce size - go from 32 datalines to 16.
>Now what do we do to not loose speed?
>Run the bus at 32Mhz, use our own multiplexer to feed the 68030 two 16-bit
>words at a time, thus the 68030 THINKS THE BUS IS 32 BIT 16 MHZ!

>I'm not saying this IS the truth, because I haven't checked. But it fits right
>in with the fact Atari technicians has let out. (32Mhz bus system 68030 is
>connected 32/32)

>If this is true, then the Falcon030 has burst mode and EVERYTHING a 16Mhz 32
>bit system has ...

Oh dear Rickard, making things up again, are we - like your amazing
256 colour dual playfields mode?

It doesnt matter how fast the bus is - if the processor is 16 Mhz
then it can only accept data at 16 Mhz. The only things that think
the bus is 32 bit at 16 Mhz are desperate falcon owners.

Gavan

# 2431. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 12:28:40 UTC
From: sys1@exnet.com
Message-ID: <CEvzzt.CMs@exnet.com>
Source record: 20873

In article <1993Oct10.201420.6189@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>In article <299ov9$4gh@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>
>|> What are you trying to insinuate? That the Falcon is a 16-bit computer?
>|> That would be ludicrous, considering that out of the box, it outperforms
>|> the "32-bit" A1200.
>
>And for the same price as an 'out of the box' Falcon you can buy an A1200 with
>FASTRAM which outperforms said Falcon.

but no SCSI, MIDI, LAN, DAC/ACD, DSP. So it doesn't outperform the Falcon in areas that use these options. To get all that stuff as well takes a lot of money.

>
>|>
>|> <which incidentally still has a "16-bit" Blitter, "8-bit" sound, and "16-bit"
>|> disk access... gee, what does that make it? :) >
>
>a full 32 bit computer with 24 bit graphics.

Uh, no---HAM is not 24 bit colour. Amigoids like to pretend it is but as each pixel cannot be individually set to a specific colour they are wrong.

And `full' 32 bit should mean *everything is 32 bits wide. Is it? No.

Talking bollocks again.

X

# 2432. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 14:21:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.bMD1laJiKos@semprini.waterloo-rdp.on.ca>
Source record: 20870

In <1993Oct9.223118.12776@alw.nih.gov>, Richard M. Venable writes:
> >That's right folks, the 8Mhz 68000 was _almost_as_fast_ as the '386/33.
>
> You mean until the 486 came out, the ST and Intel boxes were even.

No, it means we've got pretty good math libraries, and the Intel ones
stank unless you had an FPU.

> >Now, for those of you who think a Falcon030 is the same performance as a
> >'486dx2/66, it would've traced the image in about 20 seconds. The
> >Falcon would probably do it in 50 minutes (and that's being generous).
>
> So where are your numbers to support this? And how would it do
> if the the DSP chip were used? After all, every Falcon will have
> one, so why not use it? Stop speculating; complete the work
> before spouting off; so far, we know a '486 beats an ST.

I'm not running out to buy a Falcon just to port ~1M of C source to DSP
assembler just to do a test run of POV-Ray 2.0. Sorry.

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

# 2433. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 14:50:40 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310141447.AA01531@ash38>
Source record: 20869

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes ..

>500+, was that release? I've never seen one ..

It was in the UK. Just an A500 with KS 2 and full ECS including
the super denise. That gave it its 640x480 /4 colours non interlaced
mode which the A500 didnt have.

>The A600 has had some SERIOUS price cuts .. Commodore sure must have lost a lot
>of money on that one ..

The A600 is now also obsolete. I`ve seen many places selling their
remaining stocks very cheaply. eg. `Dixons` (a large UK electrical
goods retailer) is selling A600s and Atari STe s off at 150 UKP to
clear remaining stocks.
Dixons also sells the A1200 at MRP
It DOES NOT sell the Falcon.

Gavan

# 2434. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 14:59:11 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310141456.AA01536@ash38>
Source record: 20867

cmedley@wam.umd.edu ('Flip') writes....

>I've played a 3DO. It's nice. I don't think they are in a position to be
>too trusted. After all they are new, and as of this minute, the selection of
>games is woefully inadequate.

>But also, it's more than the Jaguar or CD^32 has.

There is a reasonable selection of CD32 titles as of now.

It comes with Oscar and Diggers, you can get Pinball Fantasies and
RoboCod for it. It runs most of the old CDTV stuff too giving it
around 30 more titles (admittedly most CDTV is unimpressive). Theres
a large amount of software just about to come out on CD for the
CD32. Since its basically an A1200 almost any normal Amiga title can
simply be shoved onto CD for it and this will reflect in a wide
range of games early on for the consumer.

<jaguar>
>The first 50,000 machines are practically sold.

Atari will be lucky to sell a TOTAL of 50000 units in the (short)
lifetime of the Jaguar.

>As for the graphics, well..... you've only seen screenshots. Probably not
>even full-page color ones. I'd wait until we had more info before coming
>to a conclusion.

Exactly, thats all we have to go on for this wonder machine which
supposedly will go on sale in TWO WEEKS......

Gavan.

# 2435. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 15:16:10 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9310141513.AA01550@ash38>
Source record: 20868

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes...

>RH> BTW, 25 fps is very decent animation. Movies in theaters run at 24fps.

>Sure, but COMPUTER GRAPHICS looks terrible below 50fps ... Or do you have many
>demos for your amiga that does Vectors in 25fps?

Well, ham8 isnt good enough for you so I imagine you are really
pissed off trying to make do with crappy 25Hz Update Interlaced PAL
TV!!! (30 Hz update for NTSC users).

Look, when it comes to video, 25/30Hz update and interlace are the
order of the day. Nobody complains about the quality of normal TV
and Video.

Gavan

# 2436. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 15:49:37 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CEw9Ar.G4o@cbnews.cb.att.com>
Source record: 20872

In article <9310141456.AA01536@ash38> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>cmedley@wam.umd.edu ('Flip') writes....
>
>>I've played a 3DO. It's nice. I don't think they are in a position to be
>>too trusted. After all they are new, and as of this minute, the selection of
>>games is woefully inadequate.
>
>>But also, it's more than the Jaguar or CD^32 has.

The Jaguar is not even out, so what's your point?
(This is directed toward 'Flip', not Gavan.)

>There is a reasonable selection of CD32 titles as of now.
>
>It comes with Oscar and Diggers, you can get Pinball Fantasies and
>RoboCod for it. It runs most of the old CDTV stuff too giving it
>around 30 more titles (admittedly most CDTV is unimpressive). Theres
>a large amount of software just about to come out on CD for the
>CD32. Since its basically an A1200 almost any normal Amiga title can
>simply be shoved onto CD for it and this will reflect in a wide
>range of games early on for the consumer.
>
><jaguar>
>>The first 50,000 machines are practically sold.
>
>Atari will be lucky to sell a TOTAL of 50000 units in the (short)
>lifetime of the Jaguar.

Are you stupid, or just ignorant?

>>As for the graphics, well..... you've only seen screenshots. Probably not
>>even full-page color ones. I'd wait until we had more info before coming
>>to a conclusion.
>
>Exactly, thats all we have to go on for this wonder machine which
>supposedly will go on sale in TWO WEEKS......

Supposed to ship November 15th. Get your facts straight.

>
>Gavan.

Tom

--
+-------------------------------------------------------------------------+

```
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+-------------------------------------------------------------------------+
```

# 2437. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 16:14:23 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.812700@cix.compulink.co.uk>
Source record: 20871

>on the Amiga blow it away anyway. Didn't you say that Video Master and Cubase Video
>*ARE NOT RELESED YET?*
Both out.

---
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

# 2438. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 21:38:54 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Oct14.213854.14089@infodev.cam.ac.uk>
Source record: 20874

In article <CEvzzt.CMs@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|> In article <1993Oct10.201420.6189@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P.
Brown) writes:
|> >In article <299ov9$4gh@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> >
|> >|> What are you trying to insinuate? That the Falcon is a 16-bit computer?
|> >|> That would be ludicrous, considering that out of the box, it outperforms
|> >|> the "32-bit" A1200.
|> >
|> >And for the same price as an 'out of the box' Falcon you can buy an A1200 with
|> >FASTRAM which outperforms said Falcon.
|>
|> but no SCSI, MIDI, LAN, DAC/ACD, DSP. So it doesn't outperform the Falcon in
|> areas that use these options. To get all that stuff as well takes a lot
|> of money.
|>

Last speed ratings I heard for the Falcons SCSI interface said it did something
like 1 meg per second. If this is true than the A1200's IDE is faster.

|>
|>
|> >
|> >|>
|> >|> <which incidentally still has a "16-bit" Blitter, "8-bit" sound, and "16-bit"
|> >|> disk access... gee, what does that make it? :) >
|> >
|> >a full 32 bit computer with 24 bit graphics.
|>
|> Uh, no---HAM is not 24 bit colour. Amigoids like to pretend it is but as
|> each pixel cannot be individually set to a specific colour they are wrong.

Who said anything about HAM? The A1200 has 256 24 bit registers. With a little
copper magic, any pixel on the screen can be one of 16777216 colours. HAM-8 is
pseudo 18 bit colour. (Although it is again possible to use all 16.8M colours
from HAM8) The Falcon has an 18 bit colour registers, and a 15 bit high-colour
mode. I'll take AGA and HAM-8 any day thanks.

|>
|> And `full' 32 bit should mean *everything is 32 bits wide. Is it? No.
No, just the data bus, which in the Falcons case is not.

Chris Brown

# 2439. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 22:58:12 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct14.225812.16966@rchland.ibm.com>
Source record: 20795

In article <9310141022.AA00686@ash38>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes..
|>

[stuff deleted]

|>
|> I gather that an 030 or 040 at 25Mhz can easily outperform the Akiko
|> for conversion, its just that on a standard CD32 with only a 68020
|> and chipram, the processor could do with help for chunky to planar
|> conversion. It may be possible that an A1200 with fastram could
|> match the Akiko for speed of conversion.
|>

Gavan, just a quick note: I doubt that a '030 or '040 would match
Akiko since Akiko is supposed to be 'zero wait state'-> Probably a circuit
that immediately has a value out when you give it a certain input (like
a hardwired implementation).

|> Gavan

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2440. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-14 23:11:50 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct14.231150.8096@rchland.ibm.com>
Source record: 20796

In article <9310141100.AA00726@ash38>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|> rickard.troedsson@troed.ct.se (Rickard Troedsson)
|>
|> >Atari needed space on the motherboard, to cut cost.
|> >Effective way to reduce size - go from 32 datalines to 16.
|> >Now what do we do to not loose speed?
|> >Run the bus at 32Mhz, use our own multiplexer to feed the 68030 two 16-bit
|> >words at a time, thus the 68030 THINKS THE BUS IS 32 BIT 16 MHZ!

Talk to Motorola. Dude, I'm studying Computer Engineering, and what
you are saying doesn't make sense. The bus in the '030 expects to 'see'
32 bits of information. There has to be some middle buffer there that
will not be as fast as you imply (would have to predict from where to read
memory).

|>
|> >I'm not saying this IS the truth, because I haven't checked. But it fits right
|> >in with the fact Atari technicians has let out. (32Mhz bus system 68030 is
|> >connected 32/32)

That isn't what ATARI said...

|>
|> >If this is true, then the Falcon030 has burst mode and EVERYTHING a 16Mhz 32
|> >bit system has ...

The Falcon CAN'T HAVE BURST MODE. DO YOU GET IT? Simple test for
Falconites:

Turn on the cache, run a couple of programs that take a long time.
Now do the same with the 'burst mode' enabled. Prediction is: NO DIFFERENCE.

|> Oh dear Rickard, making things up again, are we - like your amazing
|> 256 colour dual playfields mode?

He is. He looks really stupid when posting things as ridiculous as that,
doesn't he?

|>
|> It doesnt matter how fast the bus is - if the processor is 16 Mhz
|> then it can only accept data at 16 Mhz. The only things that think
|> the bus is 32 bit at 16 Mhz are desperate falcon owners.

Yep. Even I admitted that the '020 in the noFASTRAM A1200 slows
down.

|>
|> Gavan

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2441. Re: 3DO is for real. : ) Jag... could be good.. CD^32.. no way!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 01:45:13 UTC
From: aspect@cats.ucsc.edu
Message-ID: <29kvb9$p93@darkstar.UCSC.EDU>
Source record: 20875

In article <CEw9Ar.G4o@cbnews.cb.att.com> tpp@cbnews.cb.att.com (Grue) writes:
>In article <9310141456.AA01536@ash38> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>>Exactly, thats all we have to go on for this wonder machine which
>>supposedly will go on sale in TWO WEEKS......
>
>Supposed to ship November 15th. Get your facts straight.
>
>>
>>Gavan.
>
>Tom

Actually, the official word form Bob Brodie was "available for purchase" the weekend following Thanksgiving. I'm sure that it's no coincidence that that also happens to be the #1 shopping day of the year in the U.S.

~Chris

>
>--
>+-------------------------------------------------------------------------------+
>|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
>|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
>+-------------------------------------------------------------------------------+

# 2442. Re: Falcon Support

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 01:54:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.NeeebdvpmZI@semprini.waterloo-rdp.on.ca>
Source record: 20787

In <1993Oct10.211023.20420@btree.uucp>, George Crissman writes:
> >SoftLogik has abandoned PageStream on the Atari platform; 2.2 is the
> >last version. They're developing it for the Amiga only now.
>
> Do you suppose the competition from Calamus was too intense on
> the Atari platform, causing SoftLogik to retreat to a machine
> that *may* not be able to run Calamus (just guessing, here)?

More likely the market dried up so much they _had_ to drop ST/TT/Falcon support. Calamus for Windows is due RSN (or is it available already?).

> >So, when's Atari going to release a 68040 machine? Or maybe a PPC601
> >machine? :-\
>
> Last I heard, Motorola wasn't even going to manufacture the 601
> processor, starting instead with a more-advanced unit such as the
> 602. Given that info, I wouldn't be waiting for an Atari-labeled
> 601-based system.

Partly right... Wade through the comp.sys.powerpc flamefield for a while... ;-) IBM is building the PPC601, which is essentially a transition chip between the RIOS chipset used in the RS/6000 workstations. Motorola will produce the PPC603, which requires less power, etc, and will be a "true" 64-bit CPU (unlike the PPC601, which is a 32/64, like the 68000 is a 16/32)... Motorola employees are saying it'll be a bit faster than the 601, too...

If I were waiting for anything from Atari, I'd be twiddling my tumbs in front of the TV (where I actually saw Sam Tramiel and a Jaguar the other night, much to my surprise).

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

# 2443. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 02:37:05 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Oct15.023705.21753@nuchat.sccsi.com>
Source record: 20876

That is absolutely not true! I just got a new SCSI-2 drive hooked onto
my Falcon (it's a Maxtor for those who care) and it's getting over 4 megs
a second!

--

_____________________________________________________________________
\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
_\ at the End of the Universe \ Zap030 / Shuttle Texas /_
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \

# 2444. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 08:02:42 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbdd756@troed.ct.se>
Source record: 20877

In a message of 14 Oct 93 12:27:43, Gavan Martin Moran wrote:

GM> >Why make an own CD-ROM when you can hook up ANY standard SCSI-II CD-ROM
GM> to the
GM> >Falcon without ANY extra cards?
GM>
GM> Its always better to have an official product available if you want
GM> developers to support a format. Just relying on people to go out and
GM> buy SCSI CD-ROMS isnt going to encourage widespread adoption of the
GM> format on the ST/Falcon.

Ah . that must be why PC add-ons don't sell ...

NOT ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2445. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 08:02:42 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbdd7c0@troed.ct.se>
Source record: 20878

In a message of 14 Oct 93 12:27:55, Gavan Martin Moran wrote:

GM> It doesnt matter how fast the bus is - if the processor is 16 Mhz
GM> then it can only accept data at 16 Mhz. The only things that think
GM> the bus is 32 bit at 16 Mhz are desperate falcon owners.

I think you should start learning something about designing bus-logic, or read
my posting. (You obviously hasn't)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2446. Re: Jaguar delayed? NO WAY

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 08:41:38 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CExK5F.Bwu@newcastle.ac.uk>
Source record: 20879

It is interesting to note (SEE THIS ALL YOU WHO DOUBTED) that the UK Video Game review program 'Bad Influence' is giving away a Jaguar in a competition this week - it was on telly last night. So they are finished and production models ready to go!!! This I saw.....

Craig.

# 2447. Re: CBS This morning

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 10:47:35 UTC
From: boberg@lysator.liu.se
Message-ID: <CExq02.7Bz@lysator.liu.se>
Source record: 20880

jesper.kock@cindy.ct.se (Jesper Kock) writes:
>> From: kfason@csn.org (Kevin Fason)
>
>> Atari's Jaguar steals 3DO's thunder on CBS This Morning
>> """""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
>> Jaguar made its national television debut early today on the CBS news
>> program CBS This Morning. Placed squarely in competition with the 3DO
>> system, Atari's new machine looked to be in good shape in the battle of
>> the next generation videogame systems.
>
>Well..This only proves that Atari Jaguar is going to be a major breakthru in
>the videogame market.. Thank you Atari.

Does it really? The report you quoted was *very* slanted in Atari's
favor. The reports from people in rec.games.video.misc were quite
different. Almost everybody (including Jaguar advocates) agreed that
the games shown for 3DO stomped all over the Jaguar ones. I tend to
believe them.

>Grtz (Jesper.Kock@kockens.ct.se)

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 2448. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no wa

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 10:51:33 UTC
From: boberg@lysator.liu.se
Message-ID: <CExq6J.7HH@lysator.liu.se>
Source record: 20881

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

>Sure, but COMPUTER GRAPHICS looks terrible below 50fps ... Or do you have
>many demos for your amiga that does Vectors in 25fps?

Here's a clue for you, Rickard: PAL television is 25Hz (50Hz interlace),
and I don't hear people complaining about how terrible it looks.

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 2449. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 10:53:55 UTC
From: boberg@lysator.liu.se
Message-ID: <CExqA4.7In@lysator.liu.se>
Source record: 20882

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 13 Oct 93 02:17:36, Vicious One wrote:

>VO> >|> A1200 ... isn't the AGA chipset still using some 16-bit paths? BLiTTER
>VO> etc?
>VO> > ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>VO> > 32-bit paths...
>VO> >
>VO> To feed the 8-bit sound chip and 16-bit blitter? :)

>Not the 8-bit graphics then? :-))

So, Rickard: How wide is the 68000 datapath in the Jaguar?

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ===========

# 2450. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 14:57:01 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <29mdnt$vl2@info2.rus.uni-stuttgart.de>
Source record: 20883

In article <1993Oct14.213854.14089@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>Last speed ratings I heard for the Falcons SCSI interface said it did something
>like 1 meg per second. If this is true than the A1200's IDE is faster.

Aargh...
I have a Quantum LPS240 connected to my Falcon. With this drive I get
1.6 MByte/s!
And this Quantum drive is a cheap one (~$300). With better drives you can get
more than 10 MByte/s.
By the way: someone has asked if the Falcon has "Wide SCSI". Of course NOT!
A "Wide SCSI" interface still costs more than $800 and I only know 3 HD drives
able to use this interface (all in the GigaByte section...).

Ciao, Heiko.
(zcam1121@rpool9.rus.uni-stuttgart.de)

# 2451. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 15:01:00 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <29mdvc$rkh@info2.rus.uni-stuttgart.de>
Source record: 20884

In article <1993Oct12.174537.36018@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> What are you trying to insinuate? That the Falcon is a 16-bit computer?
>|> That would be ludicrous, considering that out of the box, it outperforms
>|> the "32-bit" A1200.
>
> I don't think it does Flip.... remember the benchmark war? And then

Oh well, I remember the benchmark war (because I have made the F030-benchies)!
And I'm still waiting for the A1200 figures for one of the two benchmarks!!!

Ciao, Heiko.
(zcam1121@rpool9.rus.uni-stuttgart.de)

# 2452. Re: Jaguar delayed? NO WAY

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 15:19:05 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1493@usdtsg.DaytonOH.NCR.COM>
Source record: 20885

In article <CExK5F.Bwu@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>
>It is interesting to note (SEE THIS ALL YOU WHO DOUBTED) that the UK Video
>Game review program 'Bad Influence' is giving away a Jaguar in a competition
>this week - it was on telly last night. So they are finished and production
>models ready to go!!! This I saw.....

It's also interesting to note that Atari's stock in the U.S. is
somewhere in the $7 range just about now (it'll be curious to see what
it finishes at). Perhaps this (as well as the CBS appearance) is
helping Atari out.

Now if they could only get an Atari Falcon or Jaguar on the
David Letterman show in the U.S., that would be a major positive kick...

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"is it Politically Correct to interrupt someone talking about
Political Correctness?..."

# 2453. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 16:55:31 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct15.165531.15122@rchland.ibm.com>
Source record: 20804

In article <memo.812700@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk (Iain Laskey) writes:
|>
|> >on the Amiga blow it away anyway. Didn't you say that Video Master and Cubase Video
|> >*ARE NOT RELESED YET?*
|> Both out.

Ok. If they are both out what they EXACTLY do and $how much$.

|>
|> ---------------------------------------------------------------------
|> I don't want to start any blasphemous rumours,
|> But I think that God's got a sick sense of humour - ML Gore
|> ---------------------------+---------------+-------------------------
|> ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user
|>

--
---------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2454. Jaguar <> 16 bit! (was: Re: F30-A1200 benchmarks!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 16:57:44 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct15175744@arthur.crpht.lu>
Source record: 20886

> >VO> >|> A1200 ... isn't the AGA chipset still using some 16-bit paths? BLiTTER
> >VO> > 32-bit paths...
> >VO> To feed the 8-bit sound chip and 16-bit blitter? :)
> >Not the 8-bit graphics then? :-))
> So, Rickard: How wide is the 68000 datapath in the Jaguar?
> --
> Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
> EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
> ========== Disclaimer: I only speak for myself - not Team 17. ==========

Hahahahohohohihihi ROTFL...
I have been waiting a long time before someone finally mentions the 16bit
databus of the Jaguar's 68000 as a disadvantage. This is so funny!!!
Did you know that the 68000 has only 16 pins for his data bus ??? I suppose
yes, so you wanted to get an anti-Atari argument and got it terribly wrong :-)

So long,
Georges.

PS: I still have got no answer from anyone how the Jaguar's video memory is
organized, where it is, how big it is and how the data is put on screen...

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2455. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 16:59:07 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct15.165907.36706@rchland.ibm.com>
Source record: 20803

In article <CEvzzt.CMs@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|> In article <1993Oct10.201420.6189@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P.
Brown) writes:
|> >In article <299ov9$4gh@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> >
|> >|> What are you trying to insinuate? That the Falcon is a 16-bit computer?
|> >|> That would be ludicrous, considering that out of the box, it outperforms
|> >|> the "32-bit" A1200.
|> >
|> >And for the same price as an 'out of the box' Falcon you can buy an A1200 with
|> >FASTRAM which outperforms said Falcon.
|>
|> but no SCSI, MIDI, LAN, DAC/ACD, DSP. So it doesn't outperform the Falcon in
|> areas that use these options. To get all that stuff as well takes a lot
|> of money.

Not all of them. SCSI and MIDI are not expensive. But I agree
that the Falcon has areas where it looks better. Same with the A1200.

|> >|> <which incidentally still has a "16-bit" Blitter, "8-bit" sound, and "16-bit"
|> >|> disk access... gee, what does that make it? :) >
|> >
|> >a full 32 bit computer with 24 bit graphics.
|>
|> Uh, no---HAM is not 24 bit colour. Amigoids like to pretend it is but as
|> each pixel cannot be individually set to a specific colour they are wrong.

No, it isn't 24-bits. On the other hand, looks pretty much as good.

|> And `full' 32 bit should mean *everything is 32 bits wide. Is it? No.
|>
|> Talking bollocks again.

Well, you know-> CPU is the one in charge.

|>
|> X

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

## 2456. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 17:01:11 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct15.170111.15278@rchland.ibm.com>
Source record: 20801

In article <1993Oct14.213854.14089@infodev.cam.ac.uk>, cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|> In article <CEvzzt.CMs@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|> |> In article <1993Oct10.201420.6189@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|> |> >In article <299ov9$4gh@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> |> >

[stuff deleted]

|>
|> Last speed ratings I heard for the Falcons SCSI interface said it did something
|> like 1 meg per second. If this is true than the A1200's IDE is faster.

Nope, the IDE isn't that fast, although close on the very best cases.

|> |> >|> <which incidentally still has a "16-bit" Blitter, "8-bit" sound, and "16-bit"
|> |> >|> disk access... gee, what does that make it? :) >
|> |> >
|> |> >a full 32 bit computer with 24 bit graphics.
|> |>
|> |> Uh, no---HAM is not 24 bit colour. Amigoids like to pretend it is but as
|> |> each pixel cannot be individually set to a specific colour they are wrong.
|>
|> Who said anything about HAM? The A1200 has 256 24 bit registers. With a little
|> copper magic, any pixel on the screen can be one of 16777216 colours. HAM-8 is
|> pseudo 18 bit colour.

Ham is not pseudo 18-bit, it's pseudo 24-bits. Just clarifying.

|> (Although it is again possible to use all 16.8M colours
|> from HAM8) The Falcon has an 18 bit colour registers, and a 15 bit high-colour
|> mode. I'll take AGA and HAM-8 any day thanks.
|>
|> |>
|> |> And `full' 32 bit should mean *everything is 32 bits wide. Is it? No.
|> No, just the data bus, which in the Falcons case is not.

Exactly ;-)

|>
|>
|> Chris Brown

--
---

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2457. Re: Falcon Support

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 20:35:15 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CEyH6r.K6x@ecf.toronto.edu>
Source record: 20788

In article <H.eg.NeeebdvpmZI@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <1993Oct10.211023.20420@btree.uucp>, George Crissman writes:
>
>If I were waiting for anything from Atari, I'd be twiddling my tumbs in
>front of the TV (where I actually saw Sam Tramiel and a Jaguar the other
>night, much to my surprise).
>
>--
>------------------==========================================----------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Huh?! Whatcha see this on? (What program, I meant)?? Seeing Sam Tramiel on TV
in Canada is like seeing a Panda wandering in the bronx.... (Or was it
something like CNN?)

I'd really like to know..
Maybe E-mail is better? (This ain't a flame, so it'd be innapropriate for this
group..! :)

AcEzE %B
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

# 2458. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 22:50:03 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct15.225003.10988@rchland.ibm.com>
Source record: 20800

In article <29mdnt$vl2@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
|> In article <1993Oct14.213854.14089@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >Last speed ratings I heard for the Falcons SCSI interface said it did something
|> >like 1 meg per second. If this is true than the A1200's IDE is faster.
|>
|> Aargh...
|> I have a Quantum LPS240 connected to my Falcon. With this drive I get
|> 1.6 MByte/s!
|> And this Quantum drive is a cheap one (~$300). With better drives you can get
|> more than 10 MByte/s.

Oh, God, here we go making things up again. Is that by any chance
Megabits Heiko?

Now check this out, and while I'm in non-flame mode I want the people
that read this to burn it to their brain:

THE FASTEST SPEED FOR A TRUE SCSI-II DEVICE IS 10MEGS/SEC.

|> By the way: someone has asked if the Falcon has "Wide SCSI". Of course NOT!
|> A "Wide SCSI" interface still costs more than $800 and I only know 3 HD drives
|> able to use this interface (all in the GigaByte section...).

The speed I specified was for the best (wide) with a 4 Gigabyte hardisk.
This means the Falcon must be even slower.

|> Ciao, Heiko.
|> (zcam1121@rpool9.rus.uni-stuttgart.de)
|>

No flame Heiko, just a reality check.

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2459. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 22:50:55 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct15.225055.19496@rchland.ibm.com>
Source record: 20802

In article <29mdvc$rkh@info2.rus.uni-stuttgart.de>, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
|> In article <1993Oct12.174537.36018@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >|> What are you trying to insinuate? That the Falcon is a 16-bit computer?
|> >|> That would be ludicrous, considering that out of the box, it outperforms
|> >|> the "32-bit" A1200.
|> >
|> > I don't think it does Flip.... remember the benchmark war? And then
|>
|> Oh well, I remember the benchmark war (because I have made the F030-benchies)!
|> And I'm still waiting for the A1200 figures for one of the two benchmarks!!!
|>
|> Ciao, Heiko.
|> (zcam1121@rpool9.rus.uni-stuttgart.de)

People posted results from more informational benchmarks than yours
Heiko. Definitively your benchkmarks were wrong.

|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2460. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-15 23:02:21 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbeaf3c@troed.ct.se>
Source record: 20789

In a message of 15 Oct 93 02:24:37, C.P. Brown wrote:

CB> Last speed ratings I heard for the Falcons SCSI interface said it did
CB> something
CB> like 1 meg per second. If this is true than the A1200's IDE is faster.

Source? this is just another lie, when you can't think of anything better to
say.

The Falcon's internal IDE might do 1Mb/s (mine does 753Kb/s), the SCSI II does
(with OS routines) 4MB/s, and if you use the hardware directly, up to 7-8Mb/s.

CB> |> And `full' 32 bit should mean *everything is 32 bits wide. Is it? No.
CB> No, just the data bus, which in the Falcons case is not.

Source? That hasn't been proven yet. The bus runs at twice the speed of the
processor .. why?

The Falcon has been benchmarked against the 32-bit TT030 several times, and has
come out 50% slower - just as it should. (The TT is 32Mhz)

The Falcon has been benchmarked fecthing words against longwords. 0.05%
slowdown. (If it had had a 16 bit databus it would have been MUCH slower)

Why not accept the fact that Atari technicians knew what they were doing?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2461. Jaguar FAQ?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-16 01:22:17 UTC
From: markc@compnews.co.uk
Message-ID: <29nic9INN3e4@cardamom.compnews.co.uk>
Source record: 20790

My brother's showing a interest in the Jaguar, and he would like more information if anyone has any. Does anyone know of an FAQ for the Jag please, or another source of information?

Thanx in advance!
Mark

## 2462. Re: Jaguar FAQ?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-16 04:43:19 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Oct16.044319.8463@nuchat.sccsi.com>
Source record: 20791

In article <29nic9INN3e4@cardamom.compnews.co.uk> markc@compnews.co.uk (Mark Cooper) writes:
>My brother's showing a interest in the Jaguar, and he would like more
>information if anyone has any. Does anyone know of an FAQ for the Jag please, or
>another source of information?
>
>Thanx in advance!
>Mark

I'm replying here because others may be interested. I keep all the Jaguar info on my .plan, so if you just "finger asmith@cypher.com" and capture, you'll get a nice bit of info!

--

---

\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
_\ at the End of the Universe \ Zap030 / Shuttle Texas /_
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \

## 2463. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-16 06:37:10 UTC
From: cmedley@wam.umd.edu
Message-ID: <29o4qm$ijg@cville-srv.wam.umd.edu>
Source record: 20792

In article <CExqA4.7In@lysator.liu.se>,
Stefan Boberg <boberg@lysator.liu.se> wrote:
>
> So, Rickard: How wide is the 68000 datapath in the Jaguar?
>

About as wide as the Amiga's Blitter and twice as wide as it's sound chip.

:)

# 2464. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-16 08:02:39 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbf8cd6@troed.ct.se>
Source record: 20793

In a message of 15 Oct 93 16:07:44, Stefan Boberg wrote:

SB> >Not the 8-bit graphics then? :-))
SB>
SB> So, Rickard: How wide is the 68000 datapath in the Jaguar?

The datapath to the joystick controller? Why do you want that?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2465. Re: #2 Re: 3DO is for real. :) Jag... could be good.. CD^32.. no wa

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-16 08:02:39 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbf8d1e@troed.ct.se>
Source record: 20794

In a message of 15 Oct 93 16:07:43, Stefan Boberg wrote:

SB> >Sure, but COMPUTER GRAPHICS looks terrible below 50fps ... Or do you have
SB> >many demos for your amiga that does Vectors in 25fps?
SB>
SB> Here's a clue for you, Rickard: PAL television is 25Hz (50Hz interlace),
SB> and I don't hear people complaining about how terrible it looks.

Why the H*LL do you think I wrote "Computer Graphics" above?

Are all your games 25fps?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2466. Re: Jaguar <> 16 bit! (was: Re: F30-A1200 benchmarks!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-16 10:34:05 UTC
From: boberg@lysator.liu.se
Message-ID: <CEzK12.3Bx@lysator.liu.se>
Source record: 20797

kesseler@arthur.crpht.lu (Georges Kesseler) writes:
>boberg@lysator.liu.se (Stefan Boberg) writes:

>> >VO> > [The A1200 has 32-bit paths]

>> >VO> To feed the 8-bit sound chip and 16-bit blitter? :)

>> >Not the 8-bit graphics then? :-))

>> So, Rickard: How wide is the 68000 datapath in the Jaguar?

>Hahahahohohohihihi ROTFL...

You have a terribly strange sense of humour, you know. You didn't
get the point at all.

>I have been waiting a long time before someone finally mentions the 16bit
>databus of the Jaguar's 68000 as a disadvantage. This is so funny!!!

Why is that?

>Did you know that the 68000 has only 16 pins for his data bus ???

Of course I do. And it runs a "64-bit console". So by the same
twisted logic that the master-genius Rickard Troedsson displayed up
there in the quotes, the Jaguar would be 16-bit.

>I suppose
>yes, so you wanted to get an anti-Atari argument and got it terribly wrong :-)

Well, first of all I didn't get it wrong at all. Second, I wasn't looking
for an anti-Atari argument (you don't have to LOOK for those anyhow). My
point was, that there's no point in arguing whether the sound chips output
data in 8-bit quantities, and try to belittle the system because of that.
Sound data is fetched in 16-bit quantities, anyway.

>So long,
>Georges.

>PS: I still have got no answer from anyone how the Jaguar's video memory is
>organized, where it is, how big it is and how the data is put on screen...

That's because nobody knows all those things. I only know that it's 2MB
in size, and that's the only RAM in the system (there is no separate
Video RAM).

>Georges Kesseler
>Office: kesseler@crpht.lu

--
Stefan Boberg, Amiga/CD32/SEGA Programmer - Team 17 Software / LhA Devel.
EMail: boberg@lysator.liu.se FIDO: 2:204/404.7
========== Disclaimer: I only speak for myself - not Team 17. ==========

# 2467. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-16 13:50:58 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <29ou82$2s3@charm.magnus.acs.ohio-state.edu>
Source record: 20798

The Falcon can use the DSP for processing it is 32Mkz performance 16 MIPS
32 Kword of 0 wait state.
Sound is in its own processor up to 50 KHz sampling rate with 8, 16bit digital
audio record and play back channels input/output at 16-bit digital DMA audio.

CPU Motorola at 16 MHz, BUS 32-bit data; 32-bit address. Seperate on chip
256-byte instruction and data caches. Address and data buses are INDEPENDENT.

To Gavan

For unrelenting change from your point of view.

For total disregard of facts proving your view to be incorrect.

For failure to let go of inferior logic.

p
I have proclaimed you the recipient:

******The INTERNET KING KNUCKLEHEAD AWARD !?!?!?!**********

Raymond Collins

# 2468. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-16 15:30:04 UTC
From: rauch@avalon.unizh.ch
Message-ID: <1993Oct16.153004.20759@ifi.unizh.ch>
Source record: 20799

In article <CExqA4.7In@lysator.liu.se> boberg@lysator.liu.se (Stefan Boberg) writes:
> So, Rickard: How wide is the 68000 datapath in the Jaguar?

You guys sould decide what you're comparing:

F030 - Cray in AMIGA case?
TT030 - Amiga 500?
MSX - Linux-box
or (that's what the subject says):
F030 - A1200?

So what does the Jaguar in this thread??

Xilef
--
* Felix Rauch, CS-Student @ ETH Zurich, Switzerland.
* e-mail-address: rauch@avalon.unizh.ch (NeXT Mail welcome)
* <Don't let them fool ya, or even try to school ya!> (Bob Marley)

# 2469. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-16 23:54:37 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct16.235437.31820@rchland.ibm.com>
Source record: 20807

In article <2cbeaf3c@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 15 Oct 93 02:24:37, C.P. Brown wrote:
|>
[stuff deleted]

|>
|> CB> |> And `full' 32 bit should mean *everything is 32 bits wide. Is it? No.
|> CB> No, just the data bus, which in the Falcons case is not.
|>
|> Source? That hasn't been proven yet. The bus runs at twice the speed of the
|> processor .. why?
|>
|> The Falcon has been benchmarked against the 32-bit TT030 several times, and has
|> come out 50% slower - just as it should. (The TT is 32Mhz)
|>
|> The Falcon has been benchmarked fecthing words against longwords. 0.05%
|> slowdown. (If it had had a 16 bit databus it would have been MUCH slower)
|>
|> Why not accept the fact that Atari technicians knew what they were doing?

Because they weren't. They said 16-bit data bus, not the 32-bit you
want to imply. And about those 'benchmarks'... well, if we use Heiko's
original benchmarks we'll see that even a 68030 with a crippled
4-bit data path would do almost exactly the same in speed as what you
quoted above.

It has been proven Rickard, thanks to other objective ATARIANS here
that ran other tests, that the benchmark gain is just 'too generous.'
This points to the fact that the Falcon has a 16-bit datapath.

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2470. Re: CBS This morning

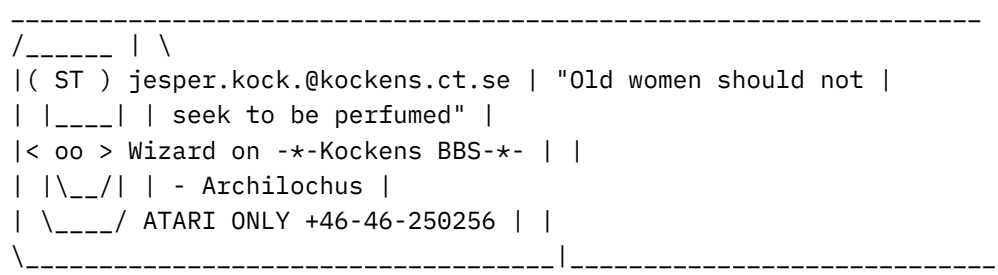
Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-17 02:02:54 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2cc019c4@kockens.ct.se>
Source record: 20805

In a strange ;-) little letter Stefan Boberg wrote:

SB> From: boberg@lysator.liu.se (Stefan Boberg)
SB>
>> Well..This only proves that Atari Jaguar is going to be a major breakthru
>> in the videogame market.. Thank you Atari.
SB>
SB> Does it really? The report you quoted was *very* slanted in Atari's
SB> favor. The reports from people in rec.games.video.misc were quite
SB> different. Almost everybody (including Jaguar advocates) agreed that
SB> the games shown for 3DO stomped all over the Jaguar ones. I tend to
SB> believe them.

Well.. I dont belive you until i see some of the reports..
Why that?? Because you everyday throws shit on atari in this meeting!!!
But you have NEVER show some facts or proof.What is it.?? Afraid that the
Jaguar is going to eat the 3DO alive..?? Show me some of the reports from
rec.games.video.misc and i'll belive you.. Until that..? Not a chance.

Grtz from Sweden:


/_____ | \
|( ST ) jesper.kock.@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |__/| | - Archilochus |
| ____/ ATARI ONLY +46-46-250256 | |

# 2471. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-17 03:17:06 UTC
From: rauch@avalon.unizh.ch
Message-ID: <1993Oct17.031706.25021@ifi.unizh.ch>
Source record: 20806

In article <1993Oct15.225055.19496@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> People posted results from more informational benchmarks than yours
>Heiko. Definitively your benchkmarks were wrong.

The fact, that a specific benchmark is faster on a Falcon than on a A1200
doesn't make it wrong. You seem to have some trouble in accepting this...
If that benchmark was Falcon-specific, it maight have been a
not-so-good benchmark to compare the _overall_ performance of thouse two
systems. Feel free to write a benchmark at your own which tests EVERYTHING
a computer can do on both systems. Then it maight be a good benchmark, but
it could although be meaningless to somebody who doesn't want to do everything
a computer can do ;-)
Please don't say a benchmark is 'wrong' because you don't like it.

Xilef
--
* Felix Rauch, CS-Student @ ETH Zurich, Switzerland.
* e-mail-address: rauch@avalon.unizh.ch (NeXT Mail welcome)
* <Don't let them fool ya, or even try to school ya!> (Bob Marley)

# 2472. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-17 08:00:07 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cc077ec@troed.ct.se>
Source record: 20808

In a message of 16 Oct 93 12:05:15, Ricardo Hernandez Muchado wrote:

RH> Talk to Motorola. Dude, I'm studying Computer Engineering, and what
RH> you are saying doesn't make sense. The bus in the '030 expects to 'see'
RH> 32 bits of information. There has to be some middle buffer there that
RH> will not be as fast as you imply (would have to predict from where to read
RH> memory).

The bus in the 68030 expects anything ranging from 8 to 32 bits .. if you
didn't knew that I sure as hell won't believe what you wrote above.

RH> |> >I'm not saying this IS the truth, because I haven't checked. But it
RH> fits right
RH> |> >in with the fact Atari technicians has let out. (32Mhz bus system
RH> 68030 is
RH> |> >connected 32/32)
RH>
RH> That isn't what ATARI said...

Want me to quote my Atari Falcon user's manual?

RH> The Falcon CAN'T HAVE BURST MODE. DO YOU GET IT? Simple test for
RH> Falconites:

It CAN. If Atari uses a doublespeed bus and multiplexes the 16-bit words into a
32-bit buffer where the 030 reads the, it would indeed have burst- mode.

RH> Yep. Even I admitted that the '020 in the noFASTRAM A1200 slows
RH> down.

Still NOONE in this usergroup has answered the question "How much does the
A1200 suffer from bus-contention in higher resolutions?"

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2473. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-17 08:00:07 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cc07730@troed.ct.se>
Source record: 20809

In a message of 16 Oct 93 08:10:47, More Fun Than Ever wrote:

MF> About as wide as the Amiga's Blitter and twice as wide as it's sound chip.
MF>
MF> :)

And don't forget that the so-called "32-bit" CD32 relies on it's "wonderful"
16-bit custom chips ..

Crippling? Nah...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2474. Re: Jaguar <> 16 bit! (was: Re: F30-A1200 benchmarks!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-17 08:00:08 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cc0781a@troed.ct.se>
Source record: 20810

In a message of 16 Oct 93 14:18:11, Stefan Boberg wrote:

SB> Of course I do. And it runs a "64-bit console". So by the same
SB> twisted logic that the master-genius Rickard Troedsson displayed up
SB> there in the quotes, the Jaguar would be 16-bit.

The 68000 does NOT run the Jaguar.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2475. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-17 09:01:36 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct17030136@flammulated.owlnet.rice.edu>
Source record: 20811

In article <2cc077ec@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
< some stuff deleted >
In a message of 16 Oct 93 12:05:15, Ricardo Hernandez Muchado wrote:
RH> |> >I'm not saying this IS the truth, because I haven't checked. But it
RH> fits right
RH> |> >in with the fact Atari technicians has let out. (32Mhz bus system
RH> 68030 is
RH> |> >connected 32/32)
RH>
RH> That isn't what ATARI said...

Want me to quote my Atari Falcon user's manual?
---
I will - the Falcon manual itself states 32/32 bus width.

---
RH> The Falcon CAN'T HAVE BURST MODE. DO YOU GET IT? Simple test for
RH> Falconites:

It CAN. If Atari uses a doublespeed bus and multiplexes the 16-bit words into a 32-bit buffer where the 030 reads the, it would indeed have burst- mode.
<more stuf deleted>
---

This makes sense to me as well. Don't forget also that the Falcon comes with burst mode enabled - lending further support to this theory. Why would it come enabled if it isn't used?

I have also seen another test over is c.s.a.st, that uses large matricies, a lot of floating point ops with no FPU usage. It also shows that the falcon is approx. 1/2 the speed of a TT.

It seems reasonable to assume that if a range of apps are run on a TT and Falcon, and the Falcon shows to be about 1/2 as fast all the time, that the Falcon has a 32/32 bus. Indeed, if these TT's have any fast ram of thier own, then the results show the Falcon somewhat above 1/2 speed!!

Now, if I can just get hold of a 68030 manual, perhaps I'll try running different tests with burst mode enabled/disabled. That should be somewhat conclusive...

P.S. - The Falcons SCSI speed is well above a mere 1MB sec, please don't malign a nice and very useful SCSI-II interface!!
--
---> Kendall Gelner (kendall@rice.edu)

# 2476. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-17 13:21:30 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.828310@cix.compulink.co.uk>
Source record: 20812

```
>|> >on the Amiga blow it away anyway. Didn't you say that Video Master and Cubase Video
>|> >*ARE NOT RELESED YET?*
>|> Both out.
> Ok. If they are both out what they EXACTLY do and $how much$.
64 greyscale digitising, 25/30 fps (mono). 16bit stereo.
Enhanced sequencer with 256 colors per frame & 16bit audio
256 colors at 320x200 to 640x480. 99.95GBP inc. Truepaint.

Don't know about Cubase beyond the fact it's out.

--------------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---------------------------+---------------+-------------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user
```

# 2477. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-17 14:21:21 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Oct17.142121.16957@infodev.cam.ac.uk>
Source record: 20813

In article <2cc077ec@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

|> Still NOONE in this usergroup has answered the question "How much does the
|> A1200 suffer from bus-contention in higher resolutions?"

Depends on the number of colours. I run my workbench in 720*534 non-intrelaced in 64 colours and there is no slowdown. I also have 4 megabytes of 32 bit fastram, which means that most stuff still runs at full speed even when the bus contention is very high. How much does the Falcon suffer from bus contention in 800*600*256 colours? (Can it do that mode?)

Chris Brown

# 2478. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-17 17:46:30 UTC
From: renfro@bnr.ca
Message-ID: <29s0dm$960@crchh610.bnr.ca>
Source record: 20814

In article <1993Oct16.235437.31820@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
[stuff deleted]

>
> Because they weren't. They said 16-bit data bus, not the 32-bit you
>want to imply. And about those 'benchmarks'... well, if we use Heiko's
>original benchmarks we'll see that even a 68030 with a crippled
>4-bit data path would do almost exactly the same in speed as what you
>quoted above.
>
> It has been proven Rickard, thanks to other objective ATARIANS here
>that ran other tests, that the benchmark gain is just 'too generous.'
>This points to the fact that the Falcon has a 16-bit datapath.
>

If you are talking about the effects of the CACHE then you are WRONG!,
it has not been proven that there is anything wrong with Heiko's
benchmarks.

I have tested this myself on several 'real world' applications and found
that the cache can in fact result in more than twice the speed of a given
task (such as compiling, compressing, decompressing data, etc) and even
significantly reduces processing time of any application.

I don't know where the information came from originally, but I can see
no evidence of a '16-bit crippled data bus' in the Falcon. If it is in
fact 16-bit, then they have compensated for it in some form or fashion.
This is based on personal experience using the Falcon for general
computing purposes, not based on any unrealistic benchmark.

RandyH

# 2479. Re: Where can I preorder Jag (Bay Area)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-17 22:21:46 UTC
From: NORMAN BOUCHER <NORMAN238@delphi.com>
Message-ID: <931017.62506.NORMAN238@delphi.com>
Source record: 20815

I am in the Boston area and we have heard that Toys R Us will be carrying them.
The official US Rollout should be in the beginning of November in NY and SF,
though I have also heard that Dallas has been added.

NoRm!

# 2480. Re: who cares ??!?!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-17 22:25:17 UTC
From: NORMAN BOUCHER <NORMAN238@delphi.com>
Message-ID: <931017.62717.NORMAN238@delphi.com>
Source record: 20816

The 3D) is selling in the Boston area for $700.00 and a co worker of mine who
is an avid computer game player ( he owns a PC, Atari ST and a Amiga ) just do
he can play the latest and greatest games checked out the 3DO and he thought
the graphics were poor
and the game play lame.

NoRm!

# 2481. Re: Jaguar <> 16 bit! (was: Re: F30-A1200 benchmarks!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-18 07:35:10 UTC
From: Karll the Ghoull <AKH104@psuvm.psu.edu>
Message-ID: <93291.033510AKH104@psuvm.psu.edu>
Source record: 20819

well.. look...the 68000 has and external bus of 16 bits and an internal system of 32 bits. the 68000 is just the system controller in the jaguar. The graphics RISC chip is 64 bits, and I dont know what the sound chip is, but since it can do DSP I would assume its 16-32 bits . This doesnt make the system a 16bit machine: for the RISC chip can move data from the memory in 64 bit chunks. The 68000 is just a traffic cop.. but he isnt in the middle of the road! =)

-The Ghoull Hath Spoken

```
+-------------------------------------------------------------------------+
| The Ghoull, Maker of Chia-Pet Undergarments presents another smurf poem: |
| |
+-------------------------------------------------------------------------+
| |
| Take a Smurf, |
| Blow up it's head, |
| Smear around the blue stuff, |
| Cause its dead. |
| Point a gun, |
| Shoot its face, |
| Smurfs are a disgrace, |
| To thee human race. |
+-------------------------------------------------------------------------+
```

# 2482. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-18 08:00:09 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cc1c5d2@troed.ct.se>
Source record: 20817

In a message of 17 Oct 93 08:15:26, Ricardo Hernandez Muchado wrote:

RH> Because they weren't. They said 16-bit data bus, not the 32-bit you

RH> This points to the fact that the Falcon has a 16-bit datapath.

Which, run at the double speed, using an external multiplexer, is the same
thing as a 32bit 16mhz bus.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2483. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-18 08:00:09 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cc1c66c@troed.ct.se>
Source record: 20818

In a message of 17 Oct 93 18:31:43, C.P. Brown wrote:

CB> Depends on the number of colours. I run my workbench in 720*534
CB> non-intrelaced in
CB> 64 colours and there is no slowdown. I also have 4 megabytes of 32 bit
CB> fastram,

No slowdown if you only use chipram? (Fastram is NOT standard)

CB> is very high. How much does the Falcon suffer from bus contention in
CB> 800*600*256
CB> colours? (Can it do that mode?)

Oh yes, very easily, that and higher.

It suffers a little, as expected. (3-4% I think) compared to a 640*400*2 mode.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2484. Re: Mint for ATARI falcon only?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-31 12:26:12 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2cd3a3caf934fc@traveller.freiburg.sub.org>
Source record: 20827

William Fang (int877w@lindblat.cc.monash.edu.au) wrote:

>Is Mint and Atari Falcon product only? I'm pretty sure I've seen
>it touted about the Mac newsgroups and a unix-a-like product as
>well.

MiNT was developed as multitasking kernel for TOS, but as the source has
been available for all versions, it seems some have ported it to other
platforms (whatever that might be good for).

>Can you still run TOS games, etc under Mint? Or is Mint another
>unix project that takes over the entire system, like Net-BSD68K,
>Linux-68K and AT&T SVR4?

No, MiNT replaces various TOS routines and adds a lot of new stuff. (That's
why it is the centerpiece of Atari's MultiTOS :-) ...) You will most
probably run into problems with games, though (it depends on the game, for
example NetHack runs just fine in a TOSWIN window under MiNT/MultiTOS; but I
doubt any of those action-games with lots of graphics and stuff will work).
(Actually I never tried that, as those games usually don't work with my
25MHz 68000 CPU anyway...)

/\|ex.
--
galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de)
Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

# 2485. Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-31 17:38:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cd3f800@troed.ct.se>
Source record: 20836

People has been talking about the fact that there's no official 040 models of the Atari computers available .. lack of a decent workstation .. well .. if you really NEED a 040-computer .. take a look at this .. it's NOT an official Atari computer - it's a CLONE .. damn compatible though .. :-)

-/- Quote -/-

MEDUSA specs revised

o Motorola 68040 running at 32MHz (clock doubled, as usual)
o 8 Mb FAST-ram (up to 128 Mb on board) (uses vram for first 8)
o 32-bit local bus @ 32 MHz c/w 12 slots
6x100 way Medusa bus, 4x80 way Atari bus, 2x60 way memory bus
o 85 Mb/sec write to memory, 73 Mb/sec read
o 32-bit TOS 2.06 (slightly modified) running at 32 MHz
o Tower case
o benchmarked at 26 Mips/ 4.5 MFlops

Planned/Available expansions:

not planned o Graphics adaptor card
not planned o Motorola 68060 cpu card
planned o DSP card
available o SCSI-2 card
available o 16 bit VME card / Laser card (no - I don't know why you need a card for a laser printer)

It costs around 1400 UK pounds. I'm planning on spending around 2000 early next year on a computer, and this looks like the best way yet to keep my software investment :-)

-/- Quote End -/-

Now stop the "Haha, no 040-Atari thread" .. I reckon this to be one of the fastest 040 models you can get ...

I would like to see a Falcon040 RELEASED though .. (they do ofcourse exist as developers machines .. )

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2486. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-31 23:40:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct31.234016.22183@rchland.ibm.com>
Source record: 20824

In article <CFK1wn.Bo5@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|> In article <1993Oct21.175103.5637@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> >

[stuff deleted]

|> > IF PRICE DOESN'T COUNT THEN WHY NOT COMPARE THE AMIGA 4000 AGAINST
|> >THE FALCON? IT BLOWS IT AWAY.
|>
|>
|> Oh, come on mate, you **know** that is not true.

I ** KNOW** it is true. Maybe you misunderstood what I said:

>I CAN PUT IN THE A1200 WHATEVER I WANT TO MATCH THE FALCON'S PRICE IF
>I WANT TO COMPARE THEM. DO YOU GET IT?

This means that if I want to compare those two, I can put in the A1200
whatever I want which is 'non-standard' and extra-cost, and when I have
spent the same on the Falcon than on the A1200, then I start comparing them.
You can't compare as is two things that are so different in price, unless
the thing way below in price already does practically everything that
the more expensive solution provides.

|> You **cannot** bring up
|> the A1200 I/O to F030 standards without spending exactly the same,

Not the SCSI-II, granted. The MIDI, LAN and SCSI I, yes. And
you have a 50Mhz/50Mhz FPU machine too. This is also useful you know.

|> if not
|> slightly more than the cost of a basic F030. I know because I did the
|> calculation myself when trying to decide which to buy.

Where do you live then? Maybe where you live, not here in the US.
Here the A1200 is running now for $370 US dollars and I can get an
expansion with a 50 Mhz '030 with 4 megs FAST RAM for about $599 with a
SCSI port. Add a hardisk-> still below's Falcon's price here.

|>
|> The sort of statement you have made just discredits your own arguments.

No Xavier, read above.

|>
|> Now, lets be serious. SCSI, 16 bit SDMA, DSP, LAN, MIDI, 16bit ACD/DCA,
|> and so on are standard. There are the standard `PC' ports on the

|> A1200 as well as the option of multiple floppies, but really---the
|> F030 trounces all over the A1200 for features and *you* *know* *it*.

The A1200 that comes *AS IS* in those things you mentioned yes.

You don't mention on the A1200 that it has sprites, dual-playfields,
a copper list processor, a mature preemptive multitasking OS with
support for multiple languages, class datatypes, object oriented
graphic objects, video...?

I already said: Can I do what I do today with a Falcon?

NOBODY has answered that. I do it TODAY with Scala and Real 3D.

And that's okay, I mean, I will not say the Falcon is bad because
it can't do that. Now, that some people here imply that it can and
all that, is why I argue here.

|>
|> You agreed with me recently that the CPU != the computer and yet
|> here you are *again* concentrating on this one issue of CPU and RAM
|> access.

Here you are again concentrating on the 'Falcon specs'. What about
the support? The price? I think the Falcon looks nice for musicians,
in fact, IT IS AWESOME for that. I don't consider myself blind.

Now read to what I was replying and think about it. People want
to compare a machine that (at least here in the US) costs more than 3 times
the price on the A1200 and say it's superior. God, IT BETTER BE!
Then if price is not a concern for comparisons (and 3rd party options,
expansion and software-> from what people do here), why not compare
a Cray I gainst the F030?

|>
|>
|> Xavier

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2487. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-31 23:46:36 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct31.234636.44526@rchland.ibm.com>
Source record: 20825

In article <CFK2K0.C0J@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|> In article <1993Oct24.215240.14953@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> >In article <2cc796d8@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> >
|> >
|> >|> RH>
|> >|> RH> IF PRICE DOESN'T COUNT THEN WHY NOT COMPARE THE AMIGA 4000 AGAINST
|> >|> RH> THE FALCON? IT BLOWS IT AWAY.
|> >|>
|> >|> Please do! The A4000/040 is TWICE the price of the Falcon here in Sweden ...
|> >|> and then it hasn't got a single useful piece of hardware except for the 040!
|> >
|> > In your stupid opinion. It has far more expandability.
|>
|> And my stupid opinion as well. The Axxxx series just doen not cut it.
|> The basic Axxxx series is a one trick (graphics graphics graphics) dog.
|>
|> Now I *like* the graphics, but that just isn't enough.

Well, for me the Falcon's graphic's is sound sound sound. I like the
sound, but for me that's not enough.

I also like Multimedia, Desktop Publishing and a better operating system.

Xavier, what computer you had before the Falcon? An ATARI ST?
If that's the answer, then you are a hypocrite.

|> >|> You'll have to add extra stuff the rest of your life .. not so with the Falcon.
|> >
|> > If you want a 'everything packed in' crippled soulition, fine. If you want
|> >to have more power, then Amiga (or a clone, or even a Mac).
|> >
|>
|> Oh dear. Again you know that isn't true. Do you have any idea how unreliable
|> the PC is when you start adding in extra cards.

That depends on what PC.

|> Nowhere are there proper
|> guidlines on how to implement new solutions. The Mac is OK, but only OK when
|> it comes to nice intergrated boxes. The development environment is awful
|> and the O/S a bastard to power users.

True and I agree. But how's the 'great' Falcon OS?

|> And the Amiga??? Don't make me laugh. There aren't any intergrated boxes
|> in the Amiga range.

I wonder what you mean by that...

|>
|>
|> The F'030 is not as good as it could be, but it's a lot better than many
|> of the alternatives.

A Falcon '030 is too expensive. Excellent for musicians, pretty bad as
a general purpose machine.

The last time ATARI really offered 'Power Without the Price' was
with the original introduction of the ATARI ST. (look that I said
*original* introduction of the ATARI ST, later on, their price/perf. went
down).

The Jaguar might be another one. The Falcon-> nope. A Falcon for
$700- (US)- with the 4 megs and a hardisk would look better.

|> > I wonder about the money exchange. But no matter how you whine, the
|> >A1200 continues selling like hell, the Falcon slow, and in the US and other
|> >places (UK) the Falcon still costs more.
|>
|> So what? The PC sells loads and loads. whats your point?

My point: people are comparing a machine that seems way in another
price category to another one. Don't you think that I could spend the
same amount on both and expand the lower price one if I want
to truly compare them? Don't you think?

|> >|> An A1200 owner came to my place yesterday (bought my SNES - Jaguar here I
|> >|> come!) ... he left AMAZED! ...
|> >
|> > After all, it seems then that we both got totally convincing, and superior
|> >hardware to every single competitor right Rickard?
|>
|> Wow, lucky people.

Yep :-)

|>
|> >
|> >|>
|> >|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> >|>
|> >
|> >--
|> >-------------------------------------------------------------------------
|> >Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
|> ^^^^^
|>
|> is Raist your name/nick name? If so, can I refer to you as raist?

Yes you can. Yep :-)

--

---

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2488. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-10-31 23:49:09 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct31.234909.35634@rchland.ibm.com>
Source record: 20826

In article <1993Oct27.083921.18550@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <1993Oct26.174004.29500@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> > In article <2agj0n$2mj@mojo.eng.umd.edu>, gerrymon@eng.umd.edu (Gerry Mon) writes:
|> > |> In article <1993Oct24.215627.19876@rchland.ibm.com> ricardo@rchland.vnet.ibm.c

[stuff deleted]

|> >
|> > Gerry, I think you are confusing the LC-III with the LC-II. The
|> > LC-III has a 68030 running at 25Mhz with a true 32-bit datapath.
|> >
|> > Food for thought....
|> >
|>
|> How about comparing it to the new LC475 and the Quadra 605(both are identicle).
|> 040 machines for under $1000.

Yep. Those Macs as a general purpose computer beat pretty much
everything. A friend of mine just bought the Quadra 610 and
definitively kicks butt. Finally Apple has made something
affordable. But this is for a general purpose machine.

I can see a Falcon being better for a musician and an Amiga for
a Video/Multimedia kind of guy.

|> Peter Sinclair-Day
|> Univ. of Northern Iowa

Peter, you are still quoting way to much text.... I thoght you were
making progress...

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2489. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 02:16:03 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2b1rh3$8cl@darkstar.UCSC.EDU>
Source record: 20822

In article <1993Oct31.042457.12794@monu6.cc.monash.edu.au>
int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>Is it possible to have monochrome, single bit true colour?
>
Based on the definition of "True COlor" that I've heard, the answer is
"Yes". True Color means no palette.

>I don't know about that. A lot of clone Video card manufactures call
>16bit colour high-colour, while 24bit colours is true-colour.
>It seems that Atari supporters like calling the falcon's 16 bit video
^^^^^^^^^^^^^^^^
Not to mention Atari Themselves. Right in the "Choose Video" dialog and in
the manual, and anywhere where the 16 bit mode is mentioned it's called
"True Color" If this was technically wrong or in breach of some copyright
I don't think they'd do it...

~Chris
>
>- Jim
>
>

## 2490. Game? Where?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 02:19:03 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2b1rmn$8d9@darkstar.UCSC.EDU>
Source record: 20820

A few times it has been mentioned about some WOlfenstein-like game demo?
What's the name and is it in the standard FTP sites?

THanks,

~Chris

# 2491. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 02:25:20 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2b1s2g$8fh@darkstar.UCSC.EDU>
Source record: 20821

In article <1993Oct31.231434.27654@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> Is MultiTos cooperative or preemptive? Didn't Flip hinted that MultiTos
>was a hack? Non-optimized, etc? The only thing I envy from the Falcon
>environment is the way Gem makes the graphics so they are, like the Mac,
>easily 'retargateable.'
>
MultiTOS is certainly preemptive with adjustable prioritization. If you want
to run faster, but loose preemptice, get Geneva.

~Chris
>|> >
>|> >Chris Brown
>|>
>|>
>|> xavier
>
>--
>------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

# 2492. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 03:12:12 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct31211212@flammulated.owlnet.rice.edu>
Source record: 20823

In article <1993Oct31.231434.27654@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

Is the out-of-the-box F030 faster than an A4000? No. Is the out-of-the-box F030 faster than a Cray XMP-1 or than a Connection Machine? No.

Ah, but the Falcon is cheaper right? Same with the A1200.

Spending the same amount of $$ on an A1200 at a Falcon Level surely gets you a faster machine (except for specific DSP stuff).
---

I'm not so sure about that anymore - the falcon price appears to be dropping.

---
|> A comparison of AmigaDos and MultiTos is called for. I would get on and do
|> it if I had time.

Is MultiTos cooperative or preemptive? Didn't Flip hinted that MultiTos was a hack? Non-optimized, etc? The only thing I envy from the Falcon environment is the way Gem makes the graphics so they are, like the Mac, easily 'retargateable.'
---

Multitos is fully preemptive, and is almost completely POSIX compliant now as well... It is not a hack, and coming from a world of UNIX programming I really like MTOS and all of the features it offers.

--
---> Kendall Gelner (kendall@rice.edu)

# 2493. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 09:46:12 UTC
From: sys1@exnet.com
Message-ID: <CFt4H1.9Bt@exnet.com>
Source record: 20833

In article <1993Oct29.195649.16038@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>In article <2arorl$e8s@sol.ctr.columbia.edu>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>Imagine this scenario...
>
>run lha x `requestfile` pipe:
>play590 pipe:sample
>
>Or how about this?
>
>; this is file s:reverse
>
>.key first/a,rest/f
>.bra {
>.ket }
>if NOT "{rest}" EQ ""
> echo `execute s:reverse {rest}` NOLINE
>endif
>echo {first} NOLINE
>
>Which is a script file which reverses a list of arguments of any length you care
>to choose. These things are so easy to do under the AmigaDOS shell.
>
>

**YAAAAAWWWWWWWWNNNNN**

Now we are discussing the merits of CLI!!! Wow, if you look over in comp.sys.amiga.advocacy you will see a group of Amiga users saying how useless CLI's are and how only GUI are worth anything (I do include shell programming in CLI debates).

BTW, tcsh, ksh etc are mighty fine shells to use. Of course I realise that nothing on this planet, not even a CLI developed and used on loads of UNIX machines around the world could ever occur to the offerings on an Amiga. I would be crazy to think otherwise.

>--
>Chris Brown

Later, dear, later.

Xavier

# 2494. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 09:54:21 UTC
From: sys1@exnet.com
Message-ID: <CFt4uM.9Jz@exnet.com>
Source record: 20835

In article <1993Oct31.232717.25871@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <CFJwnu.KF@exnet.com>, s0xjg@exnet.com (Xavier Gallagher) writes:
>|> In article <1993Oct25.215427.18823@infodev.cam.ac.uk> rb10006@hermes.cam.ac.uk (R. Brown) writes:
>|>
>|> >Installing this card is a simple matter of opening the trapdoor slot in the
>|> >machine and inserting the card. NO WARRANTY VOIDING INVOLVED. So, there you go.
>|>
>|> Big deal. I never said anything about voiding the warranty.
>
> He didn't said it to you, but to another blind person that thinks that
>to expand the A1200 you have to void your warranty.
>

But he was replying to my article!!! How dare he talk to someone else:(.

Just kidding, I didn't like the implication that it was me who said it.
I don't mind people pointing out my mistakes, but I don't
like people inventing them for me.

>|>
>|> BTW, I *like* the A1200, its just not for me.
>
> Ah, cool. :-) I just want to set the record straight too.

You know it's true:):):).

>
>|>
>|> Xavier
>
>--
>-------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD

xavier

# 2495. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 10:10:54 UTC
From: sys1@exnet.com
Message-ID: <CFt5M7.9yE@exnet.com>
Source record: 20834

```
In article <CFt4H1.9Bt@exnet.com> sys1@exnet.com (Xavier Gallagher) writes:
>UNIX machines around the world could ever occur to the offerings on an Amiga.
^^^^^

I meant compare---sorry.
```

# 2496. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 12:36:46 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2b2vsv$mcl@sol.ctr.columbia.edu>
Source record: 20828

In article <1993Oct31.042457.12794@monu6.cc.monash.edu.au>,
int877w@lindblat.cc.monash.edu.au (William Fang) writes:
} :
} : So what? Look in the X-Windows Standard, and you'll find that the
} : definition of a True-Colour (or color) display is one without a
} : colour lookup table.
}
} Does that mean I can have 8-bit "True Colour" as well?

Yes, it does. I never claimed it made any sense :-)

} What is the difference between a display with a 16bit palette versus
} a display with a 24bit palette, both without a colour lookup table?

You get more colours on a 24-bit display ... :-)

} What about a 16bit palette with no colour lookup table versus a
} video system capable of a 24bit palette, but does use a colour lookup
} table?

You STILL get more colours on the 24 bit display... :-))

} What about a 8bit palette with no colour lookup table versus a 24bit
} palette with colour lookup table?

Hmm. Difficult one that - nope, you still get more colours on the 24bit

} Is it possible to have monochrome, single bit true colour?

By the X definition, yes.

} : IM(NS)HO the X-windows standard is a damn sight more important than
} : TI's copyright. It's going to be used by a damn sight more people
} : anyway.
}
[deletia]
}
} If we're into "so what", xx says yy, I think popular usage will end up
} defining the jargon, and 24bit will become true colour. Sames goes with
} PC=IBM clone nowadays, not generic personal computer anymore.
}

Yes, but how many of those pc clones will be using 24-bit cards
manufactured by TI? Whereas all Xwindows users are bound to the X
standard.

Look this is a trivial argument. Who cares what it is called ? Let's
just quote the bit-depth. No argument there...

Simon.
--

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2497. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 12:42:17 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2b3079$mcl@sol.ctr.columbia.edu>
Source record: 20829

In article <1993Oct31.231434.27654@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
}
} Is MultiTos cooperative or preemptive? Didn't Flip hinted that MultiTos
} was a hack? Non-optimized, etc? The only thing I envy from the Falcon
} environment is the way Gem makes the graphics so they are, like the Mac,
} easily 'retargateable.'

MiNT/MultiTOS is pre-emptive. It's also adaptive, so that key strokes
are always given priority.

No, it's not a hack. Look at the Makefile (yes it's freely available
for MiNT) and see the optimizations. They're just about as optimized
as they can be.

Simon.

--

```
_____________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 2498. Re: Development environment and OS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 12:45:44 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2b30do$mcl@sol.ctr.columbia.edu>
Source record: 20830

In article <1993Oct30.094732.20037@monu6.cc.monash.edu.au>,
int877w@lindblat.cc.monash.edu.au (William Fang) writes:
} Simon Gornall (sjg@phlim.ph.kcl.ac.uk) wrote:
} :
} : Who cares ? That's completely irrelevant to my point, ie: the
} : installed base for Atari will be 030+ when the installed base for the
} : Amiga will be 020+
}
} What point was that?
}
} There's 030 and 040 Amigas available as well. To the best of
} my knowledge, there is NO 040 Falcon. What happened to all those
} Atari ST and STE's? All in the cupboard collecting dust, while
} the entire Atari user base has bought all 50,000 falcons? I'd
} expect quite a few Atari owners to be still using their ST and
} STE's, same goes with Amiga 500, 600, 2000 and 3000 owners.
}
} - Jim

What I was saying was that I think Atari have a long term plan for
their bas machines to be 030+. Commodore on the other hand have
given us an 020 machine. That's all.

--
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2499. Re: Development environment and OS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 12:49:31 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2b30kr$mcl@sol.ctr.columbia.edu>
Source record: 20831

In article <1993Oct31.231645.14156@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
} But the biggest base of any of both seems to be the Amiga. Which means
} less software variety, probably less software quality and less third party
} support. As easy as that.
}
} Look at the clones-> they have right now the biggest variety (in general)
} of games, at least all the role-playing types.

There is a large base of "serious" software out there for the ST as
well as the Amiga. There is a huge amount of PD GNU software, of
exceptionally high quality as well.

I agree that clones have a growing part of the games market. I also
agree that Amiga games are currently a larger market than Atari ones.
It remains to be seen whether this stays that way :-)

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 2500. Re: Mint for ATARI falcon only?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 12:53:13 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2b30rp$mcl@sol.ctr.columbia.edu>
Source record: 20832

```
}
} Nope, MiNT will work on everything from the oldest ST's to a TT to a
} Falcon. It's an addition to TOS that gives a whole bunch of features
} to the OS, real multitasking and memory protection among them. It
} pretty much makes the whole Atari line POSIX compliant, for ease in
} porting UNIX applications. Some Mac people are also porting it, as
} they have no real OS to speak of... :-)

An interesting point is that MacMiNT is ~ 99% binary compatible with
the Atari version. I know of 1 person running it on his mac, that
contacted me because 1 program (out of ~14Mb of stuff) didn't work
properly (it was Bill Rosenkranz's nroff :-)

Simon.

--
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 2501. Re: The final (now True Color)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 18:38:52 UTC
From: ehood@convex.com
Message-ID: <1993Nov1.183852.22875@news.eng.convex.com>
Source record: 20737

In article <KENDALL.93Oct31162815@flammulated.owlnet.rice.edu>,
Kendall Helmstetter Gelner <kendall@flammulated.owlnet.rice.edu> wrote:

>
>Here's the way to think of why "true color" in the X-windows sense is
>a better definition. Under the X way, every pixel on the screen has a
>bit pattern that gives it its color - hence the bit pattern stored at
>each pixel represents its "true color", not the lookup color.

Close, but not exactly. "True color" in X implies a decomposed index
for R, G, and B (i.e. each base color has a separate index).
Therefore, you have 3 (static/read only) colormap, for each R, G, B.
Normally the index value for each base color has a direct
correspondence to the intensity of the color on the screen. However,
the colormaps usually contain Gamma correction to take in account of
how humans perceive color and light at different intensities.

No where did I say about the size of the colormaps. Therefore, "true
color" refers to any size implemented in the above fashion.

BTW, "direct color" allows the programmer to insert his/her own
values into the colormaps (read/write colormaps).

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

# 2502. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 20:43:49 UTC
From: cmedley@wam.umd.edu
Message-ID: <2b3se5$btc@cville-srv.wam.umd.edu>
Source record: 20738

In article <1993Oct31.231434.27654@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> Is the out-of-the-box A1200 faster than the F030? No proof that it is.
>
> Is the out-of-the-box F030 faster than an A4000? No. Is the out-of-the-box
>F030 faster than a Cray XMP-1 or than a Connection Machine? No.
>
> Ah, but the Falcon is cheaper right? Same with the A1200.
>

It's not what is cheaper, it is whether the machine does what you want.

Or has everyone forgotten that we use computers, but don't worship them?

> Spending the same amount of $$ on an A1200 at a Falcon Level surely gets
>you a faster machine (except for specific DSP stuff).
>

Which still may not run the software packages some of us might want to run.

I refer to the latest issue of Keyboard Magazine. They claim the Mac and PC
have arrived as MIDI machines, and the *Falcon* is still strong and has
lots of promise. The Amiga? They said it was too far behind in terms of
software.

This is not hype. This is from a magazine musicians would listen to.

Given this kind of impression throughout the music world, why would I want
an Amiga?

>|> A comparison of AmigaDos and MultiTos is called for. I would get on and do
>|> it if I had time.
>
> Is MultiTos cooperative or preemptive? Didn't Flip hinted that MultiTos
>was a hack? Non-optimized, etc? The only thing I envy from the Falcon
>environment is the way Gem makes the graphics so they are, like the Mac,
>easily 'retargateable.'
>

MultiTOS' only flaw is that the AES has not been totally redone to multitask
as efficiently as it *could*.

I've used the Falcon. I'm buying one December 4th with my new VISA card
because I've tried the machine, tried the software, and I like it. I have
also tried the Amiga 1200 and because I have to pick between the two, I am
buying the one which gets the job I want to do *done*.

You do video work, so stick with the Amiga. But don't flame the Falcon just because Rickard pisses you off.

A soon to be Cubase-Audio owner,

FLiP

(some of you might ask what I did instead of getting an A1200? Easy? I bought a Korg Wavestation EX for my setup. Slightly more interesting than than an 8-bit sound chip, don't you agree? :) )

## 2503. To S. Gornall

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-01 22:14:20 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov1.221420.11062@infodev.cam.ac.uk>
Source record: 20739

Sorry about the wasted bandwidth here, and I wouldnt post this if I didnt have to.
Thanks for the email regarding one of my posts in this group. I spent ages writing a really long reply, only to be told by my mailer that your address does not exist! (just in case you thought I was ignoring you :-) )

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2504. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 04:25:40 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Nov2.042540.18338@monu6.cc.monash.edu.au>
Source record: 20740

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
:
: In article <1993Oct31.042457.12794@monu6.cc.monash.edu.au>
int877w@lindblat.cc.monash.edu.au (William Fang) writes:

[...]

: >I don't know about that. A lot of clone Video card manufactures call
: >16bit colour high-colour, while 24bit colours is true-colour.
: >It seems that Atari supporters like calling the falcon's 16 bit video
: ^^^^^^^^^^^^^^^^
: Not to mention Atari Themselves. Right in the "Choose Video" dialog and in
: the manual, and anywhere where the 16 bit mode is mentioned it's called
: "True Color" If this was technically wrong or in breach of some copyright
: I don't think they'd do it...

I guess that explains where it all comes from them. Atari Themselves
haven't got a very good record of telling the truth. They were recently
found guilty of running a campaign likely to mislead and deceive
reasonable readers by the Advertising Standards Council (of Australia).

I've always taken everything Atari have said with a grain of salt ever
since Sam Tramiel said that the Atari ST outruns an Amiga 1000 by a factor
of three times for certain applications. I could never figure out what
kind of applications he was talking about.

Below is an excerpt of their findings.

---

◆ Area: AUST_AMIGA ◆◆◆

Dear Sir,

Re: Tandy Electronics - Print Advertisement

I refer to your recent letter in which you made a complaint about the above advertisement.

Council met on the 8th September, 1993 and determined as follows:

The complaint was considered by the council at the meeting on 14th July 1993 and deferred as follows:

The Council examined the advertisement and considered the responses to the complaint, received from the advertiser, its advertising agency, Atari Computers Pty Ltd (supplier of the featured product), Atari's advertising agency and the newspaper which had published the advertisement.

The Council did not consider that the evidentiary material submitted by the respondants was such as to enable it to make an objective determination of what was a technical & complex complaint.

The Council resolved, therefore, to further its inquisitorial processes by seeking comments concerning the advertisement from Commodore Business Machines
Pty Ltd., whose Amiga 1200 computer was unfavourably compared with the advertised Atari 1040 STE.

At this meeting the council again considered all of the evidentiary material before it on the previous occasion, together with a detailed response provided by Commodore Business Machines Pty. Ltd. on 18th August, 1993.

Whilst the advertisement was clearly of a comparative nature, the council considered that on the information provided to it by Commodore in relation to the Amiga 1200 personal computer, the comparison was presented in such a way that the advertisement was not only likely to mislead & deceive reasonable readers, but also disparaged the Amiga 1200 in an unfair and misleading way.

Commodore's response (in part) stated that:

"FACTS THAT ARE WRONG

Atari in advert: Amiga in Ad: Actual Amiga 1200
=============== ============ =================

Programmable sound Blank Programmable sound
generator generator

5 channel stereo sound Blank 4 channel stereo sound

DOS compatible Blank Compatible via optional s/ware
(MS-DOS assumed.
this is an optional
piece of hardware &
software on the Atari)

MS-DOS Format disk drive Blank MS-DOS Format disk drive

FACTS THAT ARE MISLEADING

Atari Amiga 1200
----- ----------

Ad: 68000 series 68000 series
Actual: 68000 68EC020

The processor chip inside the computer can be considered the heart of the system. While both machines use a processor from the same family and manufacture, the later model (68EC020) has several times the performance of the original (68000).

Ad: Cartridge port Blank
Actual: Cartridge port PCMCIA card/cartridge port
(proprietary port) (industry standard)

Both units have a port which enables games to be loaded into the computer in the same manner as a sega games console. On the Amiga the port is more often used to add memory to the system. Often it is cheaper to supply games on computer disks than on cartridge.

OMMISSIONS

While this section could be debated and expanded at length, there are a few points that must be mentioned to make the comparison fair at the price points noted.

Atari: A1200:
------ ------
No hard disk ($900 to install a 40mb hard disk included 85mb
hard disk (Aust Tech P/L 03.894.1652)

Apparently Atari no longer make a hard disk for the 1040STE. They directed me to a company called Aust Tech.

Atari: A1200:
------ ------

Processor has to do all Has a graphics
graphic functions co-processor to speed
up graphic performance

This is a major feature of the Amiga that sets it apart from other computers. The inclusion of such an accellerator significantly speeds up the computer by freeing the machine to run programs rather than look after updating the screen."

The Council observed that there are many benefits to consumers of factual and informative comparitive advertising. Unfortunately, no such benefits applied to this advertisement in that it was neither accurate nor a fair comparison, on a feature to feature basis, of the similar properties of the compared products.

The Council determined therefore, that the advertisement was in breach of the Advertising Code of Ethics and in particular, Clause 7. and 11. which state:

7. Advertisements shall be truthful and shall not be misleading or deceptive.

11. Advertisements shall not disparage identifiable products, services or competitors in an unfair or misleading way.

The complaint was upheld.

Whilst this Minute has been settled by the Chairman, it is still subject to confirmation by the Council at the next Full Meeting. In the event that there is any change in the content of the Minute you will be advised accordingly.

Yours faithfully,

<signature>

Colin J Harcourt
Executive Director

---

- Jim

# 2505. Re: Mint for ATARI falcon only?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 06:48:06 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Nov2.064806.573@monu6.cc.monash.edu.au>
Source record: 20743

Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
: In article <1993Oct30.095122.20235@monu6.cc.monash.edu.au>
int877w@lindblat.cc.monash.edu.au (William Fang) writes:
:
: Is Mint and Atari Falcon product only? I'm pretty sure I've seen
: it touted about the Mac newsgroups and a unix-a-like product as
: well.
: ------------------------------
:
: Nope, MiNT will work on everything from the oldest ST's to a TT to a
: Falcon. It's an addition to TOS that gives a whole bunch of features
: to the OS, real multitasking and memory protection among them. It
: pretty much makes the whole Atari line POSIX compliant, for ease in
: porting UNIX applications. Some Mac people are also porting it, as
: they have no real OS to speak of... :-)

How can they get Memory Protection on a 68000? I thought only the
68030 and 68040 had inbuilt mmu's (on some), with an extra support
chip required for the 68020 implementation.

Doesn't Unix require memory protection?

- Jim

# 2506. Re: HAM8 - the final word

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 09:59:56 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov2.095956.28545@wega.rz.uni-ulm.de>
Source record: 20742

In article <CFsD2K.HL2@midge.bath.ac.uk>, en2prmm@midge.bath.ac.uk (Elof) writes:
|> In the referenced article, Christopher Taylor Oates writes:
|> >
|> >In article <xx> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> >>Ok, to settle the HAM8 argument, I will mail some HAM8 stuff to anyone who
|> >>asks
|> >>for it, which shows what it is capable of. To view it, you should ideally
|> >>have
|> >>access to either an A1200 or A4000, with a multisync and the latest AmigaDOS
|> >>monitor drivers.
|> >>
|> >No thanks, I don't have time to hunt down a useless computer to look at a
|> >useless graphic in a useless graphics mode...
|> >

|> What a constructive comment that was.... HAM8 is NOT a useless screen mode.
|> I have several 24 bit JPEGS. When converted to 256 colours, there is
|> noticeable stepping between colours. When converted to HAM8, the picture
|> is noticeably better. In fact, comparing the same JPEG on my A4000 and in
|> 24 bit colour on a Cirrus Logic SVGA card, it was very difficult to tell
|> them apart.
|>
|> So, HAM8= near 24 bit quality for *8* bitplanes only.
|> I can live with that.....
|>
|> Paul.
|>
I have an A4000/040 and I think HMA8 is great. If you use a good
converter, HAM8 pictures really look the same as 24Bit pics
(Compared with a 24bit Amiga Graphiccard)
I will buy a graphiccard, but this has nothing to do with HAM8.
So shut up ! Ham8 is great for presantations (pictures) and uses
only 8 bit

Stephan A4000/040, 6 Mb, 245 HD

# 2507. Re: F30-A1200 benchmarks!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 10:10:14 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <2b5bm6$15sa@info2.rus.uni-stuttgart.de>
Source record: 20741

In article <2cb45184@troed.ct.se>,
Rickard Troedsson <rickard.troedsson@troed.ct.se> wrote:
>RH> Where's the ATARI notebook/pen computer?
>
>Hmm .. that's STacy .. I think .. I'm don't know too much about the Atari
>notebooks ..

STacy is the older version of the Atari-Notebook. The new model is called
STBook.
Two years ago Atari presented a prototype of the STPad - a ST-Pen-Notebook.
Atari has dropped the development of this Pen computer (which was a wise
decision).

Ciao, Heiko
(zcam1121@rpool9.rus.uni-stuttgart.de)

# 2508. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 13:11:21 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.752245881@unix1.tcd.ie>
Source record: 20744

In <CFo7yp.H8E@midge.bath.ac.uk> en2prmm@midge.bath.ac.uk (Elof) writes:

>>>Aherm, the A1200 has much better graphics, a beter basic architectuire that makes
>> Better graphics ? seem virtually identicle to me , except that the new ham modes
>>and next to useless . Quote from thalamus software
>>"Its a shame that the 1200 doesnt have a word per pixel mode like the Falcon"

>HAM8 is NOT useless. Come see a HAM8 picture on my A4000, then comment.

Yes. HAM8 is nice for static pictures. END OF STORY.
For animation, limited, and for other applications such as morphing, the mode is ok for displaying results. That is it.

Falcons proper 16-bit true colour mode (true colour - hardware process for reproduction of colour) mode
is far superior for animation, and said applications.

mark

# 2509. Re: A toast to...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 15:35:02 UTC
From: ga@mrih.no
Message-ID: <1993Nov2.153502.22508@ugle.unit.no>
Source record: 20745

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:

> Well, to be more on topic (at least regarding an Atari/Mac posting),
> I have heard occasional mentions of MiNT being ported to the MAC.
> I'm just curious as to how this works out? Since MultiFinder/System7
> already do multitasking, and since Macs already have longer filenames, etc,
> I'm not sure I understand the purpose of porting MiNT there.
> Just curious if anyone has a "non-propagandistic" explanation...

Well, I guess it is the same reason as we have Mac emulators on the Atari.
For fun... ;-)

..|'''.| '|| Gard Eggesboe Abrahamsen "Programmers
.|' ' .... ... .. .. || PO Box 5061, Larsgaarden don't byte,
|| .... '' .|| ||' '' .' '|| 6021 Aalesund, Norway they just
'|. || .|' || || |. || Gard.Abrahamsen@mrih.no nybble a bit"
''|...'| '|..'|' .||. '|..'||. Finger ga@samson.mrih.no ***************
Disclaimer: These are my views and my views only; Nobody else wants them.

# 2510. Re: A toast to...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 16:24:01 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Nov2.162401.13092@nrtpa038.bnr.ca>
Source record: 20746

In article <1520@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writ
|>
|> Well, to be more on topic (at least regarding an Atari/Mac posting),
|> I have heard occasional mentions of MiNT being ported to the MAC.
|> I'm just curious as to how this works out? Since MultiFinder/System7
|> already do multitasking, and since Macs already have longer filenames, etc,
|> I'm not sure I understand the purpose of porting MiNT there.
|> Just curious if anyone has a "non-propagandistic" explanation...
|> Rob
|>

For one thing a little POSIX compliance wouldn't hurt.
But there are a lot of things you get with MiNT such as mountable
file systems, and adjustable process priorities that System 7 just
does not seem to support.

But my best guess is the same reason Eric wrote it in the first place.
Someone just wants to do it.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.


_____________________________________|_____________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

# 2511. Re: Mint for ATARI falcon only?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 16:34:15 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Nov2.163415.13257@nrtpa038.bnr.ca>
Source record: 20747

In article <1993Nov2.064806.573@monu6.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
|> Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
|> : In article <1993Oct30.095122.20235@monu6.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
|> :
|> : Is Mint and Atari Falcon product only? I'm pretty sure I've seen
|> : it touted about the Mac newsgroups and a unix-a-like product as
|> : well.
|> : ------------------------------
|> :
|> : Nope, MiNT will work on everything from the oldest ST's to a TT to a
|> : Falcon. It's an addition to TOS that gives a whole bunch of features
|> : to the OS, real multitasking and memory protection among them. It
|> : pretty much makes the whole Atari line POSIX compliant, for ease in
|> : porting UNIX applications. Some Mac people are also porting it, as
|> : they have no real OS to speak of... :-)
|>
|> How can they get Memory Protection on a 68000? I thought only the
|> 68030 and 68040 had inbuilt mmu's (on some), with an extra support
|> chip required for the 68020 implementation.
|>

MiNT detects whether or not an MMU is available and does memory protection only if hardware support exists. You can permanently disable memory protection by renaming MiNT.PRG to MiNTNP.PRG.

|> Doesn't Unix require memory protection?

Technically No. But VM support will be worthless.

|>
|>
|> - Jim

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|
```

# 2512. Re: Mint for ATARI falcon only?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 17:10:53 UTC
From: kendall@pygmy.owlnet.rice.edu
Message-ID: <KENDALL.93Nov2111053@pygmy.owlnet.rice.edu>
Source record: 20748

In article <1993Nov2.064806.573@monu6.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
: In article <1993Oct30.095122.20235@monu6.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
:
: Is Mint and Atari Falcon product only? I'm pretty sure I've seen
: it touted about the Mac newsgroups and a unix-a-like product as
: well.
: ------------------------------
:
: Nope, MiNT will work on everything from the oldest ST's to a TT to a
: Falcon. It's an addition to TOS that gives a whole bunch of features
: to the OS, real multitasking and memory protection among them. It
: pretty much makes the whole Atari line POSIX compliant, for ease in
: porting UNIX applications. Some Mac people are also porting it, as
: they have no real OS to speak of... :-)

How can they get Memory Protection on a 68000? I thought only the
68030 and 68040 had inbuilt mmu's (on some), with an extra support
chip required for the 68020 implementation.

Doesn't Unix require memory protection?
------------------------------

MiNT can be used with memory protection on or off, and you are right
that you can't have memory protection on anything less than the 68030.

--
---> Kendall Gelner (kendall@rice.edu)

# 2513. Re: Video

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 17:51:49 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov02.175149.47037@rchland.ibm.com>
Source record: 20752

In article <2cd2f606@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> To all Amigoids arguing about AGA video beating VIDEL (Falcon) video:
|>
|> Just received a little .TGA viewer for my Falcon.
|>
|> Sourcecode commented in french - I've only studied english and german ... but I
|> think I got this right ...
|>
|> The programs shows 504K colors using a 24bit palette.
|>
|> That is more than HAM8.
|>
|> It looks INCREDIBLE! (YES it looks better than the normal Falcon TC)

Aha, yeah. The moon is made of cheese and I got a 16-bit 16-voice
sound player for my Amiga that uses only 25% of the CPU time.

And the Earth is flat...

So, how they do the 24-bit palette? How they do the 504k colors?
You know, 640x400 is only 256,000. What resolution? 800x600? Sitll 480,000 colors.
Hmmm.... someone is lying.

But anyway, so what is it? Artifacting a la Atari 8-bit Graphics 8? Dithering?
Flickering screen consisting of two interleaved screens like Quantum 4096 color
paint for the ATARI ST?

Looks like you just read the README file.... Someone else in this forum
with better credibility that Rickard explain what actually happens?

Kendall? Flip? Xavier?

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2514. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 17:55:27 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov02.175527.38660@rchland.ibm.com>
Source record: 20753

In article <KENDALL.93Oct31211212@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Oct31.231434.27654@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|>
|> Is the out-of-the-box F030 faster than an A4000? No. Is the out-of-the-box
|> F030 faster than a Cray XMP-1 or than a Connection Machine? No.
|>
|> Ah, but the Falcon is cheaper right? Same with the A1200.
|>
|> Spending the same amount of $$ on an A1200 at a Falcon Level surely gets
|> you a faster machine (except for specific DSP stuff).
|> ------------------------------
|>
|> I'm not so sure about that anymore - the falcon price appears to be dropping.

And don't you think the A1200 doesn't drop either? Well, it all depends where
we are Kendall. Are you on the US?

|>
|> ------------------------------
|> |> A comparison of AmigaDos and MultiTos is called for. I would get on and do
|> |> it if I had time.
|>
|> Is MultiTos cooperative or preemptive? Didn't Flip hinted that MultiTos
|> was a hack? Non-optimized, etc? The only thing I envy from the Falcon
|> environment is the way Gem makes the graphics so they are, like the Mac,
|> easily 'retargateable.'
|> ------------------------------
|>
|> Multitos is fully preemptive, and is almost completely POSIX compliant
|> now as well... It is not a hack, and coming from a world of UNIX
|> programming I really like MTOS and all of the features it offers.

I guess I would love to see it.

|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2515. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 18:00:29 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov02.180029.46943@rchland.ibm.com>
Source record: 20754

In article <2cd3f800@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

[stuff deleted]

|>
|> -/- Quote End -/-
|>
|> Now stop the "Haha, no 040-Atari thread"

While I won't continue the thread (I never exactly did), why it has to stop. THERE IS NO 040-ATARI. It's the truth. Seems to like you have been to used to vaporware Rickard.

[stuff deleted]

|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2516. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 18:06:51 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov02.180651.23792@rchland.ibm.com>
Source record: 20755

In article <2b3se5$btc@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Cut off from the 1st Floor) writes:
|> In article <1993Oct31.231434.27654@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >|> Is the out-of-the-box A1200 faster than the F030? No proof that it is.
|> >
|> > Is the out-of-the-box F030 faster than an A4000? No. Is the out-of-the-box
|> >F030 faster than a Cray XMP-1 or than a Connection Machine? No.
|> >
|> > Ah, but the Falcon is cheaper right? Same with the A1200.
|> >
|>
|>
|> It's not what is cheaper, it is whether the machine does what you want.
|>
|> Or has everyone forgotten that we use computers, but don't worship them?

I haven't. BUT SOME PEOPLE AROUND HERE SURELY HAVE. And since they are
on the subject on COMPARING THEM, and TRASHING THE A1200, I just want
to raise some points for a FAIR comparison. Now, this is not all the people
in this group, but a good majority of them.

|> > Spending the same amount of $$ on an A1200 at a Falcon Level surely gets
|> >you a faster machine (except for specific DSP stuff).
|> >
|>
|>
|> Which still may not run the software packages some of us might want to run.

Music. That's it.

|> I refer to the latest issue of Keyboard Magazine. They claim the Mac and PC
|> have arrived as MIDI machines, and the *Falcon* is still strong and has
|> lots of promise. The Amiga? They said it was too far behind in terms of
|> software.
|>
|> This is not hype. This is from a magazine musicians would listen to.

I belive you. I have read that magazine too, and Electronic Musician, for
that matter. No problem here pal, tell that to your other fellow ATARIANS
around here though. The Amiga for example has become pretty much Queen
of the Video market, with a large foot on the multimedia market.

|>
|> Given this kind of impression throughout the music world, why would I want
|> an Amiga?

If you like music, GO WITH THE FALCON. SEEMS AN EXCELLENT MACHINE FOR THAT.

Are you surprised? I consider myself objective, now check out the postings
of some of your fellow ATARIANS.

|> >|> A comparison of AmigaDos and MultiTos is called for. I would get on and do
|> >|> it if I had time.
|> >
|> > Is MultiTos cooperative or preemptive? Didn't Flip hinted that MultiTos
|> >was a hack? Non-optimized, etc? The only thing I envy from the Falcon
|> >environment is the way Gem makes the graphics so they are, like the Mac,
|> >easily 'retargateable.'
|> >
|>
|> MultiTOS' only flaw is that the AES has not been totally redone to multitask
|> as efficiently as it *could*.

Okay. It's non-optimized yet.

|> I've used the Falcon. I'm buying one December 4th with my new VISA card
|> because I've tried the machine, tried the software, and I like it. I have
|> also tried the Amiga 1200 and because I have to pick between the two, I am
|> buying the one which gets the job I want to do *done*.

Cool. That's the best way to buy a computer.

|> You do video work, so stick with the Amiga. But don't flame the Falcon just
|> because Rickard pisses you off.

Ah, FLiP (now that I read your signature) you showed up finally. :-)
I don't flame for the art of flaming. I flame those I think deserve it.
I don't think the Falcon is a good inexpensive home computer type thingie,
and I think is excellent for musicians. I don't have a problem with that.

|> A soon to be Cubase-Audio owner,
|>
|> FLiP
|>

Congrats.

|>
|>
|> (some of you might ask what I did instead of getting an A1200? Easy? I
|> bought a Korg Wavestation EX for my setup. Slightly more interesting
|> than than an 8-bit sound chip, don't you agree? :) )
|>
He he. But soon you'll want to make a video of your music, and then
you'll end up with an Amiga too :-)
--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210

>>> New internet address: raist@vnet.ibm.com <<<<

# 2517. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-02 19:35:05 UTC
From: saj@chinet.chinet.com
Message-ID: <CFvqEI.KKL@chinet.chinet.com>
Source record: 20749

What we're probably seeing here is a stockbroker who has trouble with the hair-thin distinctions we Atarians are used to. Atari may well be producing no computers this week. If so, it's certainly because they want to get everything they can behind the Jaguar launch. Also, there's no telling what they'll be doing week after next.
Even though the course of action described seems to make good business sense, I get a strong impression that several members of the Tramiel family hav a need that transcends logic to be in the computer business.

Steve

# 2518. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-03 08:55:06 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov3.085506.13930@wega.rz.uni-ulm.de>
Source record: 20750

In article <mpnolan.752245881@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:
|> In <CFo7yp.H8E@midge.bath.ac.uk> en2prmm@midge.bath.ac.uk (Elof) writes:
|>
|> >>>Aherm, the A1200 has much better graphics, a beter basic architectuire that makes
|> >> Better graphics ? seem virtually identicle to me , except that the new ham modes
|> >>and next to useless . Quote from thalamus software
|> >>"Its a shame that the 1200 doesnt have a word per pixel mode like the Falcon"
|>
|> >HAM8 is NOT useless. Come see a HAM8 picture on my A4000, then comment.
|>
|> Yes. HAM8 is nice for static pictures. END OF STORY.
|> For animation, limited, and for other applications such as morphing, the mode is ok for
|> displaying results. That is it.
|>
|> Falcons proper 16-bit true colour mode (true colour - hardware process for reproduction of colour) mode
|> is far superior for animation, and said applications.

There is no problem, doing animations in HAM8, so why is 16-bit
true color superior (except it can be word-accessed) and tell me
some applications except presentations that need 65xxx colors ??
Perhaps games ? Then buy a PC .....

Stephan (an A4000/040 user, who liked to by a falcon
but talked to some small-brained developers
of atari, and I didn`t like the OS ;))

|>
|> mark

# 2519. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-03 12:50:02 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.752331002@unix1.tcd.ie>
Source record: 20751

In <1993Nov3.085506.13930@wega.rz.uni-ulm.de> s_sschmi@rzw6.rz.uni-ulm.de (Stephan Schmidt) writes:

> There is no problem, doing animations in HAM8, so why is 16-bit
> true color superior (except it can be word-accessed) and tell me
> some applications except presentations that need 65xxx colors ??
> Perhaps games ? Then buy a PC .....
Yes games. Now dont go all serious on me
' I bought my 1200 for serious applications etc'
YOU SHOULD HAVE BOUGHT A PC.

Most amiga users own their machine for the simple reason that it is
or they hoped it to be a good games machine, or to put it amother
way, they spent their money on Commodores 1200 for enteraintment.

HAM8 needs a lot of tweeking and cpu work to look half respectable.
It is not a straight forward graphic mode. The 16-bit falcon mode
is a conventional graphicc mode, and has no administrative overhead.
HAM8 does.

Commodore weren't stupid when they placed it into amiga machines, it has it's
uses, amoung them lovely static reproductions, and digitising, and maybe
small amount of animation. Certanly not for full screen animation.

I state again, yes, there are difficulties forcing HAM8 to animate.

Now please, open your mind and accept the bloody truth.
HAM8 IS NOT SUPERIOR ,WITH RESPECT TO ANIMATION AND ACCURATE REPRODUCTION OF
COLOURS, TO A 16-BIT CONVENTIAL TRUE COLOUR MODE.

> Stephan (an A4000/040 user, who liked to by a falcon
> but talked to some small-brained developers
> of atari, and I didn`t like the OS ;))
ok.
Not reasons enough for me. I'm afraid.

mark

# 2520. Re: A toast to...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-03 14:19:59 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1530@usdtsg.DaytonOH.NCR.COM>
Source record: 20756

In article <1993Nov2.153502.22508@ugle.unit.no> ga@mrih.no (Gard Abrahamsen) writes:
>anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
>
[re: why port MiNT to the Mac, multitask...[
>
>Well, I guess it is the same reason as we have Mac emulators on the Atari.
>For fun... ;-)

Good point. I guess, when it does come down to it, it is cool to
do stuff "just because we can" (said in a Shannen Dougherty voice :-)

Rob

"I'm schitzophrenic, and so am I..."

# 2521. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-03 15:46:21 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2b8jod$6a4@sol.ctr.columbia.edu>
Source record: 20757

In article <1993Nov02.180029.46943@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
}
} While I won't continue the thread (I never exactly did), why it has
} to stop. THERE IS NO 040-ATARI. It's the truth. Seems to like you
} have been to used to vaporware Rickard.
}

Hang on a sec - these aren't vapourware. People are actually using them...

Lexicor have ordered one, Application systems have got one... Quote follows:

Application Systems Heidelberg (they sell Signum 3.3m, Papillon, Phoenix, Magix) sent a new newsletter to their customers.
Application Systems Heidelberg wrote:
We've waited long for a powerful computer for Atari-software. Medusa T40 is its name and since the last week of September we know what it is like. In August we sent a board of an old Mega ST2 to Switzerland and a month later came a computer-tower back with 68040 CPU (64 MHz) and 8 MB Ram.
...A TT is one of the fastest Ataris an it took 150 seconds to morph a picture. The morphing on the T40 was finished in 30 sec. This was quite impressive and five times faster.
Qoute ends.

Now it is true that this is not made by Atari, but they get the ROMs from Atari, and the O/S is the same, and the peripherals work etc. etc. Basically it's a clone. But then - when we say PC-compatible it doesn't have to be made by IBM to get the "seal of approval". I think it is valid to claim this is an 040 Atari.

Simon.
--
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2522. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-03 16:30:16 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov3.163016.8620@wega.rz.uni-ulm.de>
Source record: 20759

In article <mpnolan.752331002@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan)
writes:
|> In <1993Nov3.085506.13930@wega.rz.uni-ulm.de> s_sschmi@rzw6.rz.uni-ulm.de (Stephan
Schmidt) writes:
|>
|>
|> > There is no problem, doing animations in HAM8, so why is 16-bit
|> > true color superior (except it can be word-accessed) and tell me
|> > some applications except presentations that need 65xxx colors ??
|> > Perhaps games ? Then buy a PC .....
|> Yes games. Now dont go all serious on me
|> ' I bought my 1200 for serious applications etc'
|> YOU SHOULD HAVE BOUGHT A PC.

I can`t see that this is a 1200 discussion: It`s a HAM8 !!!
discussion (at least this part of the 1200 discusssion)
So, HAM8 is also used in an A4000 and I thought, people
who write articles can read, but I was wrong
(I do NOT NOT NOT own an a1200 !!!)
I think for games you should by a PC or even better a Jaguar/3DO,
but NO CD32/1200 !
|>
|> Most amiga users own their machine for the simple reason that it is
|> or they hoped it to be a good games machine, or to put it amother
|> way, they spent their money on Commodores 1200 for enteraintment.

I still can`t see the point, we talk about HAM8 !
|>
|> HAM8 needs a lot of tweeking and cpu work to look half respectable.
^^^^^^^^^
One question : Did you ever see an JPG pic in HAM8 ???

|> It is not a straight forward graphic mode. The 16-bit falcon mode
|> is a conventional graphicc mode, and has no administrative overhead.
|> HAM8 does.

Yes, HAM8 does, but I can`t remember programms on a Falcon
except demos that use 16 Bit (no games etc., perhaps because
I didn`t see any game ...)
|>
|> Commodore weren't stupid when they placed it into amiga machines, it has it's
|> uses, amoung them lovely static reproductions, and digitising, and maybe
|> small amount of animation. Certanly not for full screen animation.

I always hear small amount of animation : YOU CAN DO FULL SCREEN
ANIMATION FROM HARDDISC !!! Animations use the Anim file format and

it doesn`t matter wheater the pic is HAM8 or 8bit 256 colors
|>
|> I state again, yes, there are difficulties forcing HAM8 to animate.

Come, watch some raytracing animations and tell me this again.
|>
|> Now please, open your mind and accept the bloody truth.
|> HAM8 IS NOT SUPERIOR ,WITH RESPECT TO ANIMATION AND ACCURATE REPRODUCTION OF
|> COLOURS, TO A 16-BIT CONVENTIAL TRUE COLOUR MODE.

YOU said 16-Bit is superior and I don`t think it is.
For animations, pics, presentations etc. HAM8 is better, for games etc.
true colors are better.

HAM8 more than 754000 colours out of >16.7 Mio colours
16 Bit 65536 colours out of 65536

What`s better ? And to this "True colour" thing :
I think 24bit is true colour, 16 bit is NOT (just because
there is no palette, you don`t have TRUE COLOUR !!!
because an old C64 doesn`t use a palette, too)
|>
|> > Stephan (an A4000/040 user, who liked to by a falcon
|> > but talked to some small-brained developers
|> > of atari, and I didn`t like the OS ;))
|> ok.
|> Not reasons enough for me. I'm afraid.

Want some more ? The computer dealer here still uses TTs for DTP
and the falcon just for showing some demos ...
|>
|> mark
Stephan

# 2523. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-03 17:04:00 UTC
From: cmedley@wam.umd.edu
Message-ID: <2b8oa0$gps@cville-srv.wam.umd.edu>
Source record: 20758

In article <1993Nov02.180651.23792@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> It's not what is cheaper, it is whether the machine does what you want.
>|>
>|> Or has everyone forgotten that we use computers, but don't worship them?
>
> I haven't. BUT SOME PEOPLE AROUND HERE SURELY HAVE. And since they are
>on the subject on COMPARING THEM, and TRASHING THE A1200, I just want
>to raise some points for a FAIR comparison. Now, this is not all the people
>in this group, but a good majority of them.
>

A majority of the postings around here are made by rabid A1200 owners who feel
compelled to defend their platform against the only other company whose
computers are on a sinking ship. :) This has been getting pretty pathetic...

I'm wondering what the next criteria for comparison will be between the two?
How many users are weenies with no life?

(obviously a good platform would be so alluring to the end user that he/she
would forget than anything else BUT their computer existed, and become a
true weenie... if that is the case, I submit for everyone's approval that
Peter Sinclair is proof that the Mac is the superior platform...)

> Music. That's it.
>

Does a musician need anything else?

I just had an incredible eye-opening experience going with my sister and her
husband to pick their new computer. He's a doctor and he's running a video
business. The guy they had doing titling for them was an incompetent Amiga
owner (i.e., he doesn't know the full power of the platform and hence, they
have a bad impression of it due more to his stupidity than the machine's
failings... he was trying to do serious video work with NO HARD DRIVE, a
DCTV, and 5 MB of RAM.).

At first we checked out killer machines with killer video. Those who say you
can get a nice clone for the price of a Falcon or A1200 need to go to CompuUSA.
The system most of us would "want" with a PC will cost about $2000 with just
4MB of RAM and a 200-300MB HD. For $1200, you can get a 486SX/33 with 4MB
and a 170MB HD. Same price you can get a Falcon 4/84, and when you start
looking at what is standard and what you can do out the box with bundled
software, most of these clones fall on their faces.

(case in point, legitimate software costs big money... WP 6.0 is $300 at
CompuUSA)

They dismissed the Mac out of hand. Dismissed my wonderful Atari, too.
They wanted a PC. What will they wind up with? Probably a 486/33 and by
the time it is decked out with a 15" monitor, 210MB HD and 4MB of RAM it
cost roughly $2000.

<and the monitor isn't anything more than a CompuDyne.. hardly expensive...>

Now, here's the crux of my point.. do you know what they are spending this
money for?

A computer so she can use Word Perfect (latest version not out for Amiga OR
ST), and so he can use a spreadsheet (preferably Lotus-like) and do some
DTP (as if the ST or Amiga couldn't).

Do you know what they will most likely wind up with? A PS/1 DX2/50 for about
$1800 sans monitor with 4MB of RAM and some bundled software. They'll need to
tack on Word Perfect and some other goodies.

So all of you (Atari and Amiga users both) can evangelize all you want, but
talk is cheap. Even if Raist convinces everyone in the Atari market to go
Amiga, they'll just wind up with a couple hundred thousand (in the US alone)
pissed off MIDI users.

>
>|> (some of you might ask what I did instead of getting an A1200? Easy? I
>|> bought a Korg Wavestation EX for my setup. Slightly more interesting
>|> than than an 8-bit sound chip, don't you agree? :) )
>|>
> He he. But soon you'll want to make a video of your music, and then
>you'll end up with an Amiga too :-)

But the music would have sucked without the Wavestation EX. :)

(imagine this... dual digital effects processors... and it's 32 oscillators,
which means up to 32 voices at once (although the true power of it is
used in 2 and 4 oscillator patches, these can be mixed with 1 oscillator
patches to get more than just8 voices at once... a truly beautiful box...
I still want another new synth before I buy an Amiga for video... :)
(probably a Wavestation A/D) )

As for the video, there may still be an A1200 in the future, but I've heard
about an SGI box (INDY) that runs $5000. Any comments from the peanut
gallery on this vs. an Ami?

(given that kind of pricing + software cost)

>--
>-----------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

# 2524. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-03 19:23:32 UTC
From: cs93294@assn010.cs.ualberta.ca
Message-ID: <cs93294.752354612@wolfcreek.cs.ualberta.ca>
Source record: 20762

saj@chinet.chinet.com (Stephen Jacobs) writes:

>What we're probably seeing here is a stockbroker who has trouble with the
>hair-thin distinctions we Atarians are used to. Atari may well be producing
>no computers this week. If so, it's certainly because they want to get
>everything they can behind the Jaguar launch. Also, there's no telling what
>they'll be doing week after next.
> Even though the course of action described seems to make good business
>sense, I get a strong impression that several members of the Tramiel family
>hav a need that transcends logic to be in the computer business.

> Steve

I would agree with that in the sense that Atari has stated it is going to
concentrate fully on the Jaguar. I beleive this is the appropriate action
to be taking, as well as the fact that they have always been up front in
saying that the Falcon and the newer lines of computers are not their main
priority as of now. But they have also stated that they will use the revenue
generated from Jaguar sales to help finance the falcon at a later date. I
do not beleive this will be an indefinate suspension of computer manufacturing,
but rather a good business move for the time being...

Dave

--

---
|Dave the Atari Fanatic| email: cs93294@cs.ualberta.ca |
---

# 2525. Amiga HAM8, precisions, was RE: The final...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-03 19:24:36 UTC
From: host_3@elpp1.epfl.ch
Message-ID: <1993Nov3.192436.1@elpp1.epfl.ch>
Source record: 20760

In article <mpnolan.752331002@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:
> In <1993Nov3.085506.13930@wega.rz.uni-ulm.de> s_sschmi@rzw6.rz.uni-ulm.de (Stephan Schmidt) writes:

[Comments deleted]

> HAM8 needs a lot of tweeking and cpu work to look half respectable.
> It is not a straight forward graphic mode. The 16-bit falcon mode
> is a conventional graphicc mode, and has no administrative overhead.
> HAM8 does.

You look a bit confused here. Displaying a HAM8 picture is easy, and does not need any tweeking, and very few CPU time. HAM8 can be considered as a lossy compression scheme: you need some time to compress the 24 bit picture, and there is a slight (yes, really slight) loss in quality. But the decompression is extremely fast, and the CPU is not involved.

> Commodore weren't stupid when they placed it into amiga machines, it has it's
> uses, amoung them lovely static reproductions, and digitising, and maybe
> small amount of animation. Certanly not for full screen animation.

I am the owner of an Amiga 4000 for 11 months now. HAM6 never really convinced me on my old A500, but I have to add that HAM8 is a lot better, especially combined with the other enhancements of the AGA chipset.

Talking about static reproductions: the A4000 can open a 640x495, 60 Hz HAM8 screen, non-interlaced. If 72Hz interlaced is no problem, the AGA chipset can diplay pictures at a respectable 800x600 (more with overscan). If I remember correctly, the Falcon is unable to diplay a non-interlaced 'True-color' picture at these resolutions. So: the Falcon has less colors and less resolution. The fringing is no problem, if you can afford the time to convert correctly the 24 bit picture to HAM8 (once this is done, the picture can be displayed very quickly).

> I state again, yes, there are difficulties forcing HAM8 to animate.

You do not need to 'force' HAM8 to animate, because it is perfect for the task! HAM8 is easy to animate, and can be very fast (even full-screen) if you use the right ANIM standard (either ANIM7 or ANIM8). How much frames/second can you play out of RAM on a Falcon in 'True-color' mode?

> Now please, open your mind and accept the bloody truth.
> HAM8 IS NOT SUPERIOR ,WITH RESPECT TO ANIMATION AND ACCURATE REPRODUCTION OF
> COLOURS, TO A 16-BIT CONVENTIAL TRUE COLOUR MODE.

Well, I hope it don't hurt you if I say that you do not seem to know a lot about Amiga graphics. HAM8 would be difficult to use in an action game, except maybe for some backgrounds. But for art, ray-tracing and animation, HAM8 is a fast and excellent solution. What is more, there are good animation packages on the Amiga that use HAM8 to its best.

> mark
Have Fun,

Armand Hirt

# 2526. Re: Video

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 00:02:03 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2b9gps$ibk@darkstar.UCSC.EDU>
Source record: 20761

Well, I'm not on Raist's list of "credible" people, but I am in the process of translating the source code into english. The french is not much of a problem, but the assembly's tough. :) Anyways, I've tried it out, comparing some JPEGs that I have noticed the 16 bit limitation on, and they DO look much better using the VIDEL viewer. No, the image is not interlaced unless the resolution requires it (I;'m using my Multisync in SC mode, I'll try it in VGA soon) and it seems to be running quite stable with a decent refresh rate. It definitely uses moer colors than 65000, but I'm not sure about the 24 bit palette part...

~Chris

# 2527. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 02:01:54 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov3200154@flammulated.owlnet.rice.edu>
Source record: 20763

In article <1993Nov02.175527.38660@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
In article <KENDALL.93Oct31211212@flammulated.owlnet.rice.edu>, kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Oct31.231434.27654@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|>
|> Is the out-of-the-box F030 faster than an A4000? No. Is the out-of-the-box
|> F030 faster than a Cray XMP-1 or than a Connection Machine? No.
|>
|> Ah, but the Falcon is cheaper right? Same with the A1200.
|>
|> Spending the same amount of $$ on an A1200 at a Falcon Level surely gets
|> you a faster machine (except for specific DSP stuff).
|> ------------------------------
|>
|> I'm not so sure about that anymore - the falcon price appears to be dropping.

And don't you think the A1200 doesn't drop either? Well, it all depends where we are Kendall. Are you on the US?
------------------------------

Yeah, I'm in the US... actually, I should admit that I am unsure if the price in the US is dropping, I was just stating what I had heard from some overseas people. I'll check and see if USA prices are lowering...

<rest deleted>

--
---> Kendall Gelner (kendall@rice.edu)

# 2528. PETER SINCLAIR MUST DIE !!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 06:13:30 UTC
From: oyakea@jec309.its.rpi.edu
Message-ID: <2ba6ic$dlc@usenet.rpi.edu>
Source record: 20764

Hahahaha I thought this would attract some attention.
Why are we wasting good bytes on such a moronic macamaniac ?
Why ? Please fill the rest of us in .

Amal for the rest of the world

**********Don't flame**********
The Above Is For Humour Purposes Only
**********

# 2529. Re: Video

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 06:20:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cd89f2c@troed.ct.se>
Source record: 20775

In a message of 02 Nov 93 18:51:49, Ricardo Hernandez Muchado wrote:

RH> Aha, yeah. The moon is made of cheese and I got a 16-bit 16-voice
RH> sound player for my Amiga that uses only 25% of the CPU time.

I don't believe you.

RH> And the Earth is flat...

That we all know!

RH> Hmmm.... someone is lying.

Strong words.

RH> But anyway, so what is it? Artifacting a la Atari 8-bit Graphics 8?
RH> Dithering?
RH> Flickering screen consisting of two interleaved screens like Quantum 4096
RH> color
RH> paint for the ATARI ST?

Nope .. from what I can tell, he's puting out pixels, then he's tweaking the
VIDEL to go INSIDE a pixel, and changing the hue on it.

RH> Looks like you just read the README file.... Someone else in this
RH> forum
RH> with better credibility that Rickard explain what actually happens?

Fuck off.

I Emailed the program to everyone who asked me for it, that is, 7 more people
reading this group has it now.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2530. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 06:21:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cd89f80@troed.ct.se>
Source record: 20776

In a message of 02 Nov 93 18:55:27, Ricardo Hernandez Muchado wrote:

RH> And don't you think the A1200 doesn't drop either? Well, it all
RH> depends where
RH> we are Kendall. Are you on the US?

In Sweden the A1200 hasn't dropped a cent .. (neither has the CD32 - bloody expensive!) ... the Falcon has dropped from 16700 SEK to 11400 SEK since it was released ... (A *USED* A1200 2/85 costs 7500 SEK!)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2531. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 06:23:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cd89fc8@troed.ct.se>
Source record: 20777

In a message of 02 Nov 93 19:00:29, Ricardo Hernandez Muchado wrote:

RH> While I won't continue the thread (I never exactly did), why it has
RH> to stop. THERE IS NO 040-ATARI. It's the truth. Seems to like you
RH> have been to used to vaporware Rickard.

What's your bloody problem? The Medusa exists, which is an Atari-compatible
040-machine - that sounds like a 040-ATARI to me ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2532. More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 06:26:20 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ba7ac$mhb@darkstar.UCSC.EDU>
Source record: 20765

Well, I just got through speaking with a former A1200 owner who explained to me the reasons why he sold it in favor of a Falcon. To be honest, he was an Atari person before who got a 1200 instead of a Falcon in order to "check out the competition" as he said, but switched back because (again in his words) "it fell flat"

Nit-Picky reasons for F030 over A1200:
A1200 has an external power supply like the old 520. "What? I have to bend over to turn it on?"
Same sound as the Amiga 1000, pales in comparison to F030
No built-in clock
No DSP
No High Density Floppy drive
No built-in fan

A lot of these are quite nit-picky (hence the title) and there are those who doubt the importance of the sound system and DSP (but isn't DSP decompression of a JPEG image 5 or more times faster than sftware decompression something even a die-hard VIDEO VIDEO VIDEO Amiga person would like?)

Second, we talked about the OS from a user's point of view, and having spent some time recently meself using a 500 with 3.0 workbench, I still say that the GUI looks like a joke. Quite superficial and subjective, but when I sat down at it, I felt like I was using an "afterthought" gui instead of an integral part of the OS! Anyway, both he and I concurred that the user's viewpoint of the Atari OS (especially Falcon / MTOS) is much better than that of the Amiga OS.

Third, he mentioned an article in an Amiga magazine where Thalion, a software developer who made the AmberStar and upcoming Ambermoon games, was asked how he felt about the A1200 being able to handle the next generation of game software. According to the article, Thalion really wished that the A1200's graphics were more like the Falcon's, and that he was very inpressed by the abilities of the Falcon's DSP.

Lastly, we tried to discuss HAM8 graphics. I said "tried" because neither he nor I understand technically how it works, and neither of us are hardcore artists (in fact, I'm red-green color defective) but he said that most of the HAM8 pics that he downloaded were only in the 75,000 to 100,000 colors used range, and than the ones that did use close to 200,000 colors showed signifigant "fringing" as he called it, which I undertand to be the distortion of the color caused by the inherent limitations of HAM8. He also said that the 16 bit true color inages he saw on the Falcon looked just as good as any HAM8 pic he saw on his A1200. He also mentioned that if you modify a pixel in a HAM8 picture, it tends to also modify those pixels around it. THis makes sense based on the "Hold and Modify" premise as my limitedknowledge goes, and

I ask those who use HAM8 for "professional" graphic work, even though HAM8 might be debatably better for viewing an image, for actual creation or modification of imagery, isn't it really undesireable to not be able to (for example) put a blue pixel in the middle of a black area without it lining itself with green pixels too? (just a very hypothetical case. As I said, I know next to nothing of how HAM8 works)

for PHoto retouching (isn't this a professional area?) wouldn't even the "limited" 16 bit true color be better than HAM8? Can you do tints, blends, lightening & darkening, blurs easily in HAM8? I know you can in True COlor.

ANyways, I've wasted enough bandwidth with this long post... Corrections are of course welcome, but flames will probably be ignored.

__ /\ __ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ __ /\ __
__\/__\/__ Christopher Taylor Oates __\/__\/__
_||_/ C . Oates2 @ GEnie . GEIS . com _||_/
/__||__\ Aspect @ CATS . UCSC . edu /__||__\
// \ | \\ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ // \ | \\
\| \|
Atari - MegaSTE, Falcon030, Lynx, Portfolio, Jaguar (??)
"You're fighting the weight of the world
And no one can save you this time
Close your eyes, you can find all you need in your mind"
-Dream Theater, Take the Time

# 2533. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 08:12:50 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov4.081250.14691@wega.rz.uni-ulm.de>
Source record: 20766

In article <2ba7ac$mhb@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> Lastly, we tried to discuss HAM8 graphics. I said "tried" because neither he
|> nor I understand technically how it works, and neither of us are hardcore
|> artists (in fact, I'm red-green color defective) but he said that most of the
|> HAM8 pics that he downloaded were only in the 75,000 to 100,000 colors used
|> range, and than the ones that did use close to 200,000 colors showed
|> signifigant "fringing" as he called it, which I undertand to be the distortion
|> of the color caused by the inherent limitations of HAM8. He also said that the
|> 16 bit true color inages he saw on the Falcon looked just as good as any HAM8
|> pic he saw on his A1200. He also mentioned that if you modify a pixel in
|> a HAM8 picture, it tends to also modify those pixels around it. THis makes
|> sense based on the "Hold and Modify" premise as my limitedknowledge goes, and
|> I ask those who use HAM8 for "professional" graphic work, even though HAM8
|> might be debatably better for viewing an image, for actual creation or
|> modification of imagery, isn't it really undesireable to not be able to
|> (for example) put a blue pixel in the middle of a black area without it
|> lining itself with green pixels too? (just a very hypothetical case. As I
|> said, I know next to nothing of how HAM8 works)

If you know nothing : PLEASE STOP TALKING SHIT !
(And this is no FLAME, please stop saying he has, he saw, etc.)
|>
|> for PHoto retouching (isn't this a professional area?) wouldn't even the
|> "limited" 16 bit true color be better than HAM8? Can you do tints, blends,
|> lightening & darkening, blurs easily in HAM8? I know you can in True COlor.

Use AdPro or ImageMaster (they use 24 bit and just calculate
the picture "down" to HAM8
|>
|> ANyways, I've wasted enough bandwidth with this long post... Corrections
|> are of course welcome, but flames will probably be ignored.

Ignore them, as you ignore the truth ....

Stephan (Lynx, why is there no support ? I want to play games ...
Jaguar (I hope I get one from the USA)
A4000/040 nice for playing Frontier :))
|>
|>
|> __ /\ __ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ __ /\ __
|> __\/__\/__ Christopher Taylor Oates __\/__\/__
|> _||_/ C . Oates2 @ GEnie . GEIS . com _||_/
|> /__||__\ Aspect @ CATS . UCSC . edu /__||__\

```
|> // \ | \\ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ // \ | \\
|> \| \|
|> Atari - MegaSTE, Falcon030, Lynx, Portfolio, Jaguar (??)
|> "You're fighting the weight of the world
|> And no one can save you this time
|> Close your eyes, you can find all you need in your mind"
|> -Dream Theater, Take the Time
|>
```

# 2534. Re: PETER SINCLAIR MUST DIE !!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 08:15:34 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov4.081534.14845@wega.rz.uni-ulm.de>
Source record: 20767

```
In article <2ba6ic$dlc@usenet.rpi.edu>, oyakea@jec309.its.rpi.edu (Amalaye Oyake) writes:
|>
|>
|>
|> Hahahaha I thought this would attract some attention.
|> Why are we wasting good bytes on such a moronic macamaniac ?
|> Why ? Please fill the rest of us in .
|>
|> Amal for the rest of the world
|>
|>
|> ******************************Don't flame*************************************
|> The Above Is For Humour Purposes Only
|> ******************************************************************************

Hahaha ... Stephan
```

# 2535. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 11:50:59 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.752413859@unix1.tcd.ie>
Source record: 20768

In <1993Nov3.163016.8620@wega.rz.uni-ulm.de> s_sschmi@rzw6.rz.uni-ulm.de (Stephan Schmidt) writes:

> One question : Did you ever see an JPG pic in HAM8 ???
no

>|> Commodore weren't stupid when they placed it into amiga machines, it has it's
>|> uses, amoung them lovely static reproductions, and digitising, and maybe
>|> small amount of animation. Certanly not for full screen animation.

> I always hear small amount of animation : YOU CAN DO FULL SCREEN
> ANIMATION FROM HARDDISC !!! Animations use the Anim file format and
> it doesn`t matter wheater the pic is HAM8 or 8bit 256 colors
ha ha.
Animation from harddisc. You are absolutly correct...

However, what you are talking about here is whole screen dumping from
harddisc, each a frame of animation. Now that's just silly.
If I had a large harddisc, and some nice raytracing software (and
a lot of time) then maybe I too would use this option.
I agree then that you could use the harddisc for that purpose, but
what about 1200 users with no harddisc.

Also, the frame rate couldn't be very high, and we're talking mainly about
slide shows and nice ray-traced sequences. You could also probably do
segments of screen animation, saving space and cpu, but the hassle...

Now you must agree with me here: for software that uses the cpu and
conventional approaches to animatio, and by animation, I mean animation
found in games, demoes, etc, without the brute force applied by the
harddisc to screen effort, HAM8 is slow, ugly and hard to administrate.

HAM8: nice if you have a slide sho or a 100MB haarddisc.

> Come, watch some raytracing animations and tell me this again.
I'm sure it would be lovely to look at.

>|> Now please, open your mind and accept the bloody truth.
>|> HAM8 IS NOT SUPERIOR ,WITH RESPECT TO ANIMATION AND ACCURATE REPRODUCTION OF
>|> COLOURS, TO A 16-BIT CONVENTIAL TRUE COLOUR MODE.

> YOU said 16-Bit is superior and I don`t think it is.
fair enough.

> For animations, pics, presentations etc. HAM8 is better, for games etc.
For animation, maybe with regard to brute harddisc to screen (very clumsy).
But not for conventional computer animation (see above)
I agree that HAM8 is nice for static pics, but so too is a 16-bit mode.

AND HAM8 takes a lot of work and tweeking to look decent.

> HAM8 more than 754000 colours out of >16.7 Mio colours
> 16 Bit 65536 colours out of 65536
> What`s better ? And to this "True colour" thing :
> I think 24bit is true colour, 16 bit is NOT (just because
> there is no palette, you don`t have TRUE COLOUR !!!
> because an old C64 doesn`t use a palette, too)
Brick wall again.
Before you come back to me on this one, please look for some
computer architecture text, look up palette techniques, and search
for the term true colour.
I'm not talking about the misinformed view of true colour as
'near infinite colour range' or 'copyright joe bloggs',
I mean true colour as a colour reproduction technique. ok?
Each colour gun is given a value, andd IT generates the corrent
frequeny from that directly. There is no look up table in the
palette chip. The 16-bit pixel is broken up into it's red,green and
blue parts, and handed directly to the colour guns.

Using this technique DOES NOT ENSURE A INFINITE COLOUR RANGE; DOES
NOT MEAN WE ARE TALKING ABOUT 8,16,32 BIT COLOUR ( COLOUR REPRESENTATION
INDEPENDENT).

All it means is that colour reproduction will be more acurate and 'true'.

please....

mark

# 2536. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 13:40:38 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov4.134038.27607@wega.rz.uni-ulm.de>
Source record: 20769

In article <mpnolan.752413859@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:
|> In <1993Nov3.163016.8620@wega.rz.uni-ulm.de> s_sschmi@rzw6.rz.uni-ulm.de (Stephan Schmidt) writes:
|>
|> > One question : Did you ever see an JPG pic in HAM8 ???
|> no

Then look at one and come back here ....
|>
|> >|> Commodore weren't stupid when they placed it into amiga machines, it has it's
|> >|> uses, amoung them lovely static reproductions, and digitising, and maybe
|> >|> small amount of animation. Certanly not for full screen animation.
|>
|> > I always hear small amount of animation : YOU CAN DO FULL SCREEN
|> > ANIMATION FROM HARDDISC !!! Animations use the Anim file format and
|> > it doesn`t matter wheater the pic is HAM8 or 8bit 256 colors
^^^^^^^ sorry for that ....

|> ha ha.
|> Animation from harddisc. You are absolutly correct...
|>

Because Animations from HD are more difficult than animations from
the RAM (speed) i mmentioned the HD. But shure you can do
animations from RAM

|> However, what you are talking about here is whole screen dumping from
|> harddisc, each a frame of animation. Now that's just silly.

Anim7 doesn`t dump a HAM8 pic to the screen, the pictures are
packed and there are only the differences between two pictures saved.
(Don`t ask me for details, there are that many differnt routines...)

|> If I had a large harddisc, and some nice raytracing software (and
|> a lot of time) then maybe I too would use this option.
^^^^^^
Raytracing is fast enough on my 040, sure real time
raytracing would be *real cool, hehehehe*

|> I agree then that you could use the harddisc for that purpose, but
|> what about 1200 users with no harddisc.

Did we speak about a 1200 or HAM8 ?? (1200 is shit, I know three people
who had an a1200 and then bought an a4000/30 ....)
|>
|> Also, the frame rate couldn't be very high, and we're talking mainly about

The animations from HD are "fliessend" (at least 25 fps)

|> slide shows and nice ray-traced sequences. You could also probably do
|> segments of screen animation, saving space and cpu, but the hassle...
|>
|> Now you must agree with me here: for software that uses the cpu and
|> conventional approaches to animatio, and by animation, I mean animation
|> found in games, demoes, etc, without the brute force applied by the
|> harddisc to screen effort, HAM8 is slow, ugly and hard to administrate.

You mentioned games .... buy a jaguar :)
|>
|> HAM8: nice if you have a slide sho or a 100MB haarddisc.

I think I have a 245 HD ;)
|>
|> > Come, watch some raytracing animations and tell me this again.
|> I'm sure it would be lovely to look at.
|>
|> >|> Now please, open your mind and accept the bloody truth.
|> >|> HAM8 IS NOT SUPERIOR ,WITH RESPECT TO ANIMATION AND ACCURATE REPRODUCTION OF
|> >|> COLOURS, TO A 16-BIT CONVENTIAL TRUE COLOUR MODE.
|>
|> > YOU said 16-Bit is superior and I don`t think it is.
|> fair enough.
|>
|> > For animations, pics, presentations etc. HAM8 is better, for games etc.
|> For animation, maybe with regard to brute harddisc to screen (very clumsy).
|> But not for conventional computer animation (see above)
|>
|> All it means is that colour reproduction will be more acurate and 'true'.
|>
|> please....

Ok, because you said please, but I m old fashioned and I think
true colour means 24bit .... ;)
|>
|> mark

Stephan (I really think a falcon has the better hardware than an
a1200, but there is nothing else .... at least here in
Germany .... :( )

PS: I use a painbting programm and you don`t see, that it uses HAM8 ...
(Exspecially no "wrong" colours, and some green pixels after a blue
one, as one mentioned before.)

# 2537. Re: Video

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 14:58:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cd918a4@troed.ct.se>
Source record: 20778

In a message of 04 Nov 93 01:02:03, Christopher Taylor Oates wrote:

CT> try it in VGA soon) and it seems to be running quite stable with a decent
CT> refresh rate. It definitely uses moer colors than 65000, but I'm not sure
CT> about the 24 bit palette part...

504000 colour is "almost" 19 bit really, trouble is that it seems to be some
sort of mixture between True Colour and HAM really .. :-/

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2538. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 15:10:57 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.752425857@unix1.tcd.ie>
Source record: 20770

In <1993Nov4.134038.27607@wega.rz.uni-ulm.de> s_sschmi@rzw6.rz.uni-ulm.de (Stephan Schmidt) writes:

OK.
It seems that clever clogs out there have put HAM8 to good use.

I still maintain that for hassle free, straight-forward animation/pics that a conventional screen mode (16-bit) is, should I dare say, better in most regards.
Now, you can get some real ace pics from the Falcons 16-bit mode. I've seen some myself, a bowl of friut you could almost touch...

HOWEVER, with the know-how, HAM8 on an a4000 seems to deliver the goods.
You've convinced me.
I can see where compression, a HD, and a 040 could really make HAM8 worthwhile.
Happy?

But on a 1200... :-)

And, let me say, that no matter how much we debate, even IF the falcon has better hardware (I think so anyway) ,if the 1200 or any other computer with comparable but inferrior capabilties ( :-) ) has much better software, then the falcon is worth shit!

The Falcon could be the best home computer EVER, and never take off without good software.

mark

# 2539. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 16:04:02 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov4.160402.28221@infodev.cam.ac.uk>
Source record: 20771

In article <2ba7ac$mhb@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

|> Second, we talked about the OS from a user's point of view, and having spent
|> some time recently meself using a 500 with 3.0 workbench, I still say that the
^^^^^^^^^^^^^^^^^^^^^^^^

3.0 is designed to run on an A1200 or 4000, preferably with a multisync monitor, in 8 colours or more. It has not been released by it's self, and the version you were using was probably a pirate copy. Of course a 4 colour 640*200 workbench isnt going to win any beauty awards, but you should see it in 720*534 with 64 colours, using the helvetica font.

|> GUI looks like a joke. Quite superficial and subjective, but when I sat down
|> at it, I felt like I was using an "afterthought" gui instead of an integral
|> part of the OS! Anyway, both he and I concurred that the user's viewpoint of
|> the Atari OS (especially Falcon / MTOS) is much better than that of the Amiga
|> OS.

What is this 'afterthought' rubbish? The Amiga does not run without a GUI. It's on ROM for goodness sake.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2540. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 16:18:30 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov4.161830.29151@infodev.cam.ac.uk>
Source record: 20772

In article <mpnolan.752413859@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:

|>
|> However, what you are talking about here is whole screen dumping from
|> harddisc, each a frame of animation. Now that's just silly.
|> If I had a large harddisc, and some nice raytracing software (and
|> a lot of time) then maybe I too would use this option.
|> I agree then that you could use the harddisc for that purpose, but
|> what about 1200 users with no harddisc.

Incorrect. What we are talking about is frame delta animations from harddisk. BIG difference.

|>
|> Also, the frame rate couldn't be very high, and we're talking mainly about
|> slide shows and nice ray-traced sequences. You could also probably do
|> segments of screen animation, saving space and cpu, but the hassle...

I have had 60+FPS from harddisk on my A1200....

|> > HAM8 more than 754000 colours out of >16.7 Mio colours
|> > 16 Bit 65536 colours out of 65536
|> > What`s better ? And to this "True colour" thing :
|> > I think 24bit is true colour, 16 bit is NOT (just because
|> > there is no palette, you don`t have TRUE COLOUR !!!
|> > because an old C64 doesn`t use a palette, too)
|> Brick wall again.
|> Before you come back to me on this one, please look for some
|> computer architecture text, look up palette techniques, and search
|> for the term true colour.
|> I'm not talking about the misinformed view of true colour as
|> 'near infinite colour range' or 'copyright joe bloggs',
|> I mean true colour as a colour reproduction technique. ok?
|> Each colour gun is given a value, andd IT generates the corrent
|> frequeny from that directly. There is no look up table in the
|> palette chip. The 16-bit pixel is broken up into it's red,green and
|> blue parts, and handed directly to the colour guns.
|>
|> Using this technique DOES NOT ENSURE A INFINITE COLOUR RANGE; DOES
|> NOT MEAN WE ARE TALKING ABOUT 8,16,32 BIT COLOUR ( COLOUR REPRESENTATION
|> INDEPENDENT).
|>
|> All it means is that colour reproduction will be more acurate and 'true'.

NO NO NO NO NO! The technique of producing colour by specifying RGB values
directly on a pixel per pixel is called DIRECT COLOUR. *True colour* means 24 bit.

|>
|> please....
|>
|> mark

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2541. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 17:38:44 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CFzACL.Iu5@newcastle.ac.uk>
Source record: 20773

In article <1993Nov4.134038.27607@wega.rz.uni-ulm.de>, s_sschmi@rzw6.rz.uni-ulm.de (Stephan Schmidt) writes:
>|> However, what you are talking about here is whole screen dumping from
>|> harddisc, each a frame of animation. Now that's just silly.
>
> Anim7 doesn`t dump a HAM8 pic to the screen, the pictures are
> packed and there are only the differences between two pictures saved.
> (Don`t ask me for details, there are that many differnt routines...)

There is really nothing clever about that. It's just Delta-pack animation which is a technique that is YEARS old (anyone still use Cyber Studio?). We use it in our motion video digitiser - it's dead easy to implement - an 8MHz 68000 can do it perfectly well without any clever-clever Demo Programmer hacks.

Now, perhaps MPEG would have impressed me.....but maybe not, we've already got that on the Falcon - using the DSP to unpack it so the CPU time needed is, shall we say, minimal :)

> The animations from HD are "fliessend" (at least 25 fps)

See above ...

> Ok, because you said please, but I m old fashioned and I think
> true colour means 24bit .... ;)

24-Bit True Colour was actually bandied about by some company or another as being able to run the electron guns in a VDU at such an accuracy as to be 'perfect' to the human eye.

True colour in terms of computer architecture, simply means that there are no palette look-up registers which map screen colour codes into actual values for the electron guns. The information comes soley from the screen memory.

> Stephan (I really think a falcon has the better hardware than an
> a1200, but there is nothing else .... at least here in
> Germany .... :( )
>

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk | Falcon030 4/65
BAe Space Systems || Phone : (UK) 091 4883098 +---------------
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
-----------------/__\----------------------------------------------------------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

# 2542. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-04 22:40:06 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2bc0c6$5c0@news.dmpe.CSIRO.AU>
Source record: 20774

Sorry to jump in, but there is an 040 atari guys. It's called the EAGLE, a TT clone, and no it's not vapourware, they do exist, and I know that for a fact they are going to be distributed in the states by Lexicor.

Just thought you'd like to know. Continue arguing now .... ;^)

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

# 2543. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 01:30:21 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov5.013021.19668@infodev.cam.ac.uk>
Source record: 20779

In article <2cd89fc8@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

```
|> In a message of 02 Nov 93 19:00:29, Ricardo Hernandez Muchado wrote:
|>
|> RH> While I won't continue the thread (I never exactly did), why it has
|> RH> to stop. THERE IS NO 040-ATARI. It's the truth. Seems to like you
|> RH> have been to used to vaporware Rickard.
|>
|> What's your bloody problem? The Medusa exists, which is an Atari-compatible
|> 040-machine - that sounds like a 040-ATARI to me ..
|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>
```

Yes, there's the Amiga 4000 emulating an ST too. :-)

```
--
Chris Brown

------------------------------------------------------------------------------
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
------------------------------------------------------------------------------

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key
```

# 2544. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 02:51:14 UTC
From: cmedley@wam.umd.edu
Message-ID: <2bcf32$87n@cville-srv.wam.umd.edu>
Source record: 20780

In article <1993Nov5.013021.19668@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>|>
>
>Yes, there's the Amiga 4000 emulating an ST too. :-)
>
>--
>Chris Brown

ok, here's the question that killed GEMulator :) so I'll ask this for the
Amiga's ST emulator:

Does it run the MIDI software? If it can, what packages are known to work?

And most importantly, can it use a hard disk?

(And what revision of ST roms does it use? 1.0-1.4 don't support anything
but a 68000, and 1.6-up support everything beyond....)

# 2545. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 02:53:22 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bcf72$3lj@darkstar.UCSC.EDU>
Source record: 20781

In article <1993Nov4.160402.28221@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>In article <2ba7ac$mhb@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>|> Second, we talked about the OS from a user's point of view, and having spent
>|> some time recently meself using a 500 with 3.0 workbench, I still say that the
> ^^^^^^^^^^^^^^^^^^^^^^
>
>3.0 is designed to run on an A1200 or 4000, preferably with a multisync monitor,
>in 8 colours or more. It has not been released by it's self, and the version you
>were using was probably a pirate copy. Of course a 4 colour 640*200 workbench
>isnt going to win any beauty awards, but you should see it in 720*534 with 64
>colours, using the helvetica font.
>
a larger screen would not help what I saw. I've used GEM in ST low and it
looks more professional than what I saw on the Amiga.

>|> GUI looks like a joke. Quite superficial and subjective, but when I sat down
>|> at it, I felt like I was using an "afterthought" gui instead of an integral
>|> part of the OS! Anyway, both he and I concurred that the user's viewpoint of
>|> the Atari OS (especially Falcon / MTOS) is much better than that of the Amiga
>|> OS.
>
>What is this 'afterthought' rubbish? The Amiga does not run without a GUI. It's on
>ROM for goodness sake.
I mean that it LOOKS like an afterthought. No real concept as to what a GUI
should look like, just "well, it has windows & icons, is that enough?" sort
of approach. the fact that it is on ROM makes no difference...

~Chris

>
>--
>Chris Brown
>
>-------------------------------------------------------------------------------
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>-------------------------------------------------------------------------------
>
>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2546. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 04:52:11 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov4225211@flammulated.owlnet.rice.edu>
Source record: 20782

In article <1993Nov4.161830.29151@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:

<A whole lot of stuff mysteriously vanishes>
NO NO NO NO NO! The technique of producing colour by specifying RGB values
directly on a pixel per pixel is called DIRECT COLOUR. *True colour* means 24 bit.
------------------------------

No No No No No !! No!! It doesn't matte how many times you say that,
there still is a substantial body of people who consider this to be
TRUE COLOR... I must admit that DIRECT color is not a bad term,
although I have never heard it used much before.

Once again, if 24 bit is True Color, then what the hell is 32-bit
color? How about 64-bit color? This is why the 24-bit = true color
definition is a silly one.

--
---> Kendall Gelner (kendall@rice.edu)

# 2547. Jaquar stats

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 06:51:01 UTC
From: cbusch@ub.d.umn.edu
Message-ID: <2bct4l$i2c@ub.d.umn.edu>
Source record: 20783

Does anyone have any stats on the jaquar?

-Chris

# 2548. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 06:56:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cd9f934@troed.ct.se>
Source record: 20694

In a message of 05 Nov 93 03:51:14, The Perennial Programmer wrote:

TP> ok, here's the question that killed GEMulator :) so I'll ask this for the
TP> Amiga's ST emulator:
TP>
TP> Does it run the MIDI software? If it can, what packages are known to
TP> work?
TP>
TP> And most importantly, can it use a hard disk?

If it can do these, I'm impressed :-)

That is, running Cubase .. which is a hack beyond belief .. (own keyboard routines etc)

:-))

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2549. 24bit

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 07:01:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cd9fa2e@troed.ct.se>
Source record: 20695

Since I got many replies on my last "Falcon 24bit letter" ... here's another one.

Douglas little/BSS wrote in February -93, a program called "View 24b" ... he claims it does 16.7 Million colours from a 24bit palette ...

Has anyone checked it out? On my TV it seems to give better results than the Videl Viewer actually .... and ALOT better than the normal 16-bit Falcon TC ..

The program is about 3K .. Email me if you haven't got it .. (it's an old program, surely it must be widely spread!?)

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 2550. Re: Jaquar stats

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 08:52:32 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <2bd48g$1ck8@info2.rus.uni-stuttgart.de>
Source record: 20784

In article <2bct4l$i2c@ub.d.umn.edu>, Chris <cbusch@ub.d.umn.edu> wrote:
>
>Does anyone have any stats on the jaquar?
>
>-Chris

Get the AEO Special-Edition called aeo_se_j.zip from the ftp site
atari.archive.umich.edu (folder: atari/Magazines/Aeo) and read.
Please, don't start this 64/32 bit discussion again!!

Ciao, Heiko

# 2551. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 13:17:22 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov5.131722.1035@infodev.cam.ac.uk>
Source record: 20785

In article <KENDALL.93Nov4225211@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Nov4.161830.29151@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P.
Brown) writes:
|>
|> <A whole lot of stuff mysteriously vanishes>
|> NO NO NO NO NO! The technique of producing colour by specifying RGB values
|> directly on a pixel per pixel is called DIRECT COLOUR. *True colour* means 24 bit.
|> ----------------------------
|>
|> No No No No No !! No!! It doesn't matte how many times you say that,
|> there still is a substantial body of people who consider this to be
|> TRUE COLOR... I must admit that DIRECT color is not a bad term,
|> although I have never heard it used much before.

Sorry, but calling 15/16 bit colour True Colour is just marketing drivel, which
Atari seem to be doing more and more of these days. It's like calling the Falcon
32 bit, the jaguar 64 bit, Intel claiming rediculous MIPS ratings for their
processors and windows graphics accelerators that have hardware designed to spot
benchmarks and return erronious results. It's a deliberate and cynical
manipulation of the 'facts'.

|>
|> Once again, if 24 bit is True Color, then what the hell is 32-bit
|> color? How about 64-bit color? This is why the 24-bit = true color
|> definition is a silly one.

32 bit colour is usually 24 bit + alpha channel. Some workstations are now using
48 bit colour, and maybe this should be called true colour as well, who knows?
But calling something true colour just because there is no CLUT is stupid,
because this would then apply to a monochrome ZX81, or an Amiga displaying a 0
bitplane screen (ie black).

|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2552. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 13:45:48 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov5.134548.2431@infodev.cam.ac.uk>
Source record: 20786

In article <2bcf72$3lj@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In article <1993Nov4.160402.28221@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|> >In article <2ba7ac$mhb@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|> >
|> >|> Second, we talked about the OS from a user's point of view, and having spent
|> >|> some time recently meself using a 500 with 3.0 workbench, I still say that the
|> > ^^^^^^^^^^^^^^^^^^^^^^
|> >
|> >3.0 is designed to run on an A1200 or 4000, preferably with a multisync monitor,
|> >in 8 colours or more. It has not been released by it's self, and the version you
|> >were using was probably a pirate copy. Of course a 4 colour 640*200 workbench
|> >isnt going to win any beauty awards, but you should see it in 720*534 with 64
|> >colours, using the helvetica font.
|> >
|> a larger screen would not help what I saw. I've used GEM in ST low and it
|> looks more professional than what I saw on the Amiga.

Is this the same GEM we're talking about here? the one I saw on the ST looked like a CGA effort, or something from a C64 (no offence to C64 owners, I used to have one myself). Are you actually aware of how customisable the look and operation of Workbench is?

|>
|> >|> GUI looks like a joke. Quite superficial and subjective, but when I sat down
|> >|> at it, I felt like I was using an "afterthought" gui instead of an integral
|> >|> part of the OS! Anyway, both he and I concurred that the user's viewpoint of
|> >|> the Atari OS (especially Falcon / MTOS) is much better than that of the Amiga
|> >|> OS.
|> >
|> >What is this 'afterthought' rubbish? The Amiga does not run without a GUI. It's on
|> >ROM for goodness sake.
|> I mean that it LOOKS like an afterthought. No real concept as to what a GUI
|> should look like, just "well, it has windows & icons, is that enough?" sort
|> of approach. the fact that it is on ROM makes no difference...

Windows, Icons, Pull down menus, cycle gadgets, radio buttons, file requestors, screenmode requestors, font requestors etc etc.. All these things have a standard look and feel (not everyone may use it, but that situation is improving) IMO Workbench is one of the most 'solid' looking GUI's around. GEM just looks cheap and nasty, Windows *is* cheap and nasty, X windows is probably my favourite GUI (Because it's even more customisable than Workbench) and I would probably place

the Mac GUI somewhere around the same level as Windows (It's slow, akward and messy)

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2553. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 14:41:25 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2bdoml$sp@mojo.eng.umd.edu>
Source record: 20687

In article <1993Nov5.131722.1035@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>In article <KENDALL.93Nov4225211@flammulated.owlnet.rice.edu>, kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>|> In article <1993Nov4.161830.29151@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>|>
>|> <A whole lot of stuff mysteriously vanishes>
>|> NO NO NO NO NO! The technique of producing colour by specifying RGB values
>|> directly on a pixel per pixel is called DIRECT COLOUR. *True colour* means 24 bit.
>|> ------------------------------
>|>
>|> No No No No No !! No!! It doesn't matte how many times you say that,
>|> there still is a substantial body of people who consider this to be
>|> TRUE COLOR... I must admit that DIRECT color is not a bad term,
>|> although I have never heard it used much before.
>
>Sorry, but calling 15/16 bit colour True Colour is just marketing drivel, which
>Atari seem to be doing more and more of these days. It's like calling the Falcon
>32 bit, the jaguar 64 bit, Intel claiming rediculous MIPS ratings for their
>processors and windows graphics accelerators that have hardware designed to spot
>benchmarks and return erronious results. It's a deliberate and cynical
>manipulation of the 'facts'.
>
>|>
>|> Once again, if 24 bit is True Color, then what the hell is 32-bit
>|> color? How about 64-bit color? This is why the 24-bit = true color
>|> definition is a silly one.
>
>32 bit colour is usually 24 bit + alpha channel. Some workstations are now using
>48 bit colour, and maybe this should be called true colour as well, who knows?
>But calling something true colour just because there is no CLUT is stupid,
>because this would then apply to a monochrome ZX81, or an Amiga displaying a 0
>bitplane screen (ie black).
>

Why is this stupid? Atari's definition of True Color is a good
definition: The bits that represent the pixel represent the True
Color of that pixel as opposed to being a pointer to a CLUT. Hence,
they call it a True Color Mode.

By that definition, the ZX81 has a 1-bit True Color mode and the
Falcon030 has a 15/16-bit True Color mode.

Another good term that I've heard recently is Direct Color (for True Color modes) and Indirect Color (for CLUT based modes).

To me, it's much more compact and elegant to decribe all the different video modes using as few terms as possible. In other words, it's better to say 16-bit True Color and 24-bit True Color as opposed to inventing new names for each case (i.e. HiColor and TrueColor).

In this way, you don't have to invent a new name as technology improves. All you do is append the number of bits (i.e. 48-bit True Color).

And there's nothing wrong with having a definition include degenerate cases such as the 1-bit True Color mode. In fact, lots of mathematical definitions have these so-called degenerate cases.

--Gerry

# 2554. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 18:16:08 UTC
From: Brian J Haythorn <bh2d+@andrew.cmu.edu>
Message-ID: <YgqdVca00WBK05=JsE@andrew.cmu.edu>
Source record: 20688

Excerpts from netnews.comp.sys.atari.advocacy: 5-Nov-93 Re: The final word on A1200.. by C.P. Brown@hermes.cam.ac

> Sorry, but calling 15/16 bit colour True Colour is just marketing drivel, which

> Atari seem to be doing more and more of these days. It's like calling the Falcon

>

> 32 bit, the jaguar 64 bit, Intel claiming rediculous MIPS ratings for their

> processors and windows graphics accelerators that have hardware designed to spot

>

> benchmarks and return erronious results.

... calling HAM8 comparable to 24 bit....

# 2555. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 18:56:43 UTC
From: cmedley@wam.umd.edu
Message-ID: <2be7lb$1ev@cville-srv.wam.umd.edu>
Source record: 20689

In article <1993Nov5.131722.1035@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>Sorry, but calling 15/16 bit colour True Colour is just marketing drivel, which
>Atari seem to be doing more and more of these days. It's like calling the Falcon
>32 bit, the jaguar 64 bit, Intel claiming rediculous MIPS ratings for their
>processors and windows graphics accelerators that have hardware designed to spot
>benchmarks and return erronious results. It's a deliberate and cynical
>manipulation of the 'facts'.
>

The fact is the Atari Falcon has a 32-bit CPU. It is a 68030, which I might
add, a processor that is "one step up" on the Motorola totem pole from the
one in Commodore's "base machine", the A1200, which we all agree is 32-bit.

The Jag has a 64-bit graphics system, a 32-bit DSP/sound system, a 68000
for a purpose YOU don't know jack about because you don't own one, nor do
you have any knowledge of it, and yet you flame.

This is ridiculous.

Just because someone claims HAM8 is useless (an argument against the A1200 that
I disagree with... HAM8 is quite nice, and could be used for pretty much any
use that a real 24-bit mode could be used for, though perhaps some concessions
may have to be made, if any, for its method) doesn't mean you should flame
away without thinking and make stupid comments like that.

Go find me a 16-bit 68030 and I'll retract the above.

("But Flip", they will say, "the Falcon only has a 16-bit path from the CPU to
memory! That makes it 16-bit!"... but if that is the case, when did Motorola
claim the chip was like the 68000... a 16/32 chip, huh? Do 68030s suddently
become 80286s and 68000s when they are on a 16-bit bus? Does the Amiga's
16-bit Blitter cripple it? Does anyone care?)

Subjective opinion follows:

I've used the Falcon AND the A1200. Both are fast. The A1200 is a bit faster
in its native GUI when MultiTOS is running and this "look & feel" test I did
was when a Falcon was in True Color mode and the A1200 was in a 256 color mode.
Both were doing 80 column displays. When I say the 1200 felt a bit faster,
the only REALLY noticeable thing was that the pulldown menus came down a little
quicker. The desktop, which on the Amiga was pretty barren (the Falcon was
running on a network at Toad Computers) refreshed about the same speed..
There was no major perceptible speed difference.

# 2556. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 19:01:42 UTC
From: cmedley@wam.umd.edu
Message-ID: <2be7um$1jf@cville-srv.wam.umd.edu>
Source record: 20690

In article <1993Nov5.134548.2431@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>
>Windows, Icons, Pull down menus, cycle gadgets, radio buttons, file requestors,
>screenmode requestors, font requestors etc etc.. All these things have a standard
>look and feel (not everyone may use it, but that situation is improving) IMO
>Workbench is one of the most 'solid' looking GUI's around. GEM just looks cheap
>and nasty, Windows *is* cheap and nasty, X windows is probably my favourite GUI
>(Because it's even more customisable than Workbench) and I would probably place
>the Mac GUI somewhere around the same level as Windows (It's slow, akward and
>messy)
>
>

Chris,

I relish telling you this... Look at what you typed.

GEM looks cheap and nasty. Sure. Right. Subjective opinion....
Windows *is* cheap and nasty.

then you say:

X is my favorite GUI.

First of all, X is NOT a GUI.

Second of all, if you do use a GUI under X, if you're using Motif, Motif
adheres to standards for look-and-feel that were co-developed with MS and
IBM. So if you like Motif, you're kinda endorsing OS/2 PM and Windows.

(How do I know this? Simple, I program this stuff for a living and
stumbled across who determined this standard... and found MS and IBM
were involved, and their GUIs are based on it)

So, if you like X, you like Windows, and if you like Windows, you just lied.

# 2557. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 19:25:04 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov5.192504.16040@infodev.cam.ac.uk>
Source record: 20691

In article <2bdoml$sp@mojo.eng.umd.edu>, gerrymon@eng.umd.edu (Gerry Mon) writes:

[stuff deleted]

|> And there's nothing wrong with having a definition include degenerate
|> cases such as the 1-bit True Color mode. In fact, lots of
|> mathematical definitions have these so-called degenerate cases.
|>
|> --Gerry

Abosloutley! Lets extend this principle to some other things. Lets call digital audio '16 bit sound', so the ZX Spectrum has '16 bit sound' (2 levels), the C64 has '16 bit sound' (16 levels), the Amiga has '16 bit sound' (256 levels) and the Falcon has '16 bit sound' (65536 levels) (After all, they can all move 16 bits through their sound systems, it just takes some longer than others)

:-) (for those who have a negligible sense of humour)

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2558. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 20:54:52 UTC
From: ehood@convex.com
Message-ID: <1993Nov5.205452.16772@news.eng.convex.com>
Source record: 20692

In article <KENDALL.93Nov4225211@flammulated.owlnet.rice.edu>,
Kendall Helmstetter Gelner <kendall@flammulated.owlnet.rice.edu> wrote:
>In article <1993Nov4.161830.29151@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P.
Brown) writes:
>
><A whole lot of stuff mysteriously vanishes>
> NO NO NO NO NO! The technique of producing colour by specifying RGB values
> directly on a pixel per pixel is called DIRECT COLOUR. *True colour* means 24 bit.
>-----------------------------
>
>No No No No No !! No!! It doesn't matte how many times you say that,
>there still is a substantial body of people who consider this to be
>TRUE COLOR... I must admit that DIRECT color is not a bad term,
>although I have never heard it used much before.
>
>Once again, if 24 bit is True Color, then what the hell is 32-bit
>color? How about 64-bit color? This is why the 24-bit = true color
>definition is a silly one.

Ugh!

I do not know how many times I have to clarify definitions of color
modes.

Here are excerpts from previous posts I made/responded to:

BEGIN EXCERPTS:
---------

This True Color argument is getting old. I'm not going to go in a
long speech on "What is True Color", but for those who are curious,
I recommend in looking Vol 1 of the Xlib Programming Manual by
O'Reilly. Read the beginning part on the chapter dealing with
color. Since X has to deal with every possible type of display, this
is a good source.

---------

>
>Uhm..I REALLY wish to correct you on this, and I will :) Even though Falcon
>True Color isn't "TRUE" True Color but infact High Color there is still a
>tremendous difference! 15/16bit Color doesn't dither..it really depends on
>your image..view a Raytraced Image in TIF or TGA Format and view it in TC
>and then view it in 640x480x256 and tell me there is no difference?
>

Just to make things clear, true color refers to the existence of
a decomposed index for RG&B. I remind people again to read Chapter 7
of the Xlib Programming Manual (Vol 1 of the X Window System) by
O'Reilly.

(I've seen 8bit displays support a true color visual.)

---------

>
>Can you perceive any difference between 24 and 32 bits? (By not
>knowing which is which, that is!) 256 shades of gray are
>indistinguishable already, but what about colors?
>

Usually with 32 bit color, the high (or low) order byte is used for
opacity (aka the alpha channel). This allows the overlaying of two (or
more) images by using the opacity value to determine how much of the
background image will show through the foreground image. You can get
some neat effects. AVS (Application Visualization System) uses 32 bits
for each pixel in an image (Alpha, R,G,B). Take a look at it if you
can get access to it.

Also having more bits per pixel usually allows the capable of double
buffering. SGI's have this kind of support. You can use have the high
(or low) order bits actually represent the image being displayed while
you update the low (or high) order bits with the new image. Some high
performance hardware will have 48+bits for pixels for such purposes.

---------

>
>Here's the way to think of why "true color" in the X-windows sense is
>a better definition. Under the X way, every pixel on the screen has a
>bit pattern that gives it its color - hence the bit pattern stored at
>each pixel represents its "true color", not the lookup color.

Close, but not exactly. "True color" in X implies a decomposed index
for R, G, and B (i.e. each base color has a separate index).
Therefore, you have (static/read only) colormaps, for each R, G, B.
Normally the index value for each base color has a direct
correspondence to the intensity of the color on the screen. However,
the colormaps usually contain Gamma correction to take in account of
how humans perceive color and light at different intensities.

No where did I say about the size of the colormaps. Therefore, "true
color" refers to any size implemented in the above fashion.

BTW, "direct color" allows the programmer to insert his/her own
values into the colormaps (read/write colormaps).

---------
END EXCERPT

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

## 2559. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 21:01:44 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov5.210144.18883@infodev.cam.ac.uk>
Source record: 20693

In article <2be7um$1jf@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (The Perennial Programmer) writes:
|> In article <1993Nov5.134548.2431@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >
|> >Windows, Icons, Pull down menus, cycle gadgets, radio buttons, file requestors,
|> >screenmode requestors, font requestors etc etc.. All these things have a standard
|> >look and feel (not everyone may use it, but that situation is improving) IMO
|> >Workbench is one of the most 'solid' looking GUI's around. GEM just looks cheap
|> >and nasty, Windows *is* cheap and nasty, X windows is probably my favourite GUI
|> >(Because it's even more customisable than Workbench) and I would probably place
|> >the Mac GUI somewhere around the same level as Windows (It's slow, akward and
|> >messy)
|> >
|> >
|>
|>
|> Chris,
|>
|> I relish telling you this... Look at what you typed.
|>
|> GEM looks cheap and nasty. Sure. Right. Subjective opinion....
|> Windows *is* cheap and nasty.
|>
|> then you say:
|>
|> X is my favorite GUI.
|>
|> First of all, X is NOT a GUI.
|>
|> Second of all, if you do use a GUI under X, if you're using Motif, Motif
|> adheres to standards for look-and-feel that were co-developed with MS and
|> IBM. So if you like Motif, you're kinda endorsing OS/2 PM and Windows.

No, I use TWM. I have found that Motif gets in my way, and certainly doesnt seem very intuitive. It may look very nice, but IMO TWM is much more functional.

|>
|> (How do I know this? Simple, I program this stuff for a living and
|> stumbled across who determined this standard... and found MS and IBM
|> were involved, and their GUIs are based on it)
|>
|> So, if you like X, you like Windows, and if you like Windows, you just lied.

I like X, I dont like Motif, and I certainly dont like Windows, and I dont lie.

|>
|>

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2560. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-05 21:35:06 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2cdab9c2e0759@traveller.freiburg.sub.org>
Source record: 20697

Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:

>Sorry to jump in, but there is an 040 atari guys. It's called the EAGLE, a TT
>clone, and no it's not vapourware, they do exist, and I know that for a fact
>they are going to be distributed in the states by Lexicor.

...there is even the possibility that the Eagle can be seen on Nov. 26/27th
(I think it was; it sould be a weekend) this year in Freiburg, Germany -
provided GE-Soft has completed the development until then.

(There will be a (mostly) privately organized small (?) Atari Show in
Freiburg at this weekend, and it seems that for example Rhotron, GE-Soft,
DMC, Richter Distributor and some others will support this event... As far
as I have heard, even Atari have managed to send a Falcon to the
organisators :-) ...)

/\|ex.
--
galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de)
Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

# 2561. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-06 05:50:38 UTC
From: cmedley@wam.umd.edu
Message-ID: <2bfdve$h67@cville-srv.wam.umd.edu>
Source record: 20696

In article <1993Nov5.210144.18883@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>No, I use TWM. I have found that Motif gets in my way, and certainly doesnt seem
>very intuitive. It may look very nice, but IMO TWM is much more functional.
>

TWM is okay. But..... that doesn't mean you're not running apps that
conform to the Motif standard.

In fact, let's look around... what type of interface standard seems to be
dominant?

*looks around*

Motif.

Even Sun is moving towards it.

so if you hate Windows, I got news for you... that's what Motif is like.
so it looks like you'll be using an Amiga forever, because at some point,
GUIs will be like Windows and that's that.

Just out of curiosity, what is so bad about Windows or Motif?

# 2562. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-06 17:42:34 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov6.174234.19632@infodev.cam.ac.uk>
Source record: 20698

In article <2bfdve$h67@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (The Perennial Programmer) writes:
|> In article <1993Nov5.210144.18883@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >No, I use TWM. I have found that Motif gets in my way, and certainly doesnt seem
|> >very intuitive. It may look very nice, but IMO TWM is much more functional.
|> >
|>
|>
|> TWM is okay. But..... that doesn't mean you're not running apps that
|> conform to the Motif standard.
|>
|> In fact, let's look around... what type of interface standard seems to be
|> dominant?
|>
|> *looks around*
|>
|> Motif.
|>
|> Even Sun is moving towards it.
|>
|> so if you hate Windows, I got news for you... that's what Motif is like.
|> so it looks like you'll be using an Amiga forever, because at some point,
|> GUIs will be like Windows and that's that.
|>
|> Just out of curiosity, what is so bad about Windows or Motif?

Ok, they look ok, but I have always found them be clumsy and slow. Some exapmles:

Non-proportional scrollbars, so you dont know how much of a window you can see at any one time.
Menu's that dont go away when you let go of the menu button, which means you have to start clicking all over the place to get rid of them.
Having to double click on the close gadget instead of a single click to get rid of a window.
Not being able to send a window to the back (windows)
windows inside the program manager in a cheap attempt to implement screens that doesnt really work (windows)

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

## 2563. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-06 20:30:13 UTC
From: cmedley@wam.umd.edu
Message-ID: <2bh1gl$8hi@cville-srv.wam.umd.edu>
Source record: 20699

In article <1993Nov6.174234.19632@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>|>
>|> In fact, let's look around... what type of interface standard seems to be
>|> dominant?
>|>
>|> *looks around*
>|>
>|> Motif.
>|>
>|> Even Sun is moving towards it.
>|>
>|> so if you hate Windows, I got news for you... that's what Motif is like.
>|> so it looks like you'll be using an Amiga forever, because at some point,
>|> GUIs will be like Windows and that's that.
>|>
>|> Just out of curiosity, what is so bad about Windows or Motif?
>
>Ok, they look ok, but I have always found them be clumsy and slow. Some exapmles:
>
>Non-proportional scrollbars, so you dont know how much of a window you can see at
>any one time.

The Atari ST implements proportional scrollbars in GEM. So much for that
problem.

Also, if you use the XmScrolledWindow as a manager for anything under Motif,
you get proportional scrollbars.

Windows 3.1 and Mac do NOT have proportional scrollbars, but... you know what?
I rank that about as important as the Amiga's inability of move a window
so that part of it is off the screen. :)

>Menu's that dont go away when you let go of the menu button, which means you have
>to start clicking all over the place to get rid of them.

That's a subjective preference. Should the user have to hold a button down
for a menu? On the ST, the popdown menus are a nice plus in my opinon at
least because they save a mouse click when you are going to a menu. They
are a waste if you go up there by accident, but this is all a matter
of individual preference.

Windows, Mac, Motif all use the press-a-button get-a-menu-until-next-click
style of menu handling.

So far, so trivial. :)

>Having to double click on the close gadget instead of a single click to get rid
>of a window.

Motif does it, Windows does it, the Atari ST requires only a single click.

You also neglect that Motif and Windows allow for a standard keystroke to
close an application window.

(so once again, I'd argue this is a matter of personal preference, and not
an issue of functionality)

>Not being able to send a window to the back (windows)

Atari ST: not possible under the TOS versions I've used extensively (i.e.,
pre-Falcon TOS, but I don't think that's changed) as a standard gadget,
but the OS supplies the ability to do just that.

Since 90% of the time, when I use Windows apps, i'm running them as "windows"
under OS/2, I know that I can do the infamous Alt-ESC to cycle through
the windows, or Ctrl-ESC to get the window list and pick which one I want
explicitly.

This is one area I'll concede that it would be a nice feature, but this is
also something that I think we could say is (arguably) not neccessary for
a GUI standard to be "professional".

(in fact, most users don't want to "bury" a window, but instead, either
iconize or place another window directly on top... and iconization is
functionally like burying the window, and this is supported by Windows
and Motif...)

>windows inside the program manager in a cheap attempt to implement screens that
>doesnt really work (windows)
>

Motif doesn't have a Program Manager. So I'll assume you're flaming Windows 3.
Those windows conceptually are tolerable. OS/2 uses the same method. I
see no problem with subwindows as long as there is a large enough (even if
it is virtual) display area.

So, Chris, what I see here is that you personally prefer the Amiga, but you
really don't have a good solid argument for sayinga the Amiga's GUI is
any better (functionally) than GEM, Windows 3, or MWM/Motif 1.2.

Also you are ignoring other concerns that I think are important. For example,
the display of fonts is more flexible for PCs and Macs than on the Atari
or Amiga. Sun is endorsing DPS, and Motif works fine with it. OS/2 and
Windows both have scalable outline font technology, and I know Atari is
*shipping* SpeedoGDOS. I have heard the Amiga has an outline font module,
but I am not aware yet of all the details... so feel free to expound on that.

Another major concern is device independence... the Amiga lacked that for
a long time, and it appears the current solution is to use "very good display
drivers" but a lot of software hit the custom chips, and apparently there
seem to be two situations for graphics applications: hit the hardware to

pull tricks and/or be device independent. From what I've seen, both can be implemented in the same app with little or no problem, but until we see RTG (is it officially part of AmigaDOS?) I think that's an area where the Amiga is slightly behind everyone else.

(in fact, it may be a problem precisely because their hardware was so good!)

# 2564. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-06 20:53:51 UTC
From: Brian J Haythorn <bh2d+@andrew.cmu.edu>
Message-ID: <kgr0vTa00WBN0=YaJ0@andrew.cmu.edu>
Source record: 20700

Excerpts from netnews.comp.sys.atari.advocacy: 6-Nov-93 Re: More final 1200/Falc wo.. by The P. Programmer@wam.um

>TWM is okay. But..... that doesn't mean you're not running apps that
>conform to the Motif standard.
>
>In fact, let's look around... what type of interface standard seems to be
>dominant?
>
>*looks around*
>
>Motif.
>
>Even Sun is moving towards it.
>
>so if you hate Windows, I got news for you... that's what Motif is like.
>so it looks like you'll be using an Amiga forever, because at some point,
>GUIs will be like Windows and that's that.
>
>Just out of curiosity, what is so bad about Windows or Motif?
>
>

Perhaps you have never heard of NeXTstep. In five years, this is what we ALL will be using. Once the bugs are worked out, it will be the best operating system in the world, not to mention the fact thet it is 100% object oriented and cross platform binary compatible.

# 2565. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-06 21:20:46 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1993Nov6.212046.27754@infodev.cam.ac.uk>
Source record: 20701

In article <2bh1gl$8hi@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (The Perennial Programmer) writes:
|> In article <1993Nov6.174234.19632@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >|>
|> >|> In fact, let's look around... what type of interface standard seems to be
|> >|> dominant?
|> >|>
|> >|> *looks around*
|> >|>
|> >|> Motif.
|> >|>
|> >|> Even Sun is moving towards it.
|> >|>
|> >|> so if you hate Windows, I got news for you... that's what Motif is like.
|> >|> so it looks like you'll be using an Amiga forever, because at some point,
|> >|> GUIs will be like Windows and that's that.
|> >|>
|> >|> Just out of curiosity, what is so bad about Windows or Motif?
|> >
|> >Ok, they look ok, but I have always found them be clumsy and slow. Some exapmles:
|> >
|> >Non-proportional scrollbars, so you dont know how much of a window you can see at
|> >any one time.
|>
|> The Atari ST implements proportional scrollbars in GEM. So much for that
|> problem.

I wasnt talking about the ST, I was asked why I didnt like Windows and Motif

|>
|> Also, if you use the XmScrolledWindow as a manager for anything under Motif,
|> you get proportional scrollbars.
|>
|> Windows 3.1 and Mac do NOT have proportional scrollbars, but... you know what?
|> I rank that about as important as the Amiga's inability of move a window
|> so that part of it is off the screen. :)

You can do this on the Amiga (At least off of the right and bottom of the screen) just by altering the screensize and icontrol prefs)

|>
|>
|> >Menu's that dont go away when you let go of the menu button, which means you have
|> >to start clicking all over the place to get rid of them.

|>
|>
|> That's a subjective preference. Should the user have to hold a button down
|> for a menu? On the ST, the popdown menus are a nice plus in my opinon at
|> least because they save a mouse click when you are going to a menu. They
|> are a waste if you go up there by accident, but this is all a matter
|> of individual preference.

Again, this is a reason why I dont like GEM, IMO this method is slow and clumsy

|>
|> Windows, Mac, Motif all use the press-a-button get-a-menu-until-next-click
|> style of menu handling.

Incorrect. The Mac uses the same system as the Amiga, although you cant make
multiple menu selections on a mac beacuse they only have one mouse button

|>
|> So far, so trivial. :)
|>
|>
|> >Having to double click on the close gadget instead of a single click to get rid
|> >of a window.
|>
|> Motif does it, Windows does it, the Atari ST requires only a single click.

Again, I was answering the question put, which had nothing to do with the ST

|>
|> You also neglect that Motif and Windows allow for a standard keystroke to
|> close an application window.

Well, I like to use this device called a *mouse* to control my GUI's....

|>
|> (so once again, I'd argue this is a matter of personal preference, and not
|> an issue of functionality)

IMO, having to resort to the keyboard on a GUI *is* a lack of functionallity.
This is why I use a 3 button mouse on my Amiga, so I dont have to use the shift
key

|>
|>
|> >Not being able to send a window to the back (windows)
|>
|> Atari ST: not possible under the TOS versions I've used extensively (i.e.,
|> pre-Falcon TOS, but I don't think that's changed) as a standard gadget,
|> but the OS supplies the ability to do just that.
|>

Again, I was not refering to the ST.

|> Since 90% of the time, when I use Windows apps, i'm running them as "windows"
|> under OS/2, I know that I can do the infamous Alt-ESC to cycle through
|> the windows, or Ctrl-ESC to get the window list and pick which one I want
|> explicitly.

Resorting to the keyboard again....

|>
|> This is one area I'll concede that it would be a nice feature, but this is
|> also something that I think we could say is (arguably) not neccessary for
|> a GUI standard to be "professional".
|>
|> (in fact, most users don't want to "bury" a window, but instead, either
|> iconize or place another window directly on top... and iconization is
|> functionally like burying the window, and this is supported by Windows
|> and Motif...)

... and AmigaDOS

|>
|>
|>
|>
|> >windows inside the program manager in a cheap attempt to implement screens that
|> >doesnt really work (windows)
|> >
|>
|> Motif doesn't have a Program Manager. So I'll assume you're flaming Windows 3.
|> Those windows conceptually are tolerable. OS/2 uses the same method. I
|> see no problem with subwindows as long as there is a large enough (even if
|> it is virtual) display area.

Try reading what wrote... However screens provide a much better and cheaper (in
terms of system resources)

|>
|> So, Chris, what I see here is that you personally prefer the Amiga, but you
|> really don't have a good solid argument for sayinga the Amiga's GUI is
|> any better (functionally) than GEM, Windows 3, or MWM/Motif 1.2.

I wanst arguing about the Amiga or Gem. I was answering the post, which wanted to
know what I didnt like about MWM and Windows.

|>
|> Also you are ignoring other concerns that I think are important. For example,
|> the display of fonts is more flexible for PCs and Macs than on the Atari
|> or Amiga. Sun is endorsing DPS, and Motif works fine with it. OS/2 and
|> Windows both have scalable outline font technology, and I know Atari is
|> *shipping* SpeedoGDOS. I have heard the Amiga has an outline font module,
|> but I am not aware yet of all the details... so feel free to expound on that.

The Amiga has included outline font support (AGFA Compugraphic) since 1988. I can
use scalable fonts for my window titlebars, my icons, and my system default font.
However, you cannot use a proportional font for your system default font. I use

Helvetica for my Windows and Icons, and Courier as my system default.

|>
|> Another major concern is device independence... the Amiga lacked that for
|> a long time, and it appears the current solution is to use "very good display
|> drivers" but a lot of software hit the custom chips, and apparently there
|> seem to be two situations for graphics applications: hit the hardware to
|> pull tricks and/or be device independent. From what I've seen, both can
|> be implemented in the same app with little or no problem, but until we see
|> RTG (is it officially part of AmigaDOS?) I think that's an area where the
|> Amiga is slightly behind everyone else.
|>
|> (in fact, it may be a problem precisely because their hardware was so good!)

Full RTG support should be available in AmigaDOS 4.0. However, most graphics boards are compatible with most software, and even have draggable screens. Again this is not a great problem, because for most applications, AGA is more than adequate.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2566. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-06 21:57:01 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov6155701@flammulated.owlnet.rice.edu>
Source record: 20703

In article <1993Nov5.131722.1035@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
In article <KENDALL.93Nov4225211@flammulated.owlnet.rice.edu>, kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|>
|> No No No No No !! No!! It doesn't matte how many times you say that,
|> there still is a substantial body of people who consider this to be
|> TRUE COLOR... I must admit that DIRECT color is not a bad term,
|> although I have never heard it used much before.

Sorry, but calling 15/16 bit colour True Colour is just marketing drivel, which Atari seem to be doing more and more of these days. It's like calling the Falcon 32 bit, the jaguar 64 bit, Intel claiming rediculous MIPS ratings for their processors and windows graphics accelerators that have hardware designed to spot benchmarks and return erronious results. It's a deliberate and cynical manipulation of the 'facts'.
---

Sorry, but the True Color definition is one that is used outside of Atari. As proof, I offer myself - I had heard this definition from a graphics class I was taking, and when Atari used this definition and said the Falcon had a "16-bit True Color" mode, I knew right away that meant a 16-bit display with no lookup table. Unless you are god, you cannot say that the definition you are familiar with is the only True Definition.

|>
|> Once again, if 24 bit is True Color, then what the hell is 32-bit
|> color? How about 64-bit color? This is why the 24-bit = true color
|> definition is a silly one.

32 bit colour is usually 24 bit + alpha channel. Some workstations are now using 48 bit colour, and maybe this should be called true colour as well, who knows?
---

Aha!! So you admit the foolishness of your position.

---
But calling something true colour just because there is no CLUT is stupid, because this would then apply to a monochrome ZX81, or an Amiga displaying a 0 bitplane screen (ie black).
---

So What? It still makes more sense than your definition (And BTW - on the Amiga, any number of bit planes that you use will have to go through a table anyway, so they are not True Color - except for 0 bits

of course wich is silly, as your machine is off, and therefore cannot be said to be generating a display). As for the ZX81, yes they were True Color but of course it is a more commonly used definition to say "Monochrome" in this case.

As I've said before, True Color makes more sense when it says that the value for each pixel represents its "True Color". It makes no sense at all to talk of 24 bits of color as completeley representing every color in the Universe, when we know that it just is not so.

--
---> Kendall Gelner (kendall@rice.edu)

# 2567. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-06 22:03:48 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov6160348@flammulated.owlnet.rice.edu>
Source record: 20702

In article <1993Nov5.192504.16040@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
In article <2bdoml$sp@mojo.eng.umd.edu>, gerrymon@eng.umd.edu (Gerry Mon) writes:

[stuff deleted]

|> And there's nothing wrong with having a definition include degenerate
|> cases such as the 1-bit True Color mode. In fact, lots of
|> mathematical definitions have these so-called degenerate cases.
|>
|> --Gerry

Abosloutley! Lets extend this principle to some other things. Lets call digital audio '16 bit sound', so the ZX Spectrum has '16 bit sound' (2 levels), the C64 has '16 bit sound' (16 levels), the Amiga has '16 bit sound' (256 levels) and the Falcon has '16 bit sound' (65536 levels) (After all, they can all move 16 bits through their sound systems, it just takes some longer than others)
---

Thus proving Atari's definition of True Color makes more sense!! The example you give above is a close parralel to the silly "True Color = 24 bits" definition. You got part of the example wrong though, the amigas 8-bit sound can no longer be called "Digitzed Audio" (Which you have defined as 16-bit sound). We will call it "Hi-Audio" instead. :-)

As for your closing statemnet, you count the number of bits on the whole, not each bit indiviually!! I don't see how you jumped on this wild tangent after reading the original post...

:-) (for those who have a negligible sense of humour)
---
:-( (Cancellation to indicate seriousness of post)

--
---> Kendall Gelner (kendall@rice.edu)

# 2568. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-06 22:06:45 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov6160645@flammulated.owlnet.rice.edu>
Source record: 20704

Windows, Icons, Pull down menus, cycle gadgets, radio buttons, file requestors, screenmode requestors, font requestors etc etc.. All these things have a standard look and feel (not everyone may use it, but that situation is improving) IMO Workbench is one of the most 'solid' looking GUI's around. GEM just looks cheap and nasty, Windows *is* cheap and nasty, X windows is probably my favourite GUI (Because it's even more customisable than Workbench) and I would probably place the Mac GUI somewhere around the same level as Windows (It's slow, akward and messy)
---

Well, I'd agree with the above except that I'd swap Workbench and Multitos. I do think that this is really subjective though, and that most people like what they are used to. (except for X-windows, which really is better than anything else!! ;-) )
--
---> Kendall Gelner (kendall@rice.edu)

# 2569. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 05:41:59 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov6234159@flammulated.owlnet.rice.edu>
Source record: 20706

In article <kgr0vTa00WBN0=YaJ0@andrew.cmu.edu> Brian J Haythorn <bh2d+@andrew.cmu.edu>
writes:
<lots of old stuff deleted>
Perhaps you have never heard of NeXTstep. In five years, this is what
we ALL will be using. Once the bugs are worked out, it will be the best
operating system in the world, not to mention the fact thet it is 100%
object oriented and cross platform binary compatible.
---

As much as I personally like NeXTstep, I have a hard time seeing it
having much of a future. With Windows NT (which I detest on
principal, It just can't be good if it's derived from Windows!!) and
OS/2 coming along, I really think these will be the OS's of the future.

I could be wrong though - perhaps the arrivial of the PowerPC chip
will shake up the OS market, and good OS's will rise to the top.
There is just too much power behind Micrsoft to let other OS's take
over.

Just as a side note, if you think the arguments here get bad, you
should read the comp.sys.powerpc group!! Those guys are vicious...

--
---> Kendall Gelner (kendall@rice.edu)

# 2570. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 06:00:34 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bi2u3$ruj@darkstar.UCSC.EDU>
Source record: 20705

In article <2bh1gl$8hi@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (The Perennial Programmer) writes:
>(in fact, most users don't want to "bury" a window, but instead, either
> iconize or place another window directly on top... and iconization is
> functionally like burying the window, and this is supported by Windows
> and Motif...)
>
And don't forget TOS 5.0! Full support for Iconization (called the "smaller" gadget in the Compendium) will be avaialable in 5.0. The gadget will be next to the Full gadget with the delta character appearing on the button.

~Chris
>
>
>
>>windows inside the program manager in a cheap attempt to implement screens that
>>doesnt really work (windows)
>>
>
>Motif doesn't have a Program Manager. So I'll assume you're flaming Windows 3.
>Those windows conceptually are tolerable. OS/2 uses the same method. I
>see no problem with subwindows as long as there is a large enough (even if
>it is virtual) display area.
>
>So, Chris, what I see here is that you personally prefer the Amiga, but you
>really don't have a good solid argument for sayinga the Amiga's GUI is
>any better (functionally) than GEM, Windows 3, or MWM/Motif 1.2.
>
>Also you are ignoring other concerns that I think are important. For example,
>the display of fonts is more flexible for PCs and Macs than on the Atari
>or Amiga. Sun is endorsing DPS, and Motif works fine with it. OS/2 and
>Windows both have scalable outline font technology, and I know Atari is
>*shipping* SpeedoGDOS. I have heard the Amiga has an outline font module,
>but I am not aware yet of all the details... so feel free to expound on that.
>
>Another major concern is device independence... the Amiga lacked that for
>a long time, and it appears the current solution is to use "very good display
>drivers" but a lot of software hit the custom chips, and apparently there
>seem to be two situations for graphics applications: hit the hardware to
>pull tricks and/or be device independent. From what I've seen, both can
>be implemented in the same app with little or no problem, but until we see
>RTG (is it officially part of AmigaDOS?) I think that's an area where the
>Amiga is slightly behind everyone else.
>

>(in fact, it may be a problem precisely because their hardware was so good!)
>
>
>
>

# 2571. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 13:32:24 UTC
From: cmedley@wam.umd.edu
Message-ID: <2bitd8$375@cville-srv.wam.umd.edu>
Source record: 20707

```
In article <1993Nov6.212046.27754@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@cl.cam.ac.uk> wrote:
>|> >|>
>|> >|> Just out of curiosity, what is so bad about Windows or Motif?
>|> >
>|> >Ok, they look ok, but I have always found them be clumsy and slow. Some exapmles:
>|> >
>|> >Non-proportional scrollbars, so you dont know how much of a window you can see at
>|> >any one time.
>|>
>|> The Atari ST implements proportional scrollbars in GEM. So much for that
>|> problem.
>
>I wasnt talking about the ST, I was asked why I didnt like Windows and Motif
>

Well, the original posting was about the ST, and since this is atari.advocacy,
I took some poetic license. :)

>|>
>|> Also, if you use the XmScrolledWindow as a manager for anything under Motif,
>|> you get proportional scrollbars.
>|>
>|> Windows 3.1 and Mac do NOT have proportional scrollbars, but... you know what?
>|> I rank that about as important as the Amiga's inability of move a window
>|> so that part of it is off the screen. :)
>
>You can do this on the Amiga (At least off of the right and bottom of the screen)
>just by altering the screensize and icontrol prefs)
>

I just want to be clear about this: is this a standard option with AmigaDOS
when it ships that is accessible to the user? I've never seen this, but then
I am not a heavy Amiga user.

>|>
>|>
>|> >Menu's that dont go away when you let go of the menu button, which means you have
>|> >to start clicking all over the place to get rid of them.
>|>
>|>
>|> That's a subjective preference. Should the user have to hold a button down
>|> for a menu? On the ST, the popdown menus are a nice plus in my opinon at
>|> least because they save a mouse click when you are going to a menu. They
>|> are a waste if you go up there by accident, but this is all a matter
```

>|> of individual preference.
>
>Again, this is a reason why I dont like GEM, IMO this method is slow and clumsy
>

Well, that's precisely my point. That would be your opinion, but not
necessarily the opinion of everyone else.

>|>
>|> Windows, Mac, Motif all use the press-a-button get-a-menu-until-next-click
>|> style of menu handling.
>
>Incorrect. The Mac uses the same system as the Amiga, although you cant make
>multiple menu selections on a mac beacuse they only have one mouse button
>
You're actually right. This is something that is easy for me to forget because
I use the keyboard a lot on a Mac.

However, I still think you're nit-picking and still haven't come up with one
important aspect of GUI design (at least not yet in this post) where the
Amiga is more usable.

>
>|>
>|> >Having to double click on the close gadget instead of a single click to get rid
>|> >of a window.
>|>
>|> Motif does it, Windows does it, the Atari ST requires only a single click.
>
>Again, I was answering the question put, which had nothing to do with the ST
>
>|>
>|> You also neglect that Motif and Windows allow for a standard keystroke to
>|> close an application window.
>
>Well, I like to use this device called a *mouse* to control my GUI's....
>

And you are incredibly naive if you believe that a mnemonic shouldn't be
used whenever possible. Have you ever heard of an expert user, Chris? Have
you ever created a pulldown menu in Motif that required the user to work
through 3-5 menupanes? Having keyboard accelerators is a big plus, and
even C= recognized that and gives key-combinations.

However, i say this from the applications programmer point of view... I
want to keep both the "wanna use a mouse" and the "must be able to do it
without a mouse because mice are slow" camps happy.

>|>
>|> (so once again, I'd argue this is a matter of personal preference, and not
>|> an issue of functionality)
>

>IMO, having to resort to the keyboard on a GUI *is* a lack of functionallity.
>This is why I use a 3 button mouse on my Amiga, so I dont have to use the shift
>key
>

I think that's how you feel but let me ask you this, do you ever have to
type a string into a dialog box? Or do you have a complete QWERTY keyboard
on your mouse too? ;)

Let's face it, during about 1 hour of interaction with a system, I would
guarantee that on any given computer at any given time, you will wind up
having to (gasp!) type if you are using an application and not a game.

Now, if you're a typist and you are using WordPefect for Windows and you
know the keyequivalent, do you want your hands to have to leave the keyboard
to move the mouse?

Nope.

Because the "expert" user wants to get things done quickly. I can see you
think that everything should be possible without using a keyboard, and that
is a valid point.. but you're missing my point that menu accelerators should
be used by the programmer to allow a non-mouse user or expert user the
ability to zip through the application without having to use a mouse.

(and this is part of the Motif Style Guide)

Now the Amiga supports this... at least, as far as I knew. I have always
seen key-equivalents for menus, so unless Commodore took this out, you're
arguing over something irrelevant except for in terms of personal preference
because C= kept up with the pack when it came to treating expert users in
a friendly way.

>
>|>
>|>
>|> >Not being able to send a window to the back (windows)
>|>
>|> Atari ST: not possible under the TOS versions I've used extensively (i.e.,
>|> pre-Falcon TOS, but I don't think that's changed) as a standard gadget,
>|> but the OS supplies the ability to do just that.
>|>
>
>Again, I was not refering to the ST.
>

Well, again I answered. :)

>|> Since 90% of the time, when I use Windows apps, i'm running them as "windows"
>|> under OS/2, I know that I can do the infamous Alt-ESC to cycle through
>|> the windows, or Ctrl-ESC to get the window list and pick which one I want
>|> explicitly.
>

>Resorting to the keyboard again....
>

Well if you don't like the keyboard, don't use it. You can always go to the upper left corner of any OS/2 window and click and get the Window List. But you know what? There are 26 programmers working on OS/2 projects at my job and not a single one of them uses the "mouse method" because they want to do work, not admire pulldown menus.

From a novice's perspective, they can get the window list graphically. From the expert's perspective, they have Ctrl-Esc. I'm sorry if you don't like having options, but you were Mr. X-Windows-is-so-configurable and if you don't like OS/2, the Atari ST or the Timex Sinclair, I don't care, but just don't be hypocritical and start flaming every platform with no conception of why decisions were made regarding their GUIs.

>|>
>|> This is one area I'll concede that it would be a nice feature, but this is
>|> also something that I think we could say is (arguably) not neccessary for
>|> a GUI standard to be "professional".
>|>
>|> (in fact, most users don't want to "bury" a window, but instead, either
>|> iconize or place another window directly on top... and iconization is
>|> functionally like burying the window, and this is supported by Windows
>|> and Motif...)
>
>... and AmigaDOS
>
Good point. i'll even be fair and say the stock TOS doesn't support this, although MultiTOS does.

>
>|>
>|>
>|>
>|>
>|> >windows inside the program manager in a cheap attempt to implement screens that
>|> >doesnt really work (windows)
>|> >
>|>
>|> Motif doesn't have a Program Manager. So I'll assume you're flaming Windows 3.
>|> Those windows conceptually are tolerable. OS/2 uses the same method. I
>|> see no problem with subwindows as long as there is a large enough (even if
>|> it is virtual) display area.
>
>Try reading what wrote... However screens provide a much better and cheaper (in
>terms of system resources)
>

Cheap isn't what makes a GUI usable. This is totally irrelevant to our topic. Where you pulled this out of after talking about the beauty of X is ridiculous.

If you love X so much surely you must have done an ls -l once on your precious
UNIX machine to see that even with shared libs, an X11R5 app swells up in
size bigger than a comparable program on one of our dinky home computers.

So let's skip this system-resource nonsense. If that's the case, TOS 1.0 is
more functional than AmigaDOS 4.0 and we'd all have Ataris. And if you'd
switch platforms based on that argument, then you should be able to see why
what you were implyin with this system-resource stuff is nonsense.

>|>
>|> So, Chris, what I see here is that you personally prefer the Amiga, but you
>|> really don't have a good solid argument for sayinga the Amiga's GUI is
>|> any better (functionally) than GEM, Windows 3, or MWM/Motif 1.2.
>
>I wanst arguing about the Amiga or Gem. I was answering the post, which wanted to
>know what I didnt like about MWM and Windows.
>

Well, I got happy and showed that they were all "functional", at least ni
regards to your complaints.

(most of which were trivial platitudes I often see from biased advocates of
a given platform who haven't opened their minds enough to see what's good)

>|>
>|> Also you are ignoring other concerns that I think are important. For example,
>|> the display of fonts is more flexible for PCs and Macs than on the Atari
>|> or Amiga. Sun is endorsing DPS, and Motif works fine with it. OS/2 and
>|> Windows both have scalable outline font technology, and I know Atari is
>|> *shipping* SpeedoGDOS. I have heard the Amiga has an outline font module,
>|> but I am not aware yet of all the details... so feel free to expound on that.
>
>The Amiga has included outline font support (AGFA Compugraphic) since 1988. I can
>use scalable fonts for my window titlebars, my icons, and my system default font.
>However, you cannot use a proportional font for your system default font. I use
>Helvetica for my Windows and Icons, and Courier as my system default.
>

That's a reasonable limitation. The outline fonts would be slower to implement
on a base A500 (8mhz 68000) and probably detract frmo the machine's zippy
feel.

>|>
>|> Another major concern is device independence... the Amiga lacked that for
>|> a long time, and it appears the current solution is to use "very good display
>|> drivers" but a lot of software hit the custom chips, and apparently there
>|> seem to be two situations for graphics applications: hit the hardware to
>|> pull tricks and/or be device independent. From what I've seen, both can
>|> be implemented in the same app with little or no problem, but until we see
>|> RTG (is it officially part of AmigaDOS?) I think that's an area where the
>|> Amiga is slightly behind everyone else.
>|>
>|> (in fact, it may be a problem precisely because their hardware was so good!)

>
>Full RTG support should be available in AmigaDOS 4.0. However, most graphics
>boards are compatible with most software, and even have draggable screens. Again
>this is not a great problem, because for most applications, AGA is more than
>adequate.
>

What's the highest resolution AGA can do? 1280x512 interlaced?

If so, you're probably right, but AGA shouldn't be the end-all be-all of the Amiga. I'd like to see the machine thrive with more 3rd party video cards and this has been happening for a while... and the support seems to be there, but it would be nicer if there was stronger commitment on the part of Commodore to RTG.

So to summarize: The Amiga is no more "usable" a GUI than Windows, Mac, or the Atari ST. There are personal preferences here and there, but functionally there was not a single concern I felt you voiced (and others may disagree) that was serious enough to say it was anything more than a preference as opposed to a bug report.

# 2572. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 13:35:28 UTC
From: cmedley@wam.umd.edu
Message-ID: <2bitj0$37a@cville-srv.wam.umd.edu>
Source record: 20708

In article <kgr0vTa00WBN0=YaJ0@andrew.cmu.edu>,
Brian J Haythorn <bh2d+@andrew.cmu.edu> wrote:
>>
>
>Perhaps you have never heard of NeXTstep. In five years, this is what
>we ALL will be using. Once the bugs are worked out, it will be the best
>operating system in the world, not to mention the fact thet it is 100%
>object oriented and cross platform binary compatible.

I absolutely love NeXTStep but when I think about it rationally... NeXT
has no real market penetration where it counts. And people who write
big, expensive, programs need to know they are writing for a platform that
is out there in decent quantity.

As of yet, I don't see much NeXTStep support... ouside of academia that is...
but I sincerely hope that changes.

Their biggest problem is that Sun and SGI exist and are selling huge quantities
of UNIX machines, and that Solaris 2.x for Intel is out there and more people
will give that a serious once-over than may look at NeXTStep because they
already have seen up close a Sun Sparc running it.

# 2573. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 15:51:43 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2bj5if$l87@harbinger.cc.monash.edu.au>
Source record: 20709

The Perennial Programmer (cmedley@wam.umd.edu) wrote:

[..]

: >Not being able to send a window to the back (windows)

: Atari ST: not possible under the TOS versions I've used extensively (i.e.,
: pre-Falcon TOS, but I don't think that's changed) as a standard gadget,
: but the OS supplies the ability to do just that.

: Since 90% of the time, when I use Windows apps, i'm running them as "windows"
: under OS/2, I know that I can do the infamous Alt-ESC to cycle through
: the windows, or Ctrl-ESC to get the window list and pick which one I want
: explicitly.

I think you mean alt-tab, unless you've set up your system different
to the default setting.

I prefer using AmigaDOS's Amiga-M and Amiga-N to cycle forward and
backwards through application windows. It feels much faster than
just alt-tab (go forward through list).

What about trying to get two applications to share the same screen?
Use Equation Editor with Word for Windows and try to balance the
display space so you can use both at once. It's not easy, especially
if there's other things lying around to accidently click on.
I like using background and foreground under AmigaDOS.

: This is one area I'll concede that it would be a nice feature, but this is
: also something that I think we could say is (arguably) not neccessary for
: a GUI standard to be "professional".

: (in fact, most users don't want to "bury" a window, but instead, either
: iconize or place another window directly on top... and iconization is
: functionally like burying the window, and this is supported by Windows
: and Motif...)

A lot of users are buying Norton's Desktop for Windows, which brings
the concept of screens to Microsoft Windows. Now you can group apps
together to work on the same screen instead of every Window on the
same screen. Under AmigaDOS, I like running a text-editor on the
Comms package's screen, and then flicking quickly to another neatly
laid out screen that has all the file functions and icons.

It's a hard-concept to explain why a screen is a good idea, but play
around with NDW and you'll probably agree that's better than Windows'
current system.

Iconizing applications is almost like burying a window, but it's a pain
to try to get back to it because it's often not easily accessible. I
like floating application docks the best, so I place a few of my most
important programs within easy reach.

: >windows inside the program manager in a cheap attempt to implement screens that
: >doesnt really work (windows)
: >

: Motif doesn't have a Program Manager. So I'll assume you're flaming Windows 3.
: Those windows conceptually are tolerable. OS/2 uses the same method. I
: see no problem with subwindows as long as there is a large enough (even if
: it is virtual) display area.

Use NDW and see if you agree that the concept is tolerable. It's kinda
like a faster machine, you won't need it unless you used it before ;-)

: So, Chris, what I see here is that you personally prefer the Amiga, but you
: really don't have a good solid argument for sayinga the Amiga's GUI is
: any better (functionally) than GEM, Windows 3, or MWM/Motif 1.2.

Windows desktop is distinctly a layer removed from it's underpinnings.
Delete the application, or move it to another directory and Windows
won't be able to find it.

Windows doesn't support folders at all, so there's no easy way of
seeing what's in a directory without loading up a separate directory
utility (FileManager). AmigaDOS has options so you can click on a
directory and you can see the contents, move folders within folders,
group projects together and click on the project to launch the
application.

I also like AmigaDOS's ability to see the contents of a directory
or drive in text form, and move the file names around the screen,
drop them onto another to launch the program, double click on
a filename and execute the program. Click on directory filename
and a new window will open up with that directory's contents in
text form. It's a lot quicker than loading FileManager.

Also, most programs have the important files with icons, so you
can just view the desktop and see all the files you're likely to
use, with all the irrelevant stuff hidden away from view, saving
on desktop clutter. Windows doesn't easily allow you to see
the text document or project, just the tools. Having to roll
your own objects icons all the top is a drag.

Filemanagement is very easy on AmigaDOS, so easy in fact that I
hardly ever have to use the shell to shift files around, just
point, click and drag.

From an aesthetics viewpoint, they all pretty much look similar, label
at the top, close box on the top left, minimize and maximise buttons
on the top right. AmigaDOS has background/foreground button and
sizeable scroll-bars that tell you something about the size of the

contents off-view.

I kinda miss AmigaDOS's older 4 colour 3d look. Most GUI's go for the
gaudy 16 colour or 256 colour icons now. I've started making a few
icons under Windows and OS/2 that were Amiga-like, but looking for
a program to convert them across.

Oh, if you're an OS/2 user and get used to using right-button for
menus, you can swap the left and right mouse buttons unders Windows,
but right mouse button also executes and selects, which is a bit odd.
Also, a few applications (especially from Lotus) make use of the
other button nowadays under windows, so two fingers get a work out
now ;-)

: Also you are ignoring other concerns that I think are important. For example,
: the display of fonts is more flexible for PCs and Macs than on the Atari
: or Amiga. Sun is endorsing DPS, and Motif works fine with it. OS/2 and
: Windows both have scalable outline font technology, and I know Atari is
: *shipping* SpeedoGDOS. I have heard the Amiga has an outline font module,
: but I am not aware yet of all the details... so feel free to expound on that.

Is SpeedoGDOS display postscript? I've found that DPS is kinda slow.
I'd prefer MS-DOS's standard textmodes for outright speed, though quite
a few graphics accelerators for the clone-boxes run graphics intensive
GUI's very quickly now.

: Another major concern is device independence... the Amiga lacked that for
: a long time, and it appears the current solution is to use "very good display
: drivers" but a lot of software hit the custom chips, and apparently there
: seem to be two situations for graphics applications: hit the hardware to
: pull tricks and/or be device independent. From what I've seen, both can
: be implemented in the same app with little or no problem, but until we see
: RTG (is it officially part of AmigaDOS?) I think that's an area where the
: Amiga is slightly behind everyone else.

The only programs that hit-the-hardware now are games. Nearly all
productivity applications can run on any new graphics board that
has drivers developed.

- Jim

# 2574. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 18:27:32 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov07.182732.30865@rchland.ibm.com>
Source record: 20710

In article <2b8jod$6a4@sol.ctr.columbia.edu>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
|> In article <1993Nov02.180029.46943@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> } 
|> } While I won't continue the thread (I never exactly did), why it has
|> } to stop. THERE IS NO 040-ATARI. It's the truth. Seems to like you
|> } have been to used to vaporware Rickard.
|> }
|>
|> Hang on a sec - these aren't vapourware. People are actually using them...

They are vaporware. They are not ATARI's.

|>
|> Lexicor have ordered one, Application systems have got one... Quote
|> follows:
|>
|> Application Systems Heidelberg (they sell Signum 3.3m, Papillon, Phoenix,
|> Magix) sent a new newsletter to their customers.
|> Application Systems Heidelberg wrote:
|> We've waited long for a powerful computer for Atari-software. Medusa T40
|> is its name and since the last week of September we know what it is like.
|> In August we sent a board of an old Mega ST2 to Switzerland and a month
|> later came a computer-tower back with 68040 CPU (64 MHz) and 8 MB Ram.
|> ....A TT is one of the fastest Ataris an it took 150 seconds to morph
|> a picture. The morphing on the T40 was finished in 30 sec. This was quite
|> impressive and five times faster.
|> Qoute ends.
|>
|> Now it is true that this is not made by Atari, but they get the ROMs from
|> Atari, and the O/S is the same, and the peripherals work etc. etc.
|> Basically it's a clone. But then - when we say PC-compatible it doesn't
|> have to be made by IBM to get the "seal of approval". I think it is valid
|> to claim this is an 040 Atari.

Nope, but you say PC-compatible. Not IBM 486 machine. You are saying
040 ATARI. There are some differences.

Not all the people would like to send their motherboard in over
mail and wait and get it back you know.

|>
|> Simon.
|> --
|> _____________________________________________________________________

```
|> \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
|> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
|> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

--

---

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2575. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 18:28:24 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov07.182824.38605@rchland.ibm.com>
Source record: 20711

In article <YgqdVca00WBK05=JsE@andrew.cmu.edu>, Brian J Haythorn <bh2d+@andrew.cmu.edu>
writes:
|> Excerpts from netnews.comp.sys.atari.advocacy: 5-Nov-93 Re: The final
|> word on A1200.. by C.P. Brown@hermes.cam.ac
|> > Sorry, but calling 15/16 bit colour True Colour is just marketing
|> drivel, which
|> > Atari seem to be doing more and more of these days. It's like calling
|> the Falcon
|> >
|> > 32 bit, the jaguar 64 bit, Intel claiming rediculous MIPS ratings for their
|> > processors and windows graphics accelerators that have hardware
|> designed to spot
|> >
|> > benchmarks and return erronious results.
|> .... calling HAM8 comparable to 24 bit....

For animation and viewing pictures, it is.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2576. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 18:32:11 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov07.183211.19985@rchland.ibm.com>
Source record: 20712

In article <2be7lb$1ev@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (The Perennial Programmer) writes:
|> In article <1993Nov5.131722.1035@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >Sorry, but calling 15/16 bit colour True Colour is just marketing drivel, which
|> >Atari seem to be doing more and more of these days. It's like calling the Falcon
|> >32 bit, the jaguar 64 bit, Intel claiming rediculous MIPS ratings for their
|> >processors and windows graphics accelerators that have hardware designed to spot
|> >benchmarks and return erronious results. It's a deliberate and cynical
|> >manipulation of the 'facts'.
|> >
|>
|>
|> The fact is the Atari Falcon has a 32-bit CPU.

With a 16-bit data path. It criples it.

|> It is a 68030, which I might
|> add, a processor that is "one step up" on the Motorola totem pole from the
|> one in Commodore's "base machine", the A1200, which we all agree is 32-bit.

Read above.

|>
|> The Jag has a 64-bit graphics system, a 32-bit DSP/sound system, a 68000
|> for a purpose YOU don't know jack about because you don't own one, nor do
|> you have any knowledge of it, and yet you flame.

I agree with you on the above.

|>
|> This is ridiculous.
|>
|> Just because someone claims HAM8 is useless (an argument against the A1200 that
|> I disagree with... HAM8 is quite nice, and could be used for pretty much any
|> use that a real 24-bit mode could be used for, though perhaps some concessions
|> may have to be made, if any, for its method) doesn't mean you should flame
|> away without thinking and make stupid comments like that.
|>
|> Go find me a 16-bit 68030 and I'll retract the above.
|>
|> ("But Flip", they will say, "the Falcon only has a 16-bit path from the CPU to
|> memory! That makes it 16-bit!"... but if that is the case, when did Motorola
|> claim the chip was like the 68000... a 16/32 chip, huh? Do 68030s suddently
|> become 80286s and 68000s when they are on a 16-bit bus? Does the Amiga's
|> 16-bit Blitter cripple it? Does anyone care?)

While I don't say the 68030 in the Falcon makes the machine 16-bit, it
surely cripples the machine the way it is implemented. By crippling I mean:
not taking full advantage of the 68030's potential.

|> Subjective opinion follows:
|>
|> I've used the Falcon AND the A1200. Both are fast. The A1200 is a bit faster
|> in its native GUI when MultiTOS is running and this "look & feel" test I did
|> was when a Falcon was in True Color mode and the A1200 was in a 256 color mode.
|> Both were doing 80 column displays. When I say the 1200 felt a bit faster,
|> the only REALLY noticeable thing was that the pulldown menus came down a little
|> quicker. The desktop, which on the Amiga was pretty barren (the Falcon was
|> running on a network at Toad Computers) refreshed about the same speed..
|> There was no major perceptible speed difference.

Would like to see animation playback though :-)

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2577. Re: 24bit

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 18:35:58 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov07.183558.25434@rchland.ibm.com>
Source record: 20714

In article <2cd9fa2e@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> Since I got many replies on my last "Falcon 24bit letter" ... here's another
|> one.
|>
|> Douglas little/BSS wrote in February -93, a program called "View 24b" ... he
|> claims it does 16.7 Million colours from a 24bit palette ...
|>
|> Has anyone checked it out? On my TV it seems to give better results than the
|> Videl Viewer actually .... and ALOT better than the normal 16-bit Falcon TC ..

On my TV... Hmmmm... Eh, Rickard, check it out on an RGB monitor. You might actually notice dithering!

|>
|> The program is about 3K .. Email me if you haven't got it .. (it's an old
|> program, surely it must be widely spread!?)
|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

PS: For those that haven't noticed, dithering on a TV signal can actually produce a new pseudocolor.

# 2578. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 19:04:07 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov7.190407.27044@infodev.cam.ac.uk>
Source record: 20713

In article <2bitd8$375@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Holyfield is Back) writes:

[stuff deleted]

```
|>
|> >|>
|> >|> Also, if you use the XmScrolledWindow as a manager for anything under Motif,
|> >|> you get proportional scrollbars.
|> >|>
|> >|> Windows 3.1 and Mac do NOT have proportional scrollbars, but... you know what?
|> >|> I rank that about as important as the Amiga's inability of move a window
|> >|> so that part of it is off the screen. :)
|> >
|> >You can do this on the Amiga (At least off of the right and bottom of the screen)
|> >just by altering the screensize and icontrol prefs)
|> >
|>
|>
|> I just want to be clear about this: is this a standard option with AmigaDOS
|> when it ships that is accessible to the user? I've never seen this, but then
|> I am not a heavy Amiga user.
|>
```

Yes, as I said, you just have to set the required preferences.

```
|>
|>
|>
|> >|>
|> >|>
|> >|> >Menu's that dont go away when you let go of the menu button, which means you have
|> >|> >to start clicking all over the place to get rid of them.
|> >|>
|> >|>
|> >|> That's a subjective preference. Should the user have to hold a button down
|> >|> for a menu? On the ST, the popdown menus are a nice plus in my opinon at
|> >|> least because they save a mouse click when you are going to a menu. They
|> >|> are a waste if you go up there by accident, but this is all a matter
|> >|> of individual preference.
|> >
|> >Again, this is a reason why I dont like GEM, IMO this method is slow and clumsy
|> >
|>
|>
```

|> Well, that's precisely my point. That would be your opinion, but not
|> necessarily the opinion of everyone else.
|>
|> >|>
|> >|> Windows, Mac, Motif all use the press-a-button get-a-menu-until-next-click
|> >|> style of menu handling.
|> >
|> >Incorrect. The Mac uses the same system as the Amiga, although you cant make
|> >multiple menu selections on a mac beacuse they only have one mouse button
|> >
|> You're actually right. This is something that is easy for me to forget because
|> I use the keyboard a lot on a Mac.
|>
|> However, I still think you're nit-picking and still haven't come up with one
|> important aspect of GUI design (at least not yet in this post) where the
|> Amiga is more usable.
|>
|>
|>
|>
|> >
|> >|>
|> >|> >Having to double click on the close gadget instead of a single click to get rid
|> >|> >of a window.
|> >|>
|> >|> Motif does it, Windows does it, the Atari ST requires only a single click.
|> >
|> >Again, I was answering the question put, which had nothing to do with the ST
|> >
|> >|>
|> >|> You also neglect that Motif and Windows allow for a standard keystroke to
|> >|> close an application window.
|> >
|> >Well, I like to use this device called a *mouse* to control my GUI's....
|> >
|>
|> And you are incredibly naive if you believe that a mnemonic shouldn't be
|> used whenever possible. Have you ever heard of an expert user, Chris? Have
|> you ever created a pulldown menu in Motif that required the user to work
|> through 3-5 menupanes? Having keyboard accelerators is a big plus, and
|> even C= recognized that and gives key-combinations.
|>

By all means, include hot keys as an alternative, but making a user have to
memorise dozens of key sequences because the mouse control is slow and clumsy is
surely a desing fault?

|> However, i say this from the applications programmer point of view... I
|> want to keep both the "wanna use a mouse" and the "must be able to do it
|> without a mouse because mice are slow" camps happy.
|>

And this is my point. There is no reason why a mouse should be slow. Look at pull down/pop up menu's as implemented by AmigaDOS, TWM and MacOS. In use these are certainly a lot faster than the click click click methods used by a lot of other GUI's (Windows, Motif, GEM to some extent) Another nice feature that you may not have seen in AmigaDOS is the the facility to jump straight to the top left of the screen, if you are using a virtual screen, whenever the menu button is pressed (Again, this is a standard preferences setting). A better soloution however, would be implementing pop up menus, which the Amiga has available as public domain software, and which I really must get round to installing one day :-)

```
|>
|> >|>
|> >|> (so once again, I'd argue this is a matter of personal preference, and not
|> >|> an issue of functionality)
|> >
|> >IMO, having to resort to the keyboard on a GUI *is* a lack of functionallity.
|> >This is why I use a 3 button mouse on my Amiga, so I dont have to use the shift
|> >key
|> >
|>
|>
|> I think that's how you feel but let me ask you this, do you ever have to
|> type a string into a dialog box? Or do you have a complete QWERTY keyboard
|> on your mouse too? ;)
```

No, if the string is a filename, font name, screenmode name etc, I like to use the standard requestors. However, I don't believe in the MAC philosophy of 'thou shalt always use the GUI', and I often use command shells etc. in preference to the Workbench. Using GUI's in preference to textual interfaces was not the point I was arguing, and indeed, I would not argue this point, because I like to use both.

```
|>
|> Let's face it, during about 1 hour of interaction with a system, I would
|> guarantee that on any given computer at any given time, you will wind up
|> having to (gasp!) type if you are using an application and not a game.
```

Wrong. If I'm using a piece of software such as DPaint 4.5 AGA or Imagine II, it is highly unlikely I will need to touch the keyboard on a regular basis. On DPaint, there are a couple of things that can't be done with the mouse (Turning the toolbox on and off is an example, but pressing F10 occasionally hardly counts as typing). With Imagine, however, the only time I would ever touch the keyboard is to type in a filename for a new project.

```
|>
|> Now, if you're a typist and you are using WordPefect for Windows and you
|> know the keyequivalent, do you want your hands to have to leave the keyboard
|> to move the mouse?
|>
|> Nope.
|>
|> Because the "expert" user wants to get things done quickly. I can see you
|> think that everything should be possible without using a keyboard, and that
```

|> is a valid point.. but you're missing my point that menu accelerators should
|> be used by the programmer to allow a non-mouse user or expert user the
|> ability to zip through the application without having to use a mouse.
|>
|> (and this is part of the Motif Style Guide)

And again, this was not my point. Hot key shortcuts in wordprocessors are an obvious plus, but making the mouse controls for any arbitrary application so akward that you are compelled to leave the mouse and go to the keyboard is surely a bad thing?

|>
|> Now the Amiga supports this... at least, as far as I knew. I have always
|> seen key-equivalents for menus, so unless Commodore took this out, you're
|> arguing over something irrelevant except for in terms of personal preference
|> because C= kept up with the pack when it came to treating expert users in
|> a friendly way.
|>

The Hot Key system on the Amiga is incredibly powerful under 3.0. You can set up key events to do pretty much what you want, and customise the ones that are already there. In fact, you arent even limited to keyboard shotcuts. You could do something really silly and have left amiga right shift alt middlebutton diskinserted iconify a window for example :-)
The point I am making is that I can go to a pull down menu, make 5 or 6 menu selections in rapid sucession, much faster than I could by leaving the mouse, typing in all the relevant key combinations, and returning to the mouse again.

|>
|> >
|> >|>
|> >|>
|> >|> >Not being able to send a window to the back (windows)
|> >|>
|> >|> Atari ST: not possible under the TOS versions I've used extensively (i.e.,
|> >|> pre-Falcon TOS, but I don't think that's changed) as a standard gadget,
|> >|> but the OS supplies the ability to do just that.
|> >|>
|> >
|> >Again, I was not refering to the ST.
|> >
|>
|>
|> Well, again I answered. :)
|>
|>
|> >|> Since 90% of the time, when I use Windows apps, i'm running them as "windows"
|> >|> under OS/2, I know that I can do the infamous Alt-ESC to cycle through
|> >|> the windows, or Ctrl-ESC to get the window list and pick which one I want
|> >|> explicitly.
|> >

|> >Resorting to the keyboard again....
|> >
|>
|>
|> Well if you don't like the keyboard, don't use it. You can always go to the
|> upper left corner of any OS/2 window and click and get the Window List. But
|> you know what? There are 26 programmers working on OS/2 projects at my job
|> and not a single one of them uses the "mouse method" because they want to do
|> work, not admire pulldown menus.

Wouldnt know about OS/2, because I havent used it. I have heard good things about it though (I believe that much o it is based around AmigaDOS). When switching between applications though, the Amiga has a much quicker way of doing it than any other method because it has screens, and can cycle through them 2000 times a second (although wether or not you can click the mouse or LAmiga M that fast is another matter :-) )

|>
|> From a novice's perspective, they can get the window list graphically. From
|> the expert's perspective, they have Ctrl-Esc. I'm sorry if you don't like
|> having options, but you were Mr. X-Windows-is-so-configurable and if you don't
|> like OS/2, the Atari ST or the Timex Sinclair, I don't care, but just don't
|> be hypocritical and start flaming every platform with no conception of why
|> decisions were made regarding their GUIs.

As I said, I wasnt refering to any of the above platforms. merely pointing out how Windows/Motif have clumsy mouse control, that discourages users from using the mouse when they might not want to use the keyboard all the time. There is nothing wrong with having options open (this is one reason why I like AmigaDOS so much, it's configurabillity). I dont like using Mac's for precisely the same reason, they make you do everything the way they want you to do it. (Even worse than Windows because at least the alternate control method exists on windows, even if it hasnt been implemented very well.)

|>
|>
|> >|>
|> >|> This is one area I'll concede that it would be a nice feature, but this is
|> >|> also something that I think we could say is (arguably) not neccessary for
|> >|> a GUI standard to be "professional".
|> >|>
|> >|> (in fact, most users don't want to "bury" a window, but instead, either
|> >|> iconize or place another window directly on top... and iconization is
|> >|> functionally like burying the window, and this is supported by Windows
|> >|> and Motif...)
|> >
|> >... and AmigaDOS
|> >
|> Good point. i'll even be fair and say the stock TOS doesn't support this,
|> although MultiTOS does.
|>

|> >
|> >|>
|> >|>
|> >|>
|> >|>
|> >|> >windows inside the program manager in a cheap attempt to implement screens that
|> >|> >doesnt really work (windows)
|> >|> >
|> >|>
|> >|> Motif doesn't have a Program Manager. So I'll assume you're flaming Windows 3.
|> >|> Those windows conceptually are tolerable. OS/2 uses the same method. I
|> >|> see no problem with subwindows as long as there is a large enough (even if
|> >|> it is virtual) display area.
|> >
|> >Try reading what wrote... However screens provide a much better and cheaper (in
|> >terms of system resources)
|> >
|>
|>
|> Cheap isn't what makes a GUI usable. This is totally irrelevant to our
|> topic. Where you pulled this out of after talking about the beauty of X
|> is ridiculous.
|>
|> If you love X so much surely you must have done an ls -l once on your precious
|> UNIX machine to see that even with shared libs, an X11R5 app swells up in
|> size bigger than a comparable program on one of our dinky home computers.
|>

I never said Unix was cheap in terms of resources, and that is unfortunate.
However, being able to do things inexpensivley cannot be a bad thing, surely?

|>
|> So let's skip this system-resource nonsense. If that's the case, TOS 1.0 is
|> more functional than AmigaDOS 4.0 and we'd all have Ataris. And if you'd
|> switch platforms based on that argument, then you should be able to see why
|> what you were implyin with this system-resource stuff is nonsense.

You miss my point. Providing the same (or a better) level of functionallity using
less system resources is something which should be encouraged. However, claiming
something is better because it uses less system resources by being less
functional is silly.

|>
|>
|> >|>
|> >|> So, Chris, what I see here is that you personally prefer the Amiga, but you
|> >|> really don't have a good solid argument for sayinga the Amiga's GUI is
|> >|> any better (functionally) than GEM, Windows 3, or MWM/Motif 1.2.
|> >
|> >I wanst arguing about the Amiga or Gem. I was answering the post, which wanted to
|> >know what I didnt like about MWM and Windows.

|> >
|>
|> Well, I got happy and showed that they were all "functional", at least ni
|> regards to your complaints.
|>
|> (most of which were trivial platitudes I often see from biased advocates of
|> a given platform who haven't opened their minds enough to see what's good)
|>

There *are* features I like about Motif and Windows, and would like to see them implemented in AmigaDOS. The ability to easily re-size a window from eight different points for example.

|>
|> >|>
|> >|> Also you are ignoring other concerns that I think are important. For example,
|> >|> the display of fonts is more flexible for PCs and Macs than on the Atari
|> >|> or Amiga. Sun is endorsing DPS, and Motif works fine with it. OS/2 and
|> >|> Windows both have scalable outline font technology, and I know Atari is
|> >|> *shipping* SpeedoGDOS. I have heard the Amiga has an outline font module,
|> >|> but I am not aware yet of all the details... so feel free to expound on that.
|> >
|> >The Amiga has included outline font support (AGFA Compugraphic) since 1988. I can
|> >use scalable fonts for my window titlebars, my icons, and my system default font.
|> >However, you cannot use a proportional font for your system default font. I use
|> >Helvetica for my Windows and Icons, and Courier as my system default.
|> >
|>
|>
|> That's a reasonable limitation. The outline fonts would be slower to implement
|> on a base A500 (8mhz 68000) and probably detract frmo the machine's zippy
|> feel.
|>

You can aliviate this problem on a 500 to some extent by generating the bitmaps for frequently used point sizes and caching them on disk. I dont find this necessary on my 1200 though, because of my 25MHz '882 :-)

|>
|>
|> >|>
|> >|> Another major concern is device independence... the Amiga lacked that for
|> >|> a long time, and it appears the current solution is to use "very good display
|> >|> drivers" but a lot of software hit the custom chips, and apparently there
|> >|> seem to be two situations for graphics applications: hit the hardware to
|> >|> pull tricks and/or be device independent. From what I've seen, both can
|> >|> be implemented in the same app with little or no problem, but until we see
|> >|> RTG (is it officially part of AmigaDOS?) I think that's an area where the
|> >|> Amiga is slightly behind everyone else.
|> >|>
|> >|> (in fact, it may be a problem precisely because their hardware was so good!)

|> >
|> >Full RTG support should be available in AmigaDOS 4.0. However, most graphics
|> >boards are compatible with most software, and even have draggable screens. Again
|> >this is not a great problem, because for most applications, AGA is more than
|> >adequate.
|> >
|>
|> What's the highest resolution AGA can do? 1280x512 interlaced?
|>
|> If so, you're probably right, but AGA shouldn't be the end-all be-all of
|> the Amiga. I'd like to see the machine thrive with more 3rd party video
|> cards and this has been happening for a while... and the support seems to
|> be there, but it would be nicer if there was stronger commitment on the
|> part of Commodore to RTG.

AGA's (or rather 3.0's) highest resoloution is 720*1100 interlaced. AGA is only an interim soloution. AGA+ offers 1280*1024 (interlaced) and AAA (June 94) offers 1280*1024 24 bit non-interlaced, and much higher resoloitions, although in fewer colourts I believe.

|>
|> So to summarize: The Amiga is no more "usable" a GUI than Windows, Mac, or
|> the Atari ST. There are personal preferences here and there, but functionally
|> there was not a single concern I felt you voiced (and others may disagree)
|> that was serious enough to say it was anything more than a preference as
|> opposed to a bug report.

That's your opinion based on your personal experiecne and preferences, which is fine. I, however, prefer AmigaDOS and TWM to Windows and Motif. they may not look as pretty, but IMO (and in the opinions of most other people I have asked) they are much more functional.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2579. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 20:01:16 UTC
From: cmedley@wam.umd.edu
Message-ID: <2bjk6c$cth@cville-srv.wam.umd.edu>
Source record: 20715

In article <1993Nov7.190407.27044@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>In article <2bitd8$375@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Holyfield is
>
>By all means, include hot keys as an alternative, but making a user have to
>memorise dozens of key sequences because the mouse control is slow and clumsy is
>surely a desing fault?
>

There are cases where you simply can not make everything available with a
few button presses. Here's an example... a hierarchical menu system. To
get to a button 3-4 levels down, you have to navigate the cascading menus.

If you can get the same place with one keystroke, which is better?

For the novice, it makes sure they know what they want via the menu hierarchy
and removes ambiguity and groups objects visually by their function. A
good thing.

For the expert, the key equivalent offers a powerful alternative. A good
thing.

>|> However, i say this from the applications programmer point of view... I
>|> want to keep both the "wanna use a mouse" and the "must be able to do it
>|> without a mouse because mice are slow" camps happy.
>|>
>
>And this is my point. There is no reason why a mouse should be slow. Look at pull
>down/pop up menu's as implemented by AmigaDOS, TWM and MacOS. In use these are
>certainly a lot faster than the click click click methods used by a lot of other
>GUI's (Windows, Motif, GEM to some extent) Another nice feature that you may not
>have seen in AmigaDOS is the the facility to jump straight to the top left of the
>screen, if you are using a virtual screen, whenever the menu button is pressed
>(Again, this is a standard preferences setting). A better soloution however,
>would be implementing pop up menus, which the Amiga has available as public
>domain software, and which I really must get round to installing one day :-)
>

Popup menus are a better way of dealing with that, but I find the Amiga
solution acceptable though not perhaps perfect.

(Believe it or not, studies have shown that users don't usually respond well
when the mouse cursor is moved for them by the application... it reduces
their level of comfort with the system. Honestly, I feel that way too with
the funky sliders used in some OpenLook apps...)

>is highly unlikely I will need to touch the keyboard on a regular basis. On
>DPaint, there are a couple of things that can't be done with the mouse (Turning
>the toolbox on and off is an example, but pressing F10 occasionally hardly counts
>as typing). With Imagine, however, the only time I would ever touch the keyboard
>is to type in a filename for a new project.
>

That's a matter of preference. I know I personally like to have the keyboard
on my left side for some quick command key sequences so I never have to let
up off the mouse while being able to zip through applications like an expert.
:)

>|>
>|> Now, if you're a typist and you are using WordPefect for Windows and you
>|> know the keyequivalent, do you want your hands to have to leave the keyboard
>|> to move the mouse?
>|>
>|> Nope.
>|>
>|> Because the "expert" user wants to get things done quickly. I can see you
>|> think that everything should be possible without using a keyboard, and that
>|> is a valid point.. but you're missing my point that menu accelerators should
>|> be used by the programmer to allow a non-mouse user or expert user the
>|> ability to zip through the application without having to use a mouse.
>|>
>|> (and this is part of the Motif Style Guide)
>
>And again, this was not my point. Hot key shortcuts in wordprocessors are an
>obvious plus, but making the mouse controls for any arbitrary application so
>akward that you are compelled to leave the mouse and go to the keyboard is
>surely a bad thing?
>

I don't think there is any application I can think of where I, after heavy
use, didn't find myself using the key equivalents on ANY platform. The
reason is simple... it gets me where I want to go quicker.

>The point I am making is that I can go to a pull down menu, make 5 or 6 menu
>selections in rapid sucession, much faster than I could by leaving the mouse,
>typing in all the relevant key combinations, and returning to the mouse again.
>

Well this is more of something to do with your way of holding the mouse. :)

Do you use both hands to cradle your mouse lovingly? hehehehehehe

Kidding aside, my way of doing things is different. Your method is equally
valid and I don't want to sound dictatorial like my way is the only right
way.

What I typically do is use my left hand for any key combos and hold the mouse
in my right hand. That allows me maximum speed when using an application I'm
familiar with. Now if someone says hit "Ctrl-P" that may be a bit uncomfortable
on a Mega ST keyboard... so yeah, then I might use the drop downs, but for

the most part, ergonomics and speed favor the keyboard shortcuts.

>|> >Resorting to the keyboard again....
>|> >
>|>
>|>
>|> Well if you don't like the keyboard, don't use it. You can always go to the
>|> upper left corner of any OS/2 window and click and get the Window List. But
>|> you know what? There are 26 programmers working on OS/2 projects at my job
>|> and not a single one of them uses the "mouse method" because they want to do
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>it though (I believe that much o it is based around AmigaDOS). When switching
>between applications though, the Amiga has a much quicker way of doing it than
>any other method because it has screens, and can cycle through them 2000 times a
>second (although wether or not you can click the mouse or LAmiga M that fast is
>another matter :-) )
>

Well, I don't think OS/2 was based on AmigaDOS. Wishful thinking from an
Amiga advocate, methinks.

(OS/2 even crashes elegantly... :) )

It does offer threading (a big plus) and a GUI that is identical to Windows
as far as window-appearance and decoration and adds to that standard key
equivalents for some features as well as a more usable "Desktop".

>
>I never said Unix was cheap in terms of resources, and that is unfortunate.
>However, being able to do things inexpensivley cannot be a bad thing, surely?
>

It depends on what you lose, and what your users want. For example, if the
ST didn't have any DTP programs, SpeedoGDOS would be an expensive waste, but
there are users who want WYSIWYG. For me, as a musician, I don't care much
if fonts are outlined or what. When I'm at work on my 486 and we're doing
report modules for our software, I care a *lot* about fonts and appearances
because my users want that. So it's a question of expense vs. what it
delivers. In some cases I'd rather lose speed to have features and sometimes
it's the reverse.

>|> What's the highest resolution AGA can do? 1280x512 interlaced?
>|>
>|> If so, you're probably right, but AGA shouldn't be the end-all be-all of
>|> the Amiga. I'd like to see the machine thrive with more 3rd party video
>|> cards and this has been happening for a while... and the support seems to
>|> be there, but it would be nicer if there was stronger commitment on the
>|> part of Commodore to RTG.
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>an interim soloution. AGA+ offers 1280*1024 (interlaced) and AAA (June 94) offers
>1280*1024 24 bit non-interlaced, and much higher resoloitions, although in fewer
>colourts I believe.
>

What machines are planned to feature AGA+ and AAA? I have heard of AAA but
then I've heard a lot of vapor from the Commodore camp dating back to the
infamous DSP board they were allegedly going to make.

(Greg Block is still waiting for that one so he can flame the Falcon some more
I know...hehehehehehe... hi Greg! :) )

>|>
>|> So to summarize: The Amiga is no more "usable" a GUI than Windows, Mac, or
>|> the Atari ST. There are personal preferences here and there, but functionally
>|> there was not a single concern I felt you voiced (and others may disagree)
>|> that was serious enough to say it was anything more than a preference as
>|> opposed to a bug report.
>
>That's your opinion based on your personal experiecne and preferences, which is
>fine. I, however, prefer AmigaDOS and TWM to Windows and Motif. they may not look
>as pretty, but IMO (and in the opinions of most other people I have asked) they
>are much more functional.

Well, perhaps the people you ask share your tastes. I think the people I know
represent a pretty diverse group... and some do use AmigaDOS (they own
Amigas, believe it or not :) ). I'm not saying one GUI is *the* solution,
but that there is no way for you to claim one is "junk" or unusable. And in
fact, I would hazard a guess that if Windows or the Mac interface were so
crummy, the altar of the competitive marketplace would have weeded them out.

Remember, Windoze went through 3 revisions just to become TOLERABLE. Motif
is up to 1.2. We're using X *******11********* Release *********5********.
That's a lot of work and the market has surely shaped all of those efforts,
just the way MultiTOS and AmigaDOS have been and will be shaped by the
demands of users.

# 2580. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 20:13:29 UTC
From: cmedley@wam.umd.edu
Message-ID: <2bjkt9$dav@cville-srv.wam.umd.edu>
Source record: 20716

In article <2bj5if$l87@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>The Perennial Programmer (cmedley@wam.umd.edu) wrote:
>
>[..]
>
>: >Not being able to send a window to the back (windows)
>
>: Atari ST: not possible under the TOS versions I've used extensively (i.e.,
>: pre-Falcon TOS, but I don't think that's changed) as a standard gadget,
>: but the OS supplies the ability to do just that.
>
>: Since 90% of the time, when I use Windows apps, i'm running them as "windows"
>: under OS/2, I know that I can do the infamous Alt-ESC to cycle through
>: the windows, or Ctrl-ESC to get the window list and pick which one I want
>: explicitly.
>
>I think you mean alt-tab, unless you've set up your system different
>to the default setting.
>

You're right. :) But the Ctrl-ESC was right. :) Too much VT terminal
emulation in my youth...

>I prefer using AmigaDOS's Amiga-M and Amiga-N to cycle forward and
>backwards through application windows. It feels much faster than
>just alt-tab (go forward through list).
>

Well screens, conceptually, should be faster at times. One reason I can
think of is that the applications are in seperate displays so bringing
one forward may not force exposures on others.

>What about trying to get two applications to share the same screen?
>Use Equation Editor with Word for Windows and try to balance the
>display space so you can use both at once. It's not easy, especially
>if there's other things lying around to accidently click on.
>I like using background and foreground under AmigaDOS.
>

Well, the solution on the PC is to buy a bigger monitor. :)

I've had a ton of windows open under Windows and OS/2 and, this is as
a programmer on those platforms, moreso than as an app user, I've had
no problems at all doing these tasks, which admittedly are a bit less
intense than using what you describe.

(and i was stuck on a mere 640x480 display for a while!)

>: This is one area I'll concede that it would be a nice feature, but this is
>: also something that I think we could say is (arguably) not neccessary for
>: a GUI standard to be "professional".
>
>: (in fact, most users don't want to "bury" a window, but instead, either
>: iconize or place another window directly on top... and iconization is
>: functionally like burying the window, and this is supported by Windows
>: and Motif...)
>
>
>A lot of users are buying Norton's Desktop for Windows, which brings
>the concept of screens to Microsoft Windows. Now you can group apps
>together to work on the same screen instead of every Window on the
>same screen. Under AmigaDOS, I like running a text-editor on the
>Comms package's screen, and then flicking quickly to another neatly
>laid out screen that has all the file functions and icons.
>
>It's a hard-concept to explain why a screen is a good idea, but play
>around with NDW and you'll probably agree that's better than Windows'
>current system.
>

I haven't used NDW a lot... what little I did get from it was that it
was a "true" desktop like the Mac's, Atari's and Amiga's.

>Iconizing applications is almost like burying a window, but it's a pain
>to try to get back to it because it's often not easily accessible. I
>like floating application docks the best, so I place a few of my most
>important programs within easy reach.
>

The only problem with docks is that they seem to force a particular method
for grouping your applications on you. And on the NeXT, until Alt-Dock came
out... life was miserable if you used lots of neat stuff. :)

>
>: >windows inside the program manager in a cheap attempt to implement screens that
>: >doesnt really work (windows)
>: >
>
>: Motif doesn't have a Program Manager. So I'll assume you're flaming Windows 3.
>: Those windows conceptually are tolerable. OS/2 uses the same method. I
>: see no problem with subwindows as long as there is a large enough (even if
>: it is virtual) display area.
>
>Use NDW and see if you agree that the concept is tolerable. It's kinda
>like a faster machine, you won't need it unless you used it before ;-)
>

Well, I'll reserve judgement on that until I play with NDW more. :)

>: So, Chris, what I see here is that you personally prefer the Amiga, but you
>: really don't have a good solid argument for sayinga the Amiga's GUI is
>: any better (functionally) than GEM, Windows 3, or MWM/Motif 1.2.
>
>Windows desktop is distinctly a layer removed from it's underpinnings.
>Delete the application, or move it to another directory and Windows
>won't be able to find it.
>

Well, that's an operating system flaw moreso than a GUI flaw, though.

>Windows doesn't support folders at all, so there's no easy way of
>seeing what's in a directory without loading up a separate directory
>utility (FileManager). AmigaDOS has options so you can click on a
>directory and you can see the contents, move folders within folders,
>group projects together and click on the project to launch the
>application.
>

Well this is all at the application level... for example, I consider the
aspects of Window as a GUI separate from how they chose to implement
their "desktop" (i.e., Program Manager & File Manager). And as you've
already stated, they have 3rd party programs that fix this (NDW).

>I also like AmigaDOS's ability to see the contents of a directory
>or drive in text form, and move the file names around the screen,
>drop them onto another to launch the program, double click on
>a filename and execute the program. Click on directory filename
>and a new window will open up with that directory's contents in
>text form. It's a lot quicker than loading FileManager.
>

I agree. Heck, I'm a spoiled Atari user and I love that aspect of my
GEM box here.

>Also, most programs have the important files with icons, so you
>can just view the desktop and see all the files you're likely to
>use, with all the irrelevant stuff hidden away from view, saving
>on desktop clutter. Windows doesn't easily allow you to see
>the text document or project, just the tools. Having to roll
>your own objects icons all the top is a drag.
>

Agreed. But once again, this is a problem with the desktop they implemented,
NOT the standards the GUI adheres to. It's always possible to write a bad
application that conforms to a GUI standard if you don't think out how
the user is going to react.

>Filemanagement is very easy on AmigaDOS, so easy in fact that I
>hardly ever have to use the shell to shift files around, just
>point, click and drag.
>

I remember the old days of the Amiga when no one used the GUI and just relied on the CLI, believe it or not. :)

(at least the people on BBSes around here... used to always have flame wars over the quality of the GUIs and Amigoids would always go "Only lamers use Workbench anyways... i used the CLI..." and now the system has matured into a nice GUI...)

>
>Is SpeedoGDOS display postscript? I've found that DPS is kinda slow.
>I'd prefer MS-DOS's standard textmodes for outright speed, though quite
>a few graphics accelerators for the clone-boxes run graphics intensive
>GUI's very quickly now.
>

I like textmodes too, but the Atari ST is purely graphical in dealing with text. :(

SpeedoGDOS isn't postscript I believe... it's just yet another outline font standard.

# 2581. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 20:19:54 UTC
From: cmedley@wam.umd.edu
Message-ID: <2bjl9a$dbq@cville-srv.wam.umd.edu>
Source record: 20717

In article <1993Nov07.183211.19985@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|>
>|> The fact is the Atari Falcon has a 32-bit CPU.
>
> With a 16-bit data path. It criples it.
>

First, you must learn how to spell "cripple" before we continue this
discussion. :)

>|> It is a 68030, which I might
>|> add, a processor that is "one step up" on the Motorola totem pole from the
>|> one in Commodore's "base machine", the A1200, which we all agree is 32-bit.
>
> Read above.
>

I read it but it was tough. Your spelling has got to improve. :)

>|> This is ridiculous.
>|>
>|> Just because someone claims HAM8 is useless (an argument against the A1200 that
>|> I disagree with... HAM8 is quite nice, and could be used for pretty much any
>|> use that a real 24-bit mode could be used for, though perhaps some concessions
>|> may have to be made, if any, for its method) doesn't mean you should flame
>|> away without thinking and make stupid comments like that.
>|>
>|> Go find me a 16-bit 68030 and I'll retract the above.
>|>
>|> ("But Flip", they will say, "the Falcon only has a 16-bit path from the CPU to
>|> memory! That makes it 16-bit!"... but if that is the case, when did Motorola
>|> claim the chip was like the 68000... a 16/32 chip, huh? Do 68030s suddently
>|> become 80286s and 68000s when they are on a 16-bit bus? Does the Amiga's
>|> 16-bit Blitter cripple it? Does anyone care?)
>
> While I don't say the 68030 in the Falcon makes the machine 16-bit, it
>surely cripples the machine the way it is implemented. By crippling I mean:
>not taking full advantage of the 68030's potential.
>

This is ludicrous. I supposed I'm crippled because I have the genetic
potential to bench press 400 lbs. but my current max is 270 lbs. right?

geez.

Well, did it occur to you that just maybe the machine is still good
despite not reaching its full potential? For example, if you read about
Cubase Audio, it requires a 68040 Mac with a digital audio card. Big
money. The "crippled" Falcon keeps up with Sinclair-baby's '040 Macs when
it comes to digital audio with NO ADDITIONAL HARDWARE.

Now sure, this is a specific use where the Falcon's DSP helps it a lot....
but what are Atari users? Where is Atari's market? The DSP is intriguing
to the programmer/hacker/hobbyist and useful for the musician. I'd prefer
the 16-bit CPU bus to lacking a DSP if it means I can do affordable
hard disk recording and have a nice platform for running GNU C++ and cocking
around with a DSP (which probably would beef up my resume' because if you
look out there in the classifieds, they need DSP programmers... and any
and all experience helps... believe me!)

>
> Would like to see animation playback though :-)
>

Can't go any faster than 60hz. :)

(our PAL using European brethren must go along at 50hz.... :) )

## 2582. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 20:54:22 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov7.205422.670@infodev.cam.ac.uk>
Source record: 20718
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bjk6c$cth@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Holyfield is Back) writes:
|> In article <1993Nov7.190407.27044@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >In article <2bitd8$375@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Holyfield is
|> >
|> >By all means, include hot keys as an alternative, but making a user have to
|> >memorise dozens of key sequences because the mouse control is slow and clumsy is
|> >surely a desing fault?
|> >
|>
|>
|> There are cases where you simply can not make everything available with a
|> few button presses. Here's an example... a hierarchical menu system. To
|> get to a button 3-4 levels down, you have to navigate the cascading menus.

If you know where the menus are on an amiga, this is very fast indeed because it's menus work very quickly.

|>
|> If you can get the same place with one keystroke, which is better?

Depends if you need to let go of the mouse to activate the hot key.

|>
|> For the novice, it makes sure they know what they want via the menu hierarchy
|> and removes ambiguity and groups objects visually by their function. A
|> good thing.
|>
|> For the expert, the key equivalent offers a powerful alternative. A good
|> thing.
|>
|>
|> >|> However, i say this from the applications programmer point of view... I
|> >|> want to keep both the "wanna use a mouse" and the "must be able to do it
|> >|> without a mouse because mice are slow" camps happy.
|> >|>
|> >
|> >And this is my point. There is no reason why a mouse should be slow. Look at pull
|> >down/pop up menu's as implemented by AmigaDOS, TWM and MacOS. In use these are
|> >certainly a lot faster than the click click click methods used by a lot of other
|> >GUI's (Windows, Motif, GEM to some extent) Another nice feature that you may not
|> >have seen in AmigaDOS is the the facility to jump straight to the top left of the
|> >screen, if you are using a virtual screen, whenever the menu button is pressed

|> >(Again, this is a standard preferences setting). A better soloution however,
|> >would be implementing pop up menus, which the Amiga has available as public
|> >domain software, and which I really must get round to installing one day :-)
|> >
|>
|>
|> Popup menus are a better way of dealing with that, but I find the Amiga
|> solution acceptable though not perhaps perfect.
|>
|> (Believe it or not, studies have shown that users don't usually respond well
|> when the mouse cursor is moved for them by the application... it reduces
|> their level of comfort with the system. Honestly, I feel that way too with
|> the funky sliders used in some OpenLook apps...)

It doesn't move the pointer. Just moves the virtual screen to the top left
corner, so the menus are visible.

|>
|> >is highly unlikely I will need to touch the keyboard on a regular basis. On
|> >DPaint, there are a couple of things that can't be done with the mouse (Turning
|> >the toolbox on and off is an example, but pressing F10 occasionally hardly counts
|> >as typing). With Imagine, however, the only time I would ever touch the keyboard
|> >is to type in a filename for a new project.
|> >
|>
|> That's a matter of preference. I know I personally like to have the keyboard
|> on my left side for some quick command key sequences so I never have to let
|> up off the mouse while being able to zip through applications like an expert.
|> :)

This is a little harder on an A1200, where you may not want to move the keyboard,
because the harddisk is inside it :-)

|>
|> >|>
|> >|> Now, if you're a typist and you are using WordPefect for Windows and you
|> >|> know the keyequivalent, do you want your hands to have to leave the keyboard
|> >|> to move the mouse?
|> >|>
|> >|> Nope.
|> >|>
|> >|> Because the "expert" user wants to get things done quickly. I can see you
|> >|> think that everything should be possible without using a keyboard, and that
|> >|> is a valid point.. but you're missing my point that menu accelerators should
|> >|> be used by the programmer to allow a non-mouse user or expert user the
|> >|> ability to zip through the application without having to use a mouse.
|> >|>
|> >|> (and this is part of the Motif Style Guide)
|> >
|> >And again, this was not my point. Hot key shortcuts in wordprocessors are an
|> >obvious plus, but making the mouse controls for any arbitrary application so

|> >akward that you are compelled to leave the mouse and go to the keyboard is
|> >surely a bad thing?
|> >
|>
|>
|> I don't think there is any application I can think of where I, after heavy
|> use, didn't find myself using the key equivalents on ANY platform. The
|> reason is simple... it gets me where I want to go quicker.
|>

And I would say that that is probably down to a flaw in the design of the GUI which implements clumsy mouse control (Windows and Motif again). Have you tried using Amiga apps such as DPaint, Cinemorph and Imagine extensivley?

|>
|> >The point I am making is that I can go to a pull down menu, make 5 or 6 menu
|> >selections in rapid sucession, much faster than I could by leaving the mouse,
|> >typing in all the relevant key combinations, and returning to the mouse again.
|> >
|>
|> Well this is more of something to do with your way of holding the mouse. :)

I would say this is due to the way menus are implemented. Under AmigaDOS, menus appear very quickly, you dont have to click click click like you do in windows. You dont have to let go of the menu button and start again everytime you want to make a multiple menu selection, you just navigate the menus using the right button and mouse, and select options using the left button as you pass.

|>
|> Do you use both hands to cradle your mouse lovingly? hehehehehehe
|>
|> Kidding aside, my way of doing things is different. Your method is equally
|> valid and I don't want to sound dictatorial like my way is the only right
|> way.
|>
|> What I typically do is use my left hand for any key combos and hold the mouse
|> in my right hand. That allows me maximum speed when using an application I'm
|> familiar with. Now if someone says hit "Ctrl-P" that may be a bit uncomfortable
|> on a Mega ST keyboard... so yeah, then I might use the drop downs, but for
|> the most part, ergonomics and speed favor the keyboard shortcuts.
|>
|> >|> >Resorting to the keyboard again....
|> >|> >
|> >|>
|> >|>
|> >|> Well if you don't like the keyboard, don't use it. You can always go to the
|> >|> upper left corner of any OS/2 window and click and get the Window List. But
|> >|> you know what? There are 26 programmers working on OS/2 projects at my job
|> >|> and not a single one of them uses the "mouse method" because they want to do
|> >|> work, not admire pulldown menus.
|> >

|> >Wouldnt know about OS/2, because I havent used it. I have heard good things about
|> >it though (I believe that much o it is based around AmigaDOS). When switching
|> >between applications though, the Amiga has a much quicker way of doing it than
|> >any other method because it has screens, and can cycle through them 2000 times a
|> >second (although wether or not you can click the mouse or LAmiga M that fast is
|> >another matter :-) )
|> >
|>
|>
|> Well, I don't think OS/2 was based on AmigaDOS. Wishful thinking from an
|> Amiga advocate, methinks.

Nope, apparently the IBM designers looked at AmigaDOS, and decided they liked it,
so based much of OS/2 2.0 on AmigaDOS

|>
|> (OS/2 even crashes elegantly... :) )
|>
|> It does offer threading (a big plus) and a GUI that is identical to Windows
|> as far as window-appearance and decoration and adds to that standard key
|> equivalents for some features as well as a more usable "Desktop".
|>
|>
|>
|> >
|> >I never said Unix was cheap in terms of resources, and that is unfortunate.
|> >However, being able to do things inexpensivley cannot be a bad thing, surely?
|> >
|>
|>
|> It depends on what you lose, and what your users want. For example, if the
|> ST didn't have any DTP programs, SpeedoGDOS would be an expensive waste, but
|> there are users who want WYSIWYG. For me, as a musician, I don't care much
|> if fonts are outlined or what. When I'm at work on my 486 and we're doing
|> report modules for our software, I care a *lot* about fonts and appearances
|> because my users want that. So it's a question of expense vs. what it
|> delivers. In some cases I'd rather lose speed to have features and sometimes
|> it's the reverse.
|>
|>
|> >|> What's the highest resolution AGA can do? 1280x512 interlaced?
|> >|>
|> >|> If so, you're probably right, but AGA shouldn't be the end-all be-all of
|> >|> the Amiga. I'd like to see the machine thrive with more 3rd party video
|> >|> cards and this has been happening for a while... and the support seems to
|> >|> be there, but it would be nicer if there was stronger commitment on the
|> >|> part of Commodore to RTG.
|> >
|> >AGA's (or rather 3.0's) highest resoloution is 720*1100 interlaced. AGA is only
|> >an interim soloution. AGA+ offers 1280*1024 (interlaced) and AAA (June 94) offers
|> >1280*1024 24 bit non-interlaced, and much higher resoloitions, although in fewer

|> >colourts I believe.
|> >
|>
|>
|> What machines are planned to feature AGA+ and AAA? I have heard of AAA but
|> then I've heard a lot of vapor from the Commodore camp dating back to the
|> infamous DSP board they were allegedly going to make.

AGA+ I dont know. AAA is planned for next years high end models, and is already
in silicon and running. It is definitley not vapour.

|>
|> (Greg Block is still waiting for that one so he can flame the Falcon some more
|> I know...hehehehehehe... hi Greg! :) )
|>
|>
|> >|>
|> >|> So to summarize: The Amiga is no more "usable" a GUI than Windows, Mac, or
|> >|> the Atari ST. There are personal preferences here and there, but functionally
|> >|> there was not a single concern I felt you voiced (and others may disagree)
|> >|> that was serious enough to say it was anything more than a preference as
|> >|> opposed to a bug report.
|> >
|> >That's your opinion based on your personal experiecne and preferences, which is
|> >fine. I, however, prefer AmigaDOS and TWM to Windows and Motif. they may not look
|> >as pretty, but IMO (and in the opinions of most other people I have asked) they
|> >are much more functional.
|>
|>
|> Well, perhaps the people you ask share your tastes. I think the people I know
|> represent a pretty diverse group... and some do use AmigaDOS (they own
|> Amigas, believe it or not :) ). I'm not saying one GUI is *the* solution,
|> but that there is no way for you to claim one is "junk" or unusable. And in
|> fact, I would hazard a guess that if Windows or the Mac interface were so
|> crummy, the altar of the competitive marketplace would have weeded them out.

I have friends who agree with me on this who own PC's, Amigas and Archimedes'
Most people I know who have bought Wiondows for their PC, or have a PC which came
with windows dont use it anymore, and prefer to use MS-DOS.

|>
|> Remember, Windoze went through 3 revisions just to become TOLERABLE. Motif
|> is up to 1.2. We're using X *******11********* Release *********5********.
|> That's a lot of work and the market has surely shaped all of those efforts,
|> just the way MultiTOS and AmigaDOS have been and will be shaped by the
|> demands of users.

Well, AmigaDOS 3.0 is actually version 39 :-) :-)

--
Chris Brown

---

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen

---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2583. Re: 24bit

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 21:21:47 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bjotb$2lj@darkstar.UCSC.EDU>
Source record: 20719

In article <1993Nov07.183558.25434@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> On my TV... Hmmmm... Eh, Rickard, check it out on an RGB monitor. You might
>actually notice dithering!
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>PS: For those that haven't noticed, dithering on a TV signal can actually
>produce a new pseudocolor.
>
Well, I _HAVE_ checked it out on my RGB (Multisynch) monitor, and it is not dithering! it is, however, flickering, even in non-interlace. What it looks like it is doing is page-flipping between 2 different images and using that to sort of "tween" a new color half-way from one screen to the other. But, this would only double the number of colors available, so it is probably wrong. BUT: it does look better than the standard 16 bit True Color display, it might (I can't tell) look better than the VIDEL display, it is not dithered, but the refresh looks lower than 60 hz, i.e. a little flicker (not interlace flicker...)

~Chris

# 2584. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 21:28:13 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bjp9d$2ml@darkstar.UCSC.EDU>
Source record: 20720

In article <2bjk6c$cth@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Holyfield is Back) writes:
>
>There are cases where you simply can not make everything available with a
>few button presses. Here's an example... a hierarchical menu system. To
>get to a button 3-4 levels down, you have to navigate the cascading menus.
>
Not to mention that while navigating those 3 or 4 levels of submenus, using the Mac or AMiga(?) way of having to hold the button down for the entire selection dramatically increases the chance of accidentally "slipping" off the button and selecting the wrong thing. The ST or Windows way where the menu is down until a click does not have this problem caused by finger fatigue. A silly point, you may say, but then I ask you why are there countless hacks for the Mac to make the menus ST or Windows like? I even wrote one...\

~Chris

# 2585. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 21:32:06 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bjpgm$2nj@darkstar.UCSC.EDU>
Source record: 20721

As long as we're discussing opinions, I think "screens" as used by the Amiga (the only "screen"ing systems I've seen) is really dumb. I prefer to have all of my windows on the same desktop space.

~Chris

# 2586. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 22:15:10 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov7.221510.3419@infodev.cam.ac.uk>
Source record: 20722
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bjpgm$2nj@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> As long as we're discussing opinions, I think "screens" as used by the Amiga
|> (the only "screen"ing systems I've seen) is really dumb. I prefer to have
|> all of my windows on the same desktop space.

Oh yes, absoloutley. Lets waste megabytes of memory running Emacs in 24 bit colour because your Paint package needs it, and let's have to spend huge amounts of money on massive monitors and hi res 24 bit graphics cards to stop your desktop getting cluttered as hell. How *very* sensible

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

## 2587. User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 22:59:28 UTC
From: cmedley@wam.umd.edu
Message-ID: <2bjukg$hlh@cville-srv.wam.umd.edu>
Source record: 20723
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov7.205422.670@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>In article <2bjk6c$cth@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Holyfield is Back)
writes:
>|> There are cases where you simply can not make everything available with a
>|> few button presses. Here's an example... a hierarchical menu system. To
>|> get to a button 3-4 levels down, you have to navigate the cascading menus.
>
>If you know where the menus are on an amiga, this is very fast indeed because
>it's menus work very quickly.
>

If you know where the menus are on an Atari ST you can get there quickly.
But do you really think moving the mouse is quicker than one keystroke?
If so.. well... why even use keyboard equivalents? Why even put them in
the system? I mean, the logic, as born out in numerous papers done on the
topic, is that expert users don't want to stop what they are doing to
move the mouse to the menu if at all possible.

>|>
>|> If you can get the same place with one keystroke, which is better?
>
>Depends if you need to let go of the mouse to activate the hot key.
>

It's not really just the button presses but the time it takes for the user
to get from where they are to the menu, and then to move the mouse through
the menus, even if they are popups.

>|>
>|> Popup menus are a better way of dealing with that, but I find the Amiga
>|> solution acceptable though not perhaps perfect.
>|>
>|> (Believe it or not, studies have shown that users don't usually respond well
>|> when the mouse cursor is moved for them by the application... it reduces
>|> their level of comfort with the system. Honestly, I feel that way too with
>|> the funky sliders used in some OpenLook apps...)
>
>It doesn't move the pointer. Just moves the virtual screen to the top left
>corner, so the menus are visible.
>

Functionally it is the same as moving the pointer because the screen around
it is warped... whether this is better or worse is probably the subject for
for someone's Master's thesis. ;)

>|> :)
>
>This is a little harder on an A1200, where you may not want to move the keyboard,
>because the harddisk is inside it :-)
>

That's obviously a design flaw. hehehehehehe

>|> Well, I don't think OS/2 was based on AmigaDOS. Wishful thinking from an
>|> Amiga advocate, methinks.
>
>Nope, apparently the IBM designers looked at AmigaDOS, and decided they liked it,
>so based much of OS/2 2.0 on AmigaDOS
>

Which parts? :)

Look at OS/2. I see nothing visible about it that implies AmigaDOS. And
as far as functionality... well..... all multitasking systems are evolved
from UNIX, even if they are just from the specs.

>
>AGA+ I dont know. AAA is planned for next years high end models, and is already
>in silicon and running. It is definitley not vapour.
>

If it is in silicon and running... why wait until next year?

>Well, AmigaDOS 3.0 is actually version 39 :-) :-)
>

It's that buggy?!!! :) :) :)

# 2588. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 23:09:10 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov7.230910.5149@infodev.cam.ac.uk>
Source record: 20724
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bjukg$hlh@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Holyfield is Back) writes:
|> In article <1993Nov7.205422.670@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >In article <2bjk6c$cth@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Holyfield is Back) writes:
|> >|> There are cases where you simply can not make everything available with a
|> >|> few button presses. Here's an example... a hierarchical menu system. To
|> >|> get to a button 3-4 levels down, you have to navigate the cascading menus.
|> >
|> >If you know where the menus are on an amiga, this is very fast indeed because
|> >it's menus work very quickly.
|> >
|>
|>
|> If you know where the menus are on an Atari ST you can get there quickly.
|> But do you really think moving the mouse is quicker than one keystroke?
|> If so.. well... why even use keyboard equivalents? Why even put them in
|> the system? I mean, the logic, as born out in numerous papers done on the
|> topic, is that expert users don't want to stop what they are doing to
|> move the mouse to the menu if at all possible.

No, I think moving the mouse pointer a few centimetres is quicker than letting go of the mouse, pressing two or more keys on the keyboard, which may require both hands to do, and then grabbing hold of the mouse again. is this so hard to understand?

|>
|>
|>
|> >|>
|> >|> If you can get the same place with one keystroke, which is better?
|> >
|> >Depends if you need to let go of the mouse to activate the hot key.
|> >
|>
|>
|> It's not really just the button presses but the time it takes for the user
|> to get from where they are to the menu, and then to move the mouse through
|> the menus, even if they are popups.

Usually takes me about half a second from the menu appearing to the menu diasappearing. Takes a lot longer to let go, move to the keyboard, and move back again.

|>
|> >|>
|> >|> Popup menus are a better way of dealing with that, but I find the Amiga
|> >|> solution acceptable though not perhaps perfect.
|> >|>
|> >|> (Believe it or not, studies have shown that users don't usually respond well
|> >|> when the mouse cursor is moved for them by the application... it reduces
|> >|> their level of comfort with the system. Honestly, I feel that way too with
|> >|> the funky sliders used in some OpenLook apps...)
|> >
|> >It doesn't move the pointer. Just moves the virtual screen to the top left
|> >corner, so the menus are visible.
|> >
|>
|>
|> Functionally it is the same as moving the pointer because the screen around
|> it is warped... whether this is better or worse is probably the subject for
|> for someone's Master's thesis. ;)

No it is bnot the same as moving the pointer. The pointer stays exactly where it
is. You just move the mouse up to where the menu bar WOULD have been if you were
not using a virtual screen.

|>
|>
|>
|>
|> >|> :)
|> >
|> >This is a little harder on an A1200, where you may not want to move the keyboard,
|> >because the harddisk is inside it :-)
|> >
|>
|>
|> That's obviously a design flaw. hehehehehehe

Nah, I dont have enough desk space to start moving it around anyway. :-)

|>
|>
|> >|> Well, I don't think OS/2 was based on AmigaDOS. Wishful thinking from an
|> >|> Amiga advocate, methinks.
|> >
|> >Nope, apparently the IBM designers looked at AmigaDOS, and decided they liked it,
|> >so based much of OS/2 2.0 on AmigaDOS
|> >
|>
|>
|> Which parts? :)
|>
|> Look at OS/2. I see nothing visible about it that implies AmigaDOS. And
|> as far as functionality... well..... all multitasking systems are evolved

|> from UNIX, even if they are just from the specs.
|>
|> >
|> >AGA+ I dont know. AAA is planned for next years high end models, and is already
|> >in silicon and running. It is definitley not vapour.
|> >
|>
|> If it is in silicon and running... why wait until next year?
|>

Because you need to write display drivers into the OS, and AFAIK, C= want it in
their RISC Amiga running AmigaDOS 4.0

|>
|> >Well, AmigaDOS 3.0 is actually version 39 :-) :-)
|> >
|>
|> It's that buggy?!!! :) :) :)
|>

No, it's that highly evolved.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2589. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 23:26:44 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov07.232644.19415@rchland.ibm.com>
Source record: 20728

In article <2bjl9a$dbq@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Holyfield is Back) writes:
|> In article <1993Nov07.183211.19985@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >|>
|> >|> The fact is the Atari Falcon has a 32-bit CPU.
|> >
|> > With a 16-bit data path. It criples it.
|> >
|>
|>
|> First, you must learn how to spell "cripple" before we continue this
|> discussion. :)

My first language is not English. Thanks for the correction, but you get
my idea anyway.

|>
|>
|> >|> It is a 68030, which I might
|> >|> add, a processor that is "one step up" on the Motorola totem pole from the
|> >|> one in Commodore's "base machine", the A1200, which we all agree is 32-bit.
|> >
|> > Read above.
|> >
|> I read it but it was tough. Your spelling has got to improve. :)

Just because I can't spell properly, it won't change what I am saying.

|> >|> This is ridiculous.
|> >|>
|> >|> Just because someone claims HAM8 is useless (an argument against the A1200 that
|> >|> I disagree with... HAM8 is quite nice, and could be used for pretty much any
|> >|> use that a real 24-bit mode could be used for, though perhaps some concessions
|> >|> may have to be made, if any, for its method) doesn't mean you should flame
|> >|> away without thinking and make stupid comments like that.
|> >|>
|> >|> Go find me a 16-bit 68030 and I'll retract the above.
|> >|>
|> >|> ("But Flip", they will say, "the Falcon only has a 16-bit path from the CPU to
|> >|> memory! That makes it 16-bit!"... but if that is the case, when did Motorola
|> >|> claim the chip was like the 68000... a 16/32 chip, huh? Do 68030s suddently
|> >|> become 80286s and 68000s when they are on a 16-bit bus? Does the Amiga's
|> >|> 16-bit Blitter cripple it? Does anyone care?)
|> >

|> > While I don't say the 68030 in the Falcon makes the machine 16-bit, it
|> >surely cripples the machine the way it is implemented. By crippling I mean:
|> >not taking full advantage of the 68030's potential.
|>
|> This is ludicrous. I supposed I'm crippled because I have the genetic
|> potential to bench press 400 lbs. but my current max is 270 lbs. right?
|>
|> geez.

That's GEEZ to you. What good is it to have 'a better CPU' when its
performance has to go down thanks to the 16-bit bottleneck? It's like
a "68030SX."

|> Well, did it occur to you that just maybe the machine is still good
|> despite not reaching its full potential?

Oh, yes, it occurred to me. But since there are people that pretend
that it has no impact at all, or start saying nonsense about the A1200,
this point has to be brought. If it doesn't apply to you, ignore my
posting.

|> For example, if you read about
|> Cubase Audio, it requires a 68040 Mac with a digital audio card. Big
|> money. The "crippled" Falcon keeps up with Sinclair-baby's '040 Macs when
|> it comes to digital audio with NO ADDITIONAL HARDWARE.

I agree.

|>
|> Now sure, this is a specific use where the Falcon's DSP helps it a lot....
|> but what are Atari users? Where is Atari's market? The DSP is intriguing
|> to the programmer/hacker/hobbyist and useful for the musician. I'd prefer
|> the 16-bit CPU bus to lacking a DSP if it means I can do affordable
|> hard disk recording and have a nice platform for running GNU C++ and cocking
|> around with a DSP (which probably would beef up my resume' because if you
|> look out there in the classifieds, they need DSP programmers... and any
|> and all experience helps... believe me!)

You got your valid points. Congrats. Now tell that to some of your
fellow Atarians using the same logic, but with the A1200.
I have nothing against the Falcon, except false claims from *some* people.

|>
|>
|> >
|> > Would like to see animation playback though :-)
|> >
|>
|> Can't go any faster than 60hz. :)
|>
|>
|> (our PAL using European brethren must go along at 50hz.... :) )
|>

|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2590. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 23:35:12 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <2bk0ng$oho@Tut.MsState.Edu>
Source record: 20725
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov7.221510.3419@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>In article <2bjpgm$2nj@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>|> As long as we're discussing opinions, I think "screens" as used by
>|>the Amiga (the only "screen"ing systems I've seen) is really dumb.
>|>I prefer to have all of my windows on the same desktop space.
>
>Oh yes, absoloutley. Lets waste megabytes of memory running Emacs in
>24 bit colour because your Paint package needs it, and let's have to
>spend huge amounts of money on massive monitors and hi res 24 bit
>graphics cards to stop your desktop getting cluttered as hell. How
>*very* sensible

I'm currently running OS/2 with a 1024x768 16bit screen. Starting Emacs and then checking on its memory use reveals that the shell it is running in owns 220k and is using 132k and that the program itself owns 312k and is using 168k. Funny, that doesn't appear to be wasting megabytes to me. Gee, do you think that perhaps text-mode only apps are actually being emulated as such and not using some ridiculous bitmap-text scheme?

Skip Sauls
skip@cy.cs.olemiss.edu

# 2591. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 23:37:47 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bk0sb$3m6@darkstar.UCSC.EDU>
Source record: 20726
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov7.221510.3419@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>In article <2bjpgm$2nj@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>|>
>|> As long as we're discussing opinions, I think "screens" as used by the Amiga
>|> (the only "screen"ing systems I've seen) is really dumb. I prefer to have
>|> all of my windows on the same desktop space.
>
>Oh yes, absoloutley. Lets waste megabytes of memory running Emacs in 24 bit
>colour because your Paint package needs it, and let's have to spend huge amounts
>of money on massive monitors and hi res 24 bit graphics cards to stop your
>desktop getting cluttered as hell. How *very* sensible
>
Oh, sorry. I didn't know I had lost the right to my opinion. I THINK IT IS
BETTER, AND I AM WILLING TO SPEND THE MONEY!!!!!! so shut up. I _DO_ have
a Crazy Dots-15 card, so I can run at up to 1600 x 1200 if I want to.

~Chris
>--
>Chris Brown
>
>-------------------------------------------------------------------------------
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>-------------------------------------------------------------------------------
>
>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2592. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 23:41:51 UTC
From: m92mmy@tdb.uu.se
Message-ID: <2bk13v$ot6@corax.udac.uu.se>
Source record: 20727
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Holyfield is Back (cmedley@wam.umd.edu) wrote:
: In article <1993Nov7.205422.670@infodev.cam.ac.uk>,
: C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
: >In article <2bjk6c$cth@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Holyfield is Back)
writes:
: >|> There are cases where you simply can not make everything available with a
: >|> few button presses. Here's an example... a hierarchical menu system. To
: >|> get to a button 3-4 levels down, you have to navigate the cascading menus.
: >
: >If you know where the menus are on an amiga, this is very fast indeed because
: >it's menus work very quickly.
: >

: If you know where the menus are on an Atari ST you can get there quickly.
: But do you really think moving the mouse is quicker than one keystroke?
: If so.. well... why even use keyboard equivalents? Why even put them in
: the system? I mean, the logic, as born out in numerous papers done on the
: topic, is that expert users don't want to stop what they are doing to
: move the mouse to the menu if at all possible.

Maybe we should crosspost this to c.s.mac.advocacy, they can get real hostile
about this subject you know ;-)

Mattias

# 2593. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-07 23:49:31 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov7.234931.6292@infodev.cam.ac.uk>
Source record: 20729
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bk0sb$3m6@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In article <1993Nov7.221510.3419@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|> >In article <2bjpgm$2nj@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|> >|>
|> >|> As long as we're discussing opinions, I think "screens" as used by the Amiga
|> >|> (the only "screen"ing systems I've seen) is really dumb. I prefer to have
|> >|> all of my windows on the same desktop space.
|> >
|> >Oh yes, absoloutley. Lets waste megabytes of memory running Emacs in 24 bit
|> >colour because your Paint package needs it, and let's have to spend huge amounts
|> >of money on massive monitors and hi res 24 bit graphics cards to stop your
|> >desktop getting cluttered as hell. How *very* sensible
|> >
|> Oh, sorry. I didn't know I had lost the right to my opinion. I THINK IT IS
|> BETTER, AND I AM WILLING TO SPEND THE MONEY!!!!!! so shut up. I _DO_ have
|> a Crazy Dots-15 card, so I can run at up to 1600 x 1200 if I want to.

#DEFINE sarcasm
Well, A Cray III is obviously much better for writing letters on than any silly little microcomputer, so I think I'll go and buy a CrayIII, because I think the practice of using small inexpensive microprocessors by people such as C=, Atari, Acorn, IBM etc etc. and writing applications in C, assembly lang etc. is really dumb. No, I'm willing to spend the money on a CrayIII, runniing Word for Windows, on an 80386 emulator written in interpreted LISP, with the LISP interpreter running in Commodore 64 BASIC, which is running on a 6502 emulator written in SML. Yes, much better.
#UNDEF sarcasm

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2594. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 00:07:39 UTC
From: cmedley@wam.umd.edu
Message-ID: <2bk2kb$jd4@cville-srv.wam.umd.edu>
Source record: 20730
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov7.230910.5149@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>|> >
>|>
>|>
>|> If you know where the menus are on an Atari ST you can get there quickly.
>|> But do you really think moving the mouse is quicker than one keystroke?
>|> If so.. well... why even use keyboard equivalents? Why even put them in
>|> the system? I mean, the logic, as born out in numerous papers done on the
>|> topic, is that expert users don't want to stop what they are doing to
>|> move the mouse to the menu if at all possible.
>
>No, I think moving the mouse pointer a few centimetres is quicker than letting go
>of the mouse, pressing two or more keys on the keyboard, which may require both
>hands to do, and then grabbing hold of the mouse again. is this so hard to
>understand?
>

Who said anything about letting go of the mouse?

Do you read my posts?

Do you use both hands on your mouse?

I use my left hand primarily for handling menu accelerator keys (within reason,
and I gave an example of one I *can't* do without letting go of the mouse,
a Control-P on a Mega ST keyboard). However, most keystrokes are easily
done with one hand. If you can't do it, well... eat more... your hands
can increase in size. :)

>
>Usually takes me about half a second from the menu appearing to the menu
>diasappearing. Takes a lot longer to let go, move to the keyboard, and move back
>again.
>

Like I said, did I ever say I let go of my mouse? Of course it's not
like it's a security blanket. You know we are all functioning human beings
without our computer mice. :)

>
>No it is bnot the same as moving the pointer. The pointer stays exactly where it
>is. You just move the mouse up to where the menu bar WOULD have been if you were
>not using a virtual screen.
>

The pointer stays the same but the screen around it changes, right?

If the entire screen is changing, well... isn't that functionally the same
as if you were using say, a virtual window manager like tvtwm, and you could
"warp" (i.e. move) the mouse to another screen area instantly and keep the
mouse pointer in the same area relative to the display?

If this is not the case, you really need to be more descriptive. :)

>|>
>|>
>|> That's obviously a design flaw. hehehehehehe
>
>Nah, I dont have enough desk space to start moving it around anyway. :-)
>

Then what you doing using a mouse? Go buy a trakball! :)

>|> If it is in silicon and running... why wait until next year?
>|>
>
>Because you need to write display drivers into the OS, and AFAIK, C= want it in
>their RISC Amiga running AmigaDOS 4.0
>

And what RISC chip have they chosen?

# 2595. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 00:55:07 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov8.005507.8331@infodev.cam.ac.uk>
Source record: 20731
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bk2kb$jd4@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Holyfield is Back) writes:
|> In article <1993Nov7.230910.5149@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >|> >
|> >|>
|> >|>
|> >|> If you know where the menus are on an Atari ST you can get there quickly.
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|> >No, I think moving the mouse pointer a few centimetres is quicker than letting go
|> >of the mouse, pressing two or more keys on the keyboard, which may require both
|> >hands to do, and then grabbing hold of the mouse again. is this so hard to
|> >understand?
|> >
|>
|> Who said anything about letting go of the mouse?
|>
|> Do you read my posts?
|>
|> Do you use both hands on your mouse?

No, but if you type properly, half the keyboard would be totally inaccsessible.
If you don't, you'd probably have to go and look where the key is anyway.
I find that for the majority of cases, I can control my Amiga much more quickly
using the mouse, than using a combination of mouse and keyboard, or just keyboard
(try deleting 6 arbitrary files out of a directory of 50, where a simple pattern
match wont work from a shell, and see if you can do it as fast as I can from
Workbench. I seriously doubt it.)
This brings me back to my original point, a GUI such as Windows (which is
*supposed* to be user friendly) has a badly implemented windowing and menuing
system which practically forces you to go and learn N hot key combinations if you
want to get things done quickly. You don't seem to think this is a design flaw...
strange.

|>
|> I use my left hand primarily for handling menu accelerator keys (within reason,
|> and I gave an example of one I *can't* do without letting go of the mouse,
|> a Control-P on a Mega ST keyboard). However, most keystrokes are easily
|> done with one hand. If you can't do it, well... eat more... your hands

|> can increase in size. :)
|> >
|> >Usually takes me about half a second from the menu appearing to the menu
|> >diasappearing. Takes a lot longer to let go, move to the keyboard, and move back
|> >again.
|> >
|>
|> Like I said, did I ever say I let go of my mouse? Of course it's not
|> like it's a security blanket. You know we are all functioning human beings
|> without our computer mice. :)
|>

I could say the same about you and your keyboard... :-)

And if you are only using one hand, you end up running out of meaningful hot keys very quickly, and have to resort to silly ones like CTRL LALT LAMIGA LSHIFT W or something equally esoteric.

|>
|> >
|> >No it is bnot the same as moving the pointer. The pointer stays exactly where it
|> >is. You just move the mouse up to where the menu bar WOULD have been if you were
|> >not using a virtual screen.
|> >
|>
|>
|> The pointer stays the same but the screen around it changes, right?

right

|>
|> If the entire screen is changing, well... isn't that functionally the same
|> as if you were using say, a virtual window manager like tvtwm, and you could
|> "warp" (i.e. move) the mouse to another screen area instantly and keep the
|> mouse pointer in the same area relative to the display?

No, because you are concentrating on where the pointer is. That's why moving the pointer for you would be a bad thing, because you'd have to go and find it again.

|>
|> If this is not the case, you really need to be more descriptive. :)
|>
|> >|>
|> >|>
|> >|> That's obviously a design flaw. hehehehehehe
|> >
|> >Nah, I dont have enough desk space to start moving it around anyway. :-)
|> >
|>
|> Then what you doing using a mouse? Go buy a trakball! :)

I did have a trackball. It only had two buttons, I found it uncomfortable to use for long periods, not particually suited for using with DPaint, and it broke :-(

Now I use a hi res optical mouse with three buttons. Much nicer, and no ball to clog up either.

|>
|>
|> >|> If it is in silicon and running... why wait until next year?
|> >|>
|> >
|> >Because you need to write display drivers into the OS, and AFAIK, C= want it in
|> >their RISC Amiga running AmigaDOS 4.0
|> >
|>
|> And what RISC chip have they chosen?

According to the MD of C= UK, they have decided on HP's RISC technology. Considering the fact that they were also contemplaing the Alpha a while ago, this would seem to mean PA-RISC. I haven't seen one of these in operation, but I have seen a demo of the Alpha. All it was doing was playing back a few 320*200 anims (mostly taken from a CDTV :-) ) at once under X-Windows. Cant say I was too impressed. Aparently the PA-RISC architecture is much more powerful in a lot of respects.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2596. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 01:29:47 UTC
From: larsg@edb.tih.no
Message-ID: <1993Nov8.002956.5043W@baron.edb.tih.no>
Source record: 20733
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bk2kb$jd4@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Holyfield is Back) writes:

>>|> If it is in silicon and running... why wait until next year?

Maybe it is just a prototype they have in silicon and running yet?
And they have to design computers around the AAA-chipset.
Designing a new generation of AMIGAs is not done in a week.. :-)

>>Because you need to write display drivers into the OS, and AFAIK, C= want it in
>>their RISC Amiga running AmigaDOS 4.0

That would be a major step.. RISC, AAA and 4.0 (RTG) at the same time.
The Amiga did a quantum leap when the AGA came, but if all three things mentioned above happens at the same time - it is nothing less than a massive earthquake..

>And what RISC chip have they chosen?

I guess we'll find out when the first A5000 leaves the factory. :-)

Anyway - my guess is that the first AAA-machine is going to have a '060-CPU, because rewriting the OS for a RISC CPU may take a while.

larsg@edb.tih.no

# 2597. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 02:06:08 UTC
From: cmedley@wam.umd.edu
Message-ID: <2bk9ig$mka@cville-srv.wam.umd.edu>
Source record: 20732
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov8.005507.8331@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>|> >
>|>
>|> Who said anything about letting go of the mouse?
>|>
>|> Do you read my posts?
>|>
>|> Do you use both hands on your mouse?
>
>No, but if you type properly, half the keyboard would be totally inaccsessible.
^^^^^^^^^^^^

Excuse me for not living in a totalitarian police state where we all take
typing lessons to learn the "one right way" to do things.

God forbid someone uses a Dvorak layout. :)

>If you don't, you'd probably have to go and look where the key is anyway.

I do 66 wpm without using proper typing technique. :)

(Heck, I've written over 100,000 lines of assembler code... think I could
do that if I was a "hunt 'n peck" typist?)

>I find that for the majority of cases, I can control my Amiga much more quickly
>using the mouse, than using a combination of mouse and keyboard, or just keyboard
>(try deleting 6 arbitrary files out of a directory of 50, where a simple pattern
>match wont work from a shell, and see if you can do it as fast as I can from
>Workbench. I seriously doubt it.)

Depends. Soemtimes if you have 150 files in a directory, you may spend a lot
of time scrolling around looking for the files. If you know the file
names you could do:

rm file1 file2 file3 file4 file5 file6

on an Atari with MiNT. Change the rm to del for PC users. :)

>This brings me back to my original point, a GUI such as Windows (which is
>*supposed* to be user friendly) has a badly implemented windowing and menuing
>system which practically forces you to go and learn N hot key combinations if you
>want to get things done quickly. You don't seem to think this is a design flaw...
>strange.
>

No, you said that Windows wasn't a functional GUI and when pressed to describe
your complaints, the best you can come up with are things like "It looks
ugly" and "I don't like the window gadgets" and complaints about File
Manager and Program Manager. Never mind that your complaints are about the
desktop, right? Just flame the entire GUI. That's like me saying the Amiga
sucks as a computer because it can't do one thing (MIDI for example). It
would be an equally ludicrous and incorrect claim.

>|>
>|> I use my left hand primarily for handling menu accelerator keys (within reason,
>|> and I gave an example of one I *can't* do without letting go of the mouse,
>|> a Control-P on a Mega ST keyboard). However, most keystrokes are easily
>|> done with one hand. If you can't do it, well... eat more... your hands
>|> can increase in size. :)
>|> >
>|> >Usually takes me about half a second from the menu appearing to the menu
>|> >diasappearing. Takes a lot longer to let go, move to the keyboard, and move back
>|> >again.
>|> >
>|>
>|> Like I said, did I ever say I let go of my mouse? Of course it's not
>|> like it's a security blanket. You know we are all functioning human beings
>|> without our computer mice. :)
>|>
>
>I could say the same about you and your keyboard... :-)
>

I'm not monogamous though, I hold both the keyboard and mouse at times. :)

>And if you are only using one hand, you end up running out of meaningful hot keys
>very quickly, and have to resort to silly ones like CTRL LALT LAMIGA LSHIFT W or
>something equally esoteric.
>

Depends on your reach and on how nice the person was who wrote the program
was.

If they know anything about user interfaces, they probably know enough to
make their keycodes something either intuitive even if it isn't easy to
do with one hand, or they consider how easy it is to type.

>
>|>
>|> If the entire screen is changing, well... isn't that functionally the same
>|> as if you were using say, a virtual window manager like tvtwm, and you could
>|> "warp" (i.e. move) the mouse to another screen area instantly and keep the
>|> mouse pointer in the same area relative to the display?
>
>No, because you are concentrating on where the pointer is. That's why moving the
>pointer for you would be a bad thing, because you'd have to go and find it again.
>

That's a good point. But it would probably still annoy a novice.
(but that's my subjective opinion)

# 2598. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 02:49:46 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov8.024946.11203@infodev.cam.ac.uk>
Source record: 20734
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bk9ig$mka@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Holyfield is Back) writes:

[stuff deleted]

|> No, you said that Windows wasn't a functional GUI and when pressed to describe
|> your complaints, the best you can come up with are things like "It looks
|> ugly" and "I don't like the window gadgets" and complaints about File
|> Manager and Program Manager. Never mind that your complaints are about the
|> desktop, right? Just flame the entire GUI. That's like me saying the Amiga
|> sucks as a computer because it can't do one thing (MIDI for example). It
|> would be an equally ludicrous and incorrect claim.

I never mentioned the file manager, I never said I didnt like the way it's gadgets looked. I said I didn't think it was as functional as TWM or AmigaDOS because in comparison to them, it was slow and clumsy as a user interface. this whole thread stared when I said I liked X, but not windows, and I was called a liar because apparently I said I liked Motif, which I did not. Now i find this happening again, with you comming up with complaints I never made.

|>
|>
|> >|>
|> >|> I use my left hand primarily for handling menu accelerator keys (within reason,
|> >|> and I gave an example of one I *can't* do without letting go of the mouse,
|> >|> a Control-P on a Mega ST keyboard). However, most keystrokes are easily
|> >|> done with one hand. If you can't do it, well... eat more... your hands
|> >|> can increase in size. :)
|> >|> >
|> >|> >Usually takes me about half a second from the menu appearing to the menu
|> >|> >diasappearing. Takes a lot longer to let go, move to the keyboard, and move back
|> >|> >again.
|> >|> >
|> >|>
|> >|> Like I said, did I ever say I let go of my mouse? Of course it's not
|> >|> like it's a security blanket. You know we are all functioning human beings
|> >|> without our computer mice. :)
|> >|>
|> >
|> >I could say the same about you and your keyboard... :-)
|> >
|>
|> I'm not monogamous though, I hold both the keyboard and mouse at times. :)
|>

|>
|> >And if you are only using one hand, you end up running out of meaningful hot keys
|> >very quickly, and have to resort to silly ones like CTRL LALT LAMIGA LSHIFT W or
|> >something equally esoteric.
|> >
|>
|>
|> Depends on your reach and on how nice the person was who wrote the program
|> was.

Well most Amiga porgrams use standard hotkeys, wich is nice. You can also define
your own, and re-define system ones.

|>
|> If they know anything about user interfaces, they probably know enough to
|> make their keycodes something either intuitive even if it isn't easy to
|> do with one hand, or they consider how easy it is to type.

Exactly! And if they require more than one hand to type, then you have to move
your hand from the mouse if you were already using it.

|>
|>
|> >
|> >|>
|> >|> If the entire screen is changing, well... isn't that functionally the same
|> >|> as if you were using say, a virtual window manager like tvtwm, and you could
|> >|> "warp" (i.e. move) the mouse to another screen area instantly and keep the
|> >|> mouse pointer in the same area relative to the display?
|> >
|> >No, because you are concentrating on where the pointer is. That's why moving the
|> >pointer for you would be a bad thing, because you'd have to go and find it again.
|> >
|>
|>
|> That's a good point. But it would probably still annoy a novice.
|> (but that's my subjective opinion)

Well, if you were a novice user, and you didnt like it, then you dont turn the
option on in IControl prefs. It's all confugurable.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2599. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 03:14:07 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bkdhv$5mi@darkstar.UCSC.EDU>
Source record: 20735
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov7.234931.6292@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>|> Oh, sorry. I didn't know I had lost the right to my opinion. I THINK IT IS
>|> BETTER, AND I AM WILLING TO SPEND THE MONEY!!!!!! so shut up. I _DO_ have
>|> a Crazy Dots-15 card, so I can run at up to 1600 x 1200 if I want to.
>
>#DEFINE sarcasm
>Well, A Cray III is obviously much better for writing letters on than any silly
>little microcomputer, so I think I'll go and buy a CrayIII, because I think the
>practice of using small inexpensive microprocessors by people such as C=, Atari,
>Acorn, IBM etc etc. and writing applications in C, assembly lang etc. is really
>dumb. No, I'm willing to spend the money on a CrayIII, runniing Word for Windows,
>on an 80386 emulator written in interpreted LISP, with the LISP interpreter
>running in Commodore 64 BASIC, which is running on a 6502 emulator written in
>SML. Yes, much better.
>#UNDEF sarcasm
>
Hunh? If there was a point to your post (sarcasm or no) it failed to reach me.

~Chris
>--
>Chris Brown
>
>-------------------------------------------------------------------------------
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>-------------------------------------------------------------------------------
>
>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2600. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 03:19:10 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bkdre$5nk@darkstar.UCSC.EDU>
Source record: 20736
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bk2kb$jd4@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Holyfield is Back) writes:
>I use my left hand primarily for handling menu accelerator keys (within reason,
>and I gave an example of one I *can't* do without letting go of the mouse,
>a Control-P on a Mega ST keyboard). However, most keystrokes are easily
>done with one hand. If you can't do it, well... eat more... your hands
>can increase in size. :)
>
Hold COntrol with your left pinky and streatch out your thumb. I can
comfortably hit 0, P, ;, and . if I need to. :) Anything more to the
right than that is a stretch. The only time I take my right hand off my
trackball is when I'm typing (such as now) I think command key shortcuts
are essential to any program!

~Chris
>
>
>
>>
>>Usually takes me about half a second from the menu appearing to the menu
>>diasappearing. Takes a lot longer to let go, move to the keyboard, and move back
>>again.
>>
>
>Like I said, did I ever say I let go of my mouse? Of course it's not
>like it's a security blanket. You know we are all functioning human beings
>without our computer mice. :)
>
>
>>
>>No it is bnot the same as moving the pointer. The pointer stays exactly where it
>>is. You just move the mouse up to where the menu bar WOULD have been if you were
>>not using a virtual screen.
>>
>
>
>The pointer stays the same but the screen around it changes, right?
>
>If the entire screen is changing, well... isn't that functionally the same
>as if you were using say, a virtual window manager like tvtwm, and you could
>"warp" (i.e. move) the mouse to another screen area instantly and keep the
>mouse pointer in the same area relative to the display?
>

>If this is not the case, you really need to be more descriptive. :)
>
>>|>
>>|>
>>|> That's obviously a design flaw. hehehehehehe
>>
>>Nah, I dont have enough desk space to start moving it around anyway. :-)
>>
>
>Then what you doing using a mouse? Go buy a trakball! :)
>
>
>>|> If it is in silicon and running... why wait until next year?
>>|>
>>
>>Because you need to write display drivers into the OS, and AFAIK, C= want it in
>>their RISC Amiga running AmigaDOS 4.0
>>
>
>And what RISC chip have they chosen?
>
>

# 2601. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 03:25:34 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bke7e$5ov@darkstar.UCSC.EDU>
Source record: 20637
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov8.005507.8331@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>No, but if you type properly, half the keyboard would be totally inaccsessible.
>If you don't, you'd probably have to go and look where the key is anyway.
>I find that for the majority of cases, I can control my Amiga much more quickly
>using the mouse, than using a combination of mouse and keyboard, or just keyboard
>(try deleting 6 arbitrary files out of a directory of 50, where a simple pattern
>match wont work from a shell, and see if you can do it as fast as I can from
>Workbench. I seriously doubt it.)
>This brings me back to my original point, a GUI such as Windows (which is
>*supposed* to be user friendly) has a badly implemented windowing and menuing
>system which practically forces you to go and learn N hot key combinations if you
>want to get things done quickly. You don't seem to think this is a design flaw...
>strange.
>
Erm... since when does one use home row for typing command keys??? Oh well...
as for your example, here's how I'd do it from my ST. Left hand on the
shift key, right hand on mouse. select the 6 files. move right hand off mouse
(oh no!) 5 inches. Hit Control-Delete (hot key I assigned for the "delete
Item" menu) SInce delete is right next to return, I immediately hit return,
and the files are gone. Now, without using the keyboard, this would be:

Select file one. drag all the way to the trash (I'm running 800 x 600) move
the mouse to the OK button. hit it. Select file #2 .......
Even with a mouse button for "Shift" I would still have to drag all the files
to the trash then move the mouse back to where the OK button is.... In this
case Keyboard + mouse is quicker. Sorry, you lose. :)

~Chris

>|>
>|> I use my left hand primarily for handling menu accelerator keys (within reason,
>|> and I gave an example of one I *can't* do without letting go of the mouse,
>|> a Control-P on a Mega ST keyboard). However, most keystrokes are easily
>|> done with one hand. If you can't do it, well... eat more... your hands
>|> can increase in size. :)
>|> >
>|> >Usually takes me about half a second from the menu appearing to the menu
>|> >diasappearing. Takes a lot longer to let go, move to the keyboard, and move back
>|> >again.
>|> >
>|>
>|> Like I said, did I ever say I let go of my mouse? Of course it's not
>|> like it's a security blanket. You know we are all functioning human beings

>|> without our computer mice. :)
>|>
>
>I could say the same about you and your keyboard... :-)
>
>And if you are only using one hand, you end up running out of meaningful hot keys
>very quickly, and have to resort to silly ones like CTRL LALT LAMIGA LSHIFT W or
>something equally esoteric.
>
>|>
>|> >
>|> >No it is bnot the same as moving the pointer. The pointer stays exactly where it
>|> >is. You just move the mouse up to where the menu bar WOULD have been if you were
>|> >not using a virtual screen.
>|> >
>|>
>|>
>|> The pointer stays the same but the screen around it changes, right?
>
>right
>
>|>
>|> If the entire screen is changing, well... isn't that functionally the same
>|> as if you were using say, a virtual window manager like tvtwm, and you could
>|> "warp" (i.e. move) the mouse to another screen area instantly and keep the
>|> mouse pointer in the same area relative to the display?
>
>No, because you are concentrating on where the pointer is. That's why moving the
>pointer for you would be a bad thing, because you'd have to go and find it again.
>
>|>
>|> If this is not the case, you really need to be more descriptive. :)
>|>
>|> >|>
>|> >|>
>|> >|> That's obviously a design flaw. hehehehehehe
>|> >
>|> >Nah, I dont have enough desk space to start moving it around anyway. :-)
>|> >
>|>
>|> Then what you doing using a mouse? Go buy a trakball! :)
>
>I did have a trackball. It only had two buttons, I found it uncomfortable to use
>for long periods, not particually suited for using with DPaint, and it broke :-(
>Now I use a hi res optical mouse with three buttons. Much nicer, and no ball to
>clog up either.
>
>|>
>|>
>|> >|> If it is in silicon and running... why wait until next year?

>|> >|>
>|> >
>|> >Because you need to write display drivers into the OS, and AFAIK, C= want it in
>|> >their RISC Amiga running AmigaDOS 4.0
>|> >
>|>
>|> And what RISC chip have they chosen?
>
>According to the MD of C= UK, they have decided on HP's RISC technology.
>Considering the fact that they were also contemplaing the Alpha a while ago, this
>would seem to mean PA-RISC. I haven't seen one of these in operation, but I have
>seen a demo of the Alpha. All it was doing was playing back a few 320*200 anims
>(mostly taken from a CDTV :-) ) at once under X-Windows. Cant say I was too
>impressed. Aparently the PA-RISC architecture is much more powerful in a lot of
>respects.
>
>--
>Chris Brown
>
>-------------------------------------------------------------------------------
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>-------------------------------------------------------------------------------
>
>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2602. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 04:06:50 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2bkgkq$mte@harbinger.cc.monash.edu.au>
Source record: 20639
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Skip Sauls (skip@cy.cs.olemiss.edu) wrote:
: In article <1993Nov7.221510.3419@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
: >In article <2bjpgm$2nj@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
: >|> As long as we're discussing opinions, I think "screens" as used by
: >|>the Amiga (the only "screen"ing systems I've seen) is really dumb.
: >|>I prefer to have all of my windows on the same desktop space.
: >
: >Oh yes, absoloutley. Lets waste megabytes of memory running Emacs in
: >24 bit colour because your Paint package needs it, and let's have to
: >spend huge amounts of money on massive monitors and hi res 24 bit
: >graphics cards to stop your desktop getting cluttered as hell. How
: >*very* sensible

: I'm currently running OS/2 with a 1024x768 16bit screen. Starting
: Emacs and then checking on its memory use reveals that the shell it
: is running in owns 220k and is using 132k and that the program itself
: owns 312k and is using 168k. Funny, that doesn't appear to be wasting
: megabytes to me. Gee, do you think that perhaps text-mode only apps
: are actually being emulated as such and not using some ridiculous
: bitmap-text scheme?

I think OS/2 makes everything in some bitmap-way. You may be using non-proportional fonts, but OS/2 doesn't use text-mode unless in full-screen mode (say emulating a DOS box). Unless OS/2 has got some funky way of interleaving hi-res bit maps with lower vesa text modes.

Having everything on the one screen may not be so great when using a non-accelerated card. I switched back to 800x600x16 because it was too slow in 800x600x256 when scrolling down in some of the Windows text editors. You can notice the difference in speed. Problem is my 256 colour backdrop of Elle MacPherson looks rather sickly now ;-(. I have to use a few anime girls from KOR now.

I'm not too sure how it works, but there doesn't seem to be much chance of running out of video ram in a clone box. Where do they store the hidden parts of windows and applications? Judging from the big black empty space windows must redraw when applications have been moved, I guess each program must tell Windows what to redraw?

- Jim

# 2603. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 04:18:05 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1993Nov8.041805.2787@infodev.cam.ac.uk>
Source record: 20638
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bke7e$5ov@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In article <1993Nov8.005507.8331@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|> >No, but if you type properly, half the keyboard would be totally inaccsessible.
|> >If you don't, you'd probably have to go and look where the key is anyway.
|> >I find that for the majority of cases, I can control my Amiga much more quickly
|> >using the mouse, than using a combination of mouse and keyboard, or just keyboard
|> >(try deleting 6 arbitrary files out of a directory of 50, where a simple pattern
|> >match wont work from a shell, and see if you can do it as fast as I can from
|> >Workbench. I seriously doubt it.)
|> >This brings me back to my original point, a GUI such as Windows (which is
|> >*supposed* to be user friendly) has a badly implemented windowing and menuing
|> >system which practically forces you to go and learn N hot key combinations if you
|> >want to get things done quickly. You don't seem to think this is a design flaw...
|> >strange.
|> >
|> Erm... since when does one use home row for typing command keys??? Oh well...
|> as for your example, here's how I'd do it from my ST. Left hand on the
|> shift key, right hand on mouse. select the 6 files. move right hand off mouse
|> (oh no!) 5 inches. Hit Control-Delete (hot key I assigned for the "delete
|> Item" menu) SInce delete is right next to return, I immediately hit return,
|> and the files are gone. Now, without using the keyboard, this would be:
|>
|> Select file one. drag all the way to the trash (I'm running 800 x 600) move
^^^^^^^^^^^^^^^^ Multiple select the icons using drag select, or the middle mouse button.

|> the mouse to the OK button. hit it. Select file #2 .......
|> Even with a mouse button for "Shift" I would still have to drag all the files
|> to the trash then move the mouse back to where the OK button is.... In this
|> case Keyboard + mouse is quicker. Sorry, you lose. :)

Nope. I select all my files using drag select or the middle button as outlined above, and select delete from the icons menu. Sorry, you lose. :-)

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2604. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 04:18:39 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2bkhav$mte@harbinger.cc.monash.edu.au>
Source record: 20640

Holyfield is Back (cmedley@wam.umd.edu) wrote:
: In article <1993Nov7.190407.27044@infodev.cam.ac.uk>,
: C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
: >In article <2bitd8$375@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Holyfield is
: >
: >By all means, include hot keys as an alternative, but making a user have to
: >memorise dozens of key sequences because the mouse control is slow and clumsy is
: >surely a desing fault?
: >

: There are cases where you simply can not make everything available with a
: few button presses. Here's an example... a hierarchical menu system. To
: get to a button 3-4 levels down, you have to navigate the cascading menus.

: If you can get the same place with one keystroke, which is better?

: For the novice, it makes sure they know what they want via the menu hierarchy
: and removes ambiguity and groups objects visually by their function. A
: good thing.

: For the expert, the key equivalent offers a powerful alternative. A good
: thing.

The problem with key equivalents is that everyone seems to have their
own way of doing it. MS-DOS apps are probably the worst, with esc or
alt bringing down a menu, and every editor and comms package uses
different keys to do the same thing.

Most GUI apps are getting better, but I have noticed that a lot of
Windows apps seem to mix freely between pull down menus and radio
buttons. For small lists, radio buttons or check boxes are better.
EG. Use Windows Setup, pull down the options menu by clicking once,
then select the option you want, clicking again. It would have been
much easier to have four buttons on the menu bar, requiring only one
click to get to that sub-window/program.

The worst thing about windows is when one app really wants your
attention because something has gone wrong. It locks you out of
all other apps and doesn't let you try to fix it (in the background).
You have to see to it and then either fix it or do something else.
There are times when the app isn't worth bothering with, but it forces
you to stop what you're doing and fix it ;-/

- Jim

# 2605. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 05:38:23 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2bkm0f$jdq@news.dmpe.CSIRO.AU>
Source record: 20641

While all you fools are arguing about 24bit/15-16bit/Ham8 color, has anyone
ever seen a picture that uses 24bit fully?
Any picture is limited in it's colors by the number of pixels on screen. So
for me, if a picture uses it's full abilities, by one color per pixel, the most
I have ever seen is 1280*1024 = 1310720 pixels, so please explain it to me ....
or is this a valid point ... ?

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

# 2606. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 05:54:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdddf24@troed.ct.se>
Source record: 20642

In a message of 07 Nov 93 19:28:24, Ricardo Hernandez Muchado wrote:

RH> For animation and viewing pictures, it is.

BULLSHIT.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2607. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 05:55:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdddf66@troed.ct.se>
Source record: 20643

In a message of 07 Nov 93 19:27:32, Ricardo Hernandez Muchado wrote:

RH> They are vaporware. They are not ATARI's.

Oh .. clones doesn't exist - they aren't IBM.

RH> Nope, but you say PC-compatible. Not IBM 486 machine. You are saying
RH> 040 ATARI. There are some differences.

What should we call them - 040 TOS Compatible Atari Software using machines?
I'd call that 040-Atari.

RH> Not all the people would like to send their motherboard in over
RH> mail and wait and get it back you know.

This is NOW, if the market picks up, surely they will sell complete setups.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2608. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 07:33:29 UTC
From: Brian J Haythorn <bh2d+@andrew.cmu.edu>
Message-ID: <UgrTN9200WBOQzF_FS@andrew.cmu.edu>
Source record: 20644

Excerpts from netnews.comp.sys.atari.advocacy: 7-Nov-93 Re: More final 1200/Falc wo.. by Kendall H. Gelner@flammu

> In article <kgr0vTa00WBN0=YaJ0@andrew.cmu.edu> Brian J Haythorn <bh2d+@andrew.cm
> u.edu> writes:
> <lots of old stuff deleted>
> Perhaps you have never heard of NeXTstep. In five years, this is what
> we ALL will be using. Once the bugs are worked out, it will be the best
> operating system in the world, not to mention the fact thet it is 100%
> object oriented and cross platform binary compatible.
> ------------------------------
>
> As much as I personally like NeXTstep, I have a hard time seeing it
> having much of a future. With Windows NT (which I detest on
> principal, It just can't be good if it's derived from Windows!!) and
> OS/2 coming along, I really think these will be the OS's of the future.

I disagree. From what I have heard, NT is not doing well at all. In fact, most PC users I know say that it is nothing but Windows + Novell. I hear that it is incompatible and clumbsy. I also have heard that whenever Bill Gates doesn't seem to be happy with it's sales. I realize that rumor is not entirely reliable, but I think that if it were doing well, then that is what I would be hearing predominantly. OS/2 I think is a decent system, but the pure brilliance behind some of NeXTstep's features is bound to catch on, regardless of weather it is the actual OS of the future.

>
> I could be wrong though - perhaps the arrivial of the PowerPC chip
> will shake up the OS market, and good OS's will rise to the top.
> There is just too much power behind Micrsoft to let other OS's take
> over.

If they don't, then the shitty ones will hopefully learn from their ideas.

>
> Just as a side note, if you think the arguments here get bad, you
> should read the comp.sys.powerpc group!! Those guys are vicious...
tell me about it.... :)

>
> --
> ---> Kendall Gelner (kendall@rice.edu)

# 2609. Re: Development environment and OS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 12:24:14 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311081220.AA01171@ash34>
Source record: 20645

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes...

>In a message of 30 Oct 93 10:47:32, William Fang wrote:

>WF> : Who cares ? That's completely irrelevant to my point, ie: the
>WF> : installed base for Atari will be 030+ when the installed base for the
>WF> : Amiga will be 020+
>WF> What point was that?

>If you can't see the point - try glasses.

WHAT installed base - 20 to 30 thousand Falcons?? The vast
majority of Ataris will continue to be 68K based with the STe/ST

>030+

What does the plus mean? You CANT get a Falcon with a 68040. You
cant even get one with proper 32 bit memory access or one that goes
faster than 16 MHz.

FACT: About 300 000 A1200s have been sold TO DATE. Thats what I call
a userbase!

FACT: You can get Amigas in 020, 030 and 040 versions OUT OF THE BOX

FACT: The Amiga 030 machine runs at 25 MHz - not the 16 Mhz of the
Falcon

Gavan

## 2610. Video

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 12:26:49 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311081223.AA01176@ash34>
Source record: 20646

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes ...

>To all Amigoids arguing about AGA video beating VIDEL (Falcon) video:

>Just received a little .TGA viewer for my Falcon.

>Sourcecode commented in french - I've only studied english and german ... but I
>think I got this right ...

>The programs shows 504K colors using a 24bit palette.

>That is more than HAM8.

>It looks INCREDIBLE! (YES it looks better than the normal Falcon TC)

Ah, another great RT Falcon hack - like the dual 256 colour
playfields and the amazing double speed 16 bit bus that gives the
Falcon CPU 32 bit access.....

Gavan

# 2611. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 12:32:36 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311081229.AA01181@ash34>
Source record: 20647

aa728@Freenet.carleton.ca (Blair Dean) writes...

>>There are obvious points here.
>>1) Buy a hard drive.

>The Falcon comes with one.

SO does the A1200 at that price level. Or of course the A4000/030 which cost about the same but has a CPU capable of delivering at least 3x the Raw power of the Falcons 16 bit limited 030. (Oh, not to mention expansion slots which take cards like True 24 bit displays, 040 expansions etc.)

>>With Chip Mem: maybe not.
>>With Chip + Fast Mem: certainly seems so.
>>
>Adding more _stuff_ to beat a Falcon out of the box?

sigh. All this adding stuff still makes it far less expensive than an F030 and you can add stuff as you can afford it.

>>----------------------------------------------------------------
>>Elof<> A4000/030: 25 MHz '030 + '882, 6Mb RAM 170Mb Hard disk
>>FRONTIER ALIEN BREED II URIDIUM 2 HIRED GUNS: Amiga Power!
>>----------------------------------------------------------------

Read this and weep Falcon owners - LOOK : SOFTWARE.

You dont see a lot of this on the Falcon as it has proved so unpopular with the computer buying public that NOONE BOTHERS TO MAKE SOFTWARE FOR IT!

Gavan

# 2612. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 12:47:09 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311081243.AA01194@ash34>
Source record: 20648

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes..

>|> You **cannot** bring up
>|> the A1200 I/O to F030 standards without spending exactly the same,

> Not the SCSI-II, granted. The MIDI, LAN and SCSI I, yes. And
>you have a 50Mhz/50Mhz FPU machine too. This is also useful you know.

Actually, AFAIK the F030 only has the SCSI-II command set. It doesnt
offer the speedup offered by the SCSI-II fast and wide standards,
it`s not that much better than SCSI-I - especially as most F030
users will buy SCSI-I drives since they are cheaper and more
plentiful.

BTW; CSA have released a card that fits in the trapdoor slot of
A1200s that gives a 50 MHz 030, a socket for an MMU, expansion
potential to 128Mb RAM (via SIMMS) and a SCSI interface (presumably
SCSI-I)

Other cards are availble that give similar specs and there is
supposedly an ICD card similar to the above that gives true SCSI-II

IF you really want all this stuff, then its available to buy. On the
other hand, most people will be happy with the base A1200 and may
expand the system slowly and as they can afford it.

How much is there in the way of faster CPUs for the F030. A 16Mhz
030 with only 16bit ram access isnt really going to give users the
sort of raw CPU speed they need for power hungry applications like
DTP or ray tracing is it??

(and dont spoof about the DSP - there is virtually NO software that
uses it to do anything useful)

Gavan

# 2613. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 12:56:45 UTC
From: jimmy@uhunix3.uhcc.Hawaii.Edu
Message-ID: <CG6ByL.JIL@news.Hawaii.Edu>
Source record: 20650

In article <2bjpgm$2nj@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>As long as we're discussing opinions, I think "screens" as used by the Amiga
>(the only "screen"ing systems I've seen) is really dumb. I prefer to have
>all of my windows on the same desktop space.

In your opinion.

What happens if you have one window that is 8-bit and another window that is in 16-bit and maybe another in 24-bit?

Can all three windows co-exist on your desktop space?

Having screens on the Amiga are a definite plus. You can have different resolutions on each screen and for me, each screen is only a few clicks with the mouse away. Screen cycling via mouse is so easy, don't need Amiga-N.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 2614. Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 12:59:43 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311081256.AA01202@ash34>
Source record: 20649

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes.....

>People has been talking about the fact that there's no official 040 models of
>the Atari computers available .. lack of a decent workstation .. well .. if you
>really NEED a 040-computer .. take a look at this .. it's NOT an official Atari
>computer - it's a CLONE .. damn compatible though .. :-)

>-/- Quote -/-

>MEDUSA specs revised

> o Motorola 68040 running at 32MHz (clock doubled, as usual)
> o 8 Mb FAST-ram (up to 128 Mb on board) (uses vram for first 8)
> o 32-bit local bus @ 32 MHz c/w 12 slots
> 6x100 way Medusa bus, 4x80 way Atari bus, 2x60 way memory bus
> o 85 Mb/sec write to memory, 73 Mb/sec read
> o 32-bit TOS 2.06 (slightly modified) running at 32 MHz
> o Tower case
> o benchmarked at 26 Mips/ 4.5 MFlops

>Planned/Available expansions:

>not planned o Graphics adaptor card
>not planned o Motorola 68060 cpu card
>planned o DSP card
>available o SCSI-2 card
>available o 16 bit VME card / Laser card (no - I don't know why you
> need a card for a laser printer)

>It costs around 1400 UK pounds. I'm planning on spending around 2000
>early next year on a computer, and this looks like the best way yet
>to keep my software investment :-)

>-/- Quote End -/-

>Now stop the "Haha, no 040-Atari thread" .. I reckon this to be one of the
>fastest 040 models you can get ...

>I would like to see a Falcon040 RELEASED though .. (they do ofcourse exist as
>developers machines .. )

Dream on Rickard. Who the hell would want such a machine if its
not an official Atari release? Just what software will even RUN on
the machine? Does it actually exist? - You seem to make things up
when challenged about the shortcomings of the Falcon.

Seems to me that even IF this mythical machine exists (a big IF),
people who want an 040 machine will buy an A4000/040 or a Mac Quadra.

BTW _ is this machine actually FALCON compatible - or is it just an
ST with an 040 processor - there is a BIG difference.

Gavan.

# 2615. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 13:20:00 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311081316.AA01218@ash34>
Source record: 20651

sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes...

>In article <1993Nov02.180029.46943@rchland.ibm.com>, ricardo@rchland.vnet.ibm.co
>m (Ricardo Hernandez Muchado) writes:
>}
>} While I won't continue the thread (I never exactly did), why it has
>} to stop. THERE IS NO 040-ATARI. It's the truth. Seems to like you
>} have been to used to vaporware Rickard.
>}

[deleted]

>Now it is true that this is not made by Atari, but they get the ROMs from
>Atari, and the O/S is the same, and the peripherals work etc. etc.
>Basically it's a clone. But then - when we say PC-compatible it doesn't
>have to be made by IBM to get the "seal of approval". I think it is valid
>to claim this is an 040 Atari.

Its an ST clone with an 040 processor. Its NOT an 040 Falcon and
^^^^^^^^^^^^^^^^^^^^^
frankly, I think you could just take an 040 Amiga (the A4000/040)
and run an ST emulator on it to get the same effect.

Gavan

# 2616. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 13:33:50 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311081330.AA01226@ash34>
Source record: 20652

mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes..

>However, what you are talking about here is whole screen dumping from
>harddisc, each a frame of animation. Now that's just silly.
>If I had a large harddisc, and some nice raytracing software (and
>a lot of time) then maybe I too would use this option.
>I agree then that you could use the harddisc for that purpose, but
>what about 1200 users with no harddisc.

[deleted]

>Now you must agree with me here: for software that uses the cpu and
>conventional approaches to animatio, and by animation, I mean animation
>found in games, demoes, etc, without the brute force applied by the
>harddisc to screen effort, HAM8 is slow, ugly and hard to administrate.

Do you know _anything_ about computer animation? Heres how it
works:

You render a frame of animation. (you`ll need a beefy 040 at
least for maximum speed - a weedy 16/32 030 at 16Mhz is unlikely to
cut it)
You save it to a mass storage medium
You do the next frame.

When you have done all the frames you record them a frame at
a time using a film system or a single frame video recorder/laser
disk.

Of late, with the advent of high powered desktop machines you
can actually animate in real time on your computer screen - again
this is by effectivly replaying digital video. Usually, it is
cheaper to go for the single frame approach if you are doing it
professionally. For personal users, replay off hard disk (or CD
using MPEG) is a much better option.

In all these cases HAM8 is a better bet as it offers more colours
and higher resolution than the `16-bit` (actually, its only really
as usable as 15-bit since the extra green level isnt much use on its
own). There is NO DOUBT that a HAM8 picture is closer to a 24-bit
picture than a Falcon 15/16 bit screen - and all with half the
memory - very useful for real time animations.

Gavan

# 2617. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 13:38:32 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311081334.AA01235@ash34>
Source record: 20653

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes...

>In a message of 02 Nov 93 19:00:29, Ricardo Hernandez Muchado wrote:

>RH> While I won't continue the thread (I never exactly did), why it has
>RH> to stop. THERE IS NO 040-ATARI. It's the truth. Seems to like you
>RH> have been to used to vaporware Rickard.

>What's your bloody problem? The Medusa exists, which is an Atari-compatible
>040-machine - that sounds like a 040-ATARI to me ..

No - its an 040 MEDUSA. I think Atari lawyers might have
something to say if they called the machine an Atari.

It still isnt widely available nor is it Falcon compatible.

Gavan

# 2618. Re: Jaquar stats

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 14:09:45 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1539@usdtsg.DaytonOH.NCR.COM>
Source record: 20656

In article <2bct4l$i2c@ub.d.umn.edu> cbusch@ub.d.umn.edu (Chris) writes:
>
>Does anyone have any stats on the jaquar?

Chech out the file AEO_SE_J.ZIP (I think that's the name) - you
can get it at atari.archive.umich.edu and its mirrors, and other FTPs
sites. It basically has a list of Jag secs, and I believe an image
of the Jaguar logo, etc...

Rob

...one of the popular mirror sites is wuarchive.wustl.edu, in
the mirrors/archive.umich.edu/atari directory...

(the file is probably under a subdirectory called Magazines)

# 2619. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 14:20:55 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2blkk7$ndu@mojo.eng.umd.edu>
Source record: 20654

In article <1993Nov07.183211.19985@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>
> While I don't say the 68030 in the Falcon makes the machine 16-bit, it
>surely cripples the machine the way it is implemented. By crippling I mean:
>not taking full advantage of the 68030's potential.

If I remember correctly, the Amiga 4000 does not support the 68040's burst mode so it isn't as fast as it could be.

By your definition, the Amiga 4000 is crippled since it doesn't take full advantage of the 68040's potential.

Personally, I don't think the Amiga 4000 is crippled. I think it's a nice machine. I've always disliked the phrase "crippled" since it implies that the machine is useless and I consider it somewhat of a thinly veiled putdown.

Just out of curosity, have you actually used a Falcon030 for any extended period of time? It's really a nice little machine. In my opinion, most people wouldn't even guess that it had a 16-bit CPU to memory interface based on its performance alone. A lot of the demos that I've seen are extremely impressive.

--Gerry

# 2620. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 14:48:00 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <2blm70$2om@Tut.MsState.Edu>
Source record: 20655
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bkgkq$mte@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>Skip Sauls (skip@cy.cs.olemiss.edu) wrote:
>: In article <1993Nov7.221510.3419@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>: >In article <2bjpgm$2nj@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>: >|> As long as we're discussing opinions, I think "screens" as used by
>: >|>the Amiga (the only "screen"ing systems I've seen) is really dumb.
>: >|>I prefer to have all of my windows on the same desktop space.
>: >
>: >Oh yes, absoloutley. Lets waste megabytes of memory running Emacs in
>: >24 bit colour because your Paint package needs it, and let's have to
>: >spend huge amounts of money on massive monitors and hi res 24 bit
>: >graphics cards to stop your desktop getting cluttered as hell. How
>: >*very* sensible
>
>: I'm currently running OS/2 with a 1024x768 16bit screen. Starting
>: Emacs and then checking on its memory use reveals that the shell it
>: is running in owns 220k and is using 132k and that the program itself
>: owns 312k and is using 168k. Funny, that doesn't appear to be wasting
>: megabytes to me. Gee, do you think that perhaps text-mode only apps
>: are actually being emulated as such and not using some ridiculous
>: bitmap-text scheme?
>
>I think OS/2 makes everything in some bitmap-way. You may be using
>non-proportional fonts, but OS/2 doesn't use text-mode unless in
>full-screen mode (say emulating a DOS box). Unless OS/2 has got
>some funky way of interleaving hi-res bit maps with lower vesa text
>modes.

What I meant was that it (OS/2) isn't drawing the image in main memory and then blasting the image onto the screen. The program itself does not allocate memory for a screen bitmap, it only needs to worry about the 2k or so needed for the text display. A word processor with font support is a bit different, but the amount of memory used is not on the order of megabytes of memory as Mr. Brown implies.

>Having everything on the one screen may not be so great when using
>a non-accelerated card. I switched back to 800x600x16 because it
>was too slow in 800x600x256 when scrolling down in some of the
>Windows text editors. You can notice the difference in speed.
>Problem is my 256 colour backdrop of Elle MacPherson looks rather
>sickly now ;-(. I have to use a few anime girls from KOR now.

What sort of video board do you have? I use an ET4000 ISA board at work which is non-acclerated (and a relative dog compared to my ATI board in my personal machine) but it is usually faster in the 256 color modes than in the 16 color modes. Based on my own programming experiences with the same board, I've come to the conclusion that this is generally true because the pixels are chunky instead of planar and as a result require fewer reads and writes.

>I'm not too sure how it works, but there doesn't seem to be much
>chance of running out of video ram in a clone box. Where do they
>store the hidden parts of windows and applications? Judging from
>the big black empty space windows must redraw when applications
>have been moved, I guess each program must tell Windows what to
>redraw?

Windows and OS/2 use the equivalent of the dumb-refresh windows found on the Amiga. The window borders, text, and other parts are drawn algorithmically, although some icons are bitmaps. Bitmaps within the window are bit-blasted, but some of the graphics are of the structured drawing type and are redrawn each time. (Am I the only person who absolutely hates structured drawing type graphics? Ugh, I can't stand the flat look of these things, it's too much like clip-art.) Some of the windows acclerators use cached bitmaps for icons, window gadgets, and other small bitmaps. They are cached in the free memory that is usually left over on the video board, resulting in significantly faster redraws for certain objects. A good driver will also perform a bit-blit when moving a window around instead of a redraw, so long as the window is not moved off-screen.

Skip Sauls
skip@cy.cs.olemiss.edu

# 2621. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 16:18:47 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311081615.AA00814@ash31>
Source record: 20657

karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes...

>While all you fools are arguing about 24bit/15-16bit/Ham8 color, has anyone
>ever seen a picture that uses 24bit fully?
>Any picture is limited in it's colors by the number of pixels on screen. So
>for me, if a picture uses it's full abilities, by one color per pixel, the most
>I have ever seen is 1280*1024 = 1310720 pixels, so please explain it to me ....
>or is this a valid point ... ?

>Karl.

The advantage of 24 bit is its improved dynamic range, even if
you cant get all the colours onscreen at once. Pictures look
punchier and more photorealistic than those with less colours.

Simply put, the more colours you can have to choose from and on
screen, the better your picture will look. HAM8 has a true 24-bit
pallette and 18 bit onscreen, so will look better than the 15/16 bit
F030 mode. 24 bit is obviously better still, but for most display
purposes HAM8 is closer. Its very hard to tell the difference
between ham8 and 24-bit, but 24-bit is obviously better (though it
takes 3x the memory)

Gavan

# 2622. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 16:27:34 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bls1mINNbec@tom.rz.uni-passau.de>
Source record: 20658

In article <1993Nov5.013021.19668@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>
>Yes, there's the Amiga 4000 emulating an ST too. :-)

Quite right, it emulates an ST, an 8 MHz 68000 machine with
320*200*16
640*200*4
640*200/bw
graphics resolution (the latter one INTERLACED).

Are there no REAL emulators (i.e. emulating a graphics board (after all,
the ST HAS retargetable graphics), or STE/TT sound capabilities?)

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2623. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 16:44:31 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2blt1f$ovi@harbinger.cc.monash.edu.au>
Source record: 20661

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
: In a message of 07 Nov 93 19:27:32, Ricardo Hernandez Muchado wrote:

: RH> They are vaporware. They are not ATARI's.

: Oh .. clones doesn't exist - they aren't IBM.

: RH> Nope, but you say PC-compatible. Not IBM 486 machine. You are saying
: RH> 040 ATARI. There are some differences.

: What should we call them - 040 TOS Compatible Atari Software using machines?
: I'd call that 040-Atari.

: RH> Not all the people would like to send their motherboard in over
: RH> mail and wait and get it back you know.

: This is NOW, if the market picks up, surely they will sell complete setups.

Also on the really-unbelievable-priced-and-low-volume-products topic,
I'll add:

Yes, I believe every Amiga owner is rushing out to get the Video Toaster
screamers, which is a couple of MIPS R4400 chips stuck together + RAM
+ SCSI-II HD which only puts a $10K dint in your wallet! Let's see
you match that Rickard!

(sarcasm off).

You're actings as 040-Atari was a new thing or something Rickard. Why
not bring out the 040-Atari-520's months ago, as some folks can whip out
their 040 based Amiga 500's? ;-) I'll bet a floppy disk that there
are more 040 Amiga-500's than 040 Falcons ;-)

- Jim

# 2624. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 16:46:53 UTC
From: klump@kirk.fmi.uni-passau.de
Message-ID: <2blt5tlNNbr1@tom.rz.uni-passau.de>
Source record: 20659

In article <1993Nov5.013021.19668@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>In article <2cd89fc8@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>|> In a message of 02 Nov 93 19:00:29, Ricardo Hernandez Muchado wrote:
>|>
>|> RH> While I won't continue the thread (I never exactly did), why it has
>|> RH> to stop. THERE IS NO 040-ATARI. It's the truth. Seems to like you
>|> RH> have been to used to vaporware Rickard.
>|>
>|> What's your bloody problem? The Medusa exists, which is an Atari-compatible
>|> 040-machine - that sounds like a 040-ATARI to me ..
>|>
>|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>|> + SYNC -------- Opinions expressed are definitely not my own! -------+
>|>
>
>Yes, there's the Amiga 4000 emulating an ST too. :-)
>
>--
>Chris Brown
>
Sorry,but do you mean the Amtari-emulator?
It doesn't work at all with an A4000!! :-(
Amtari fails in the A4000/30 because of the missing MMU and it fails in
the A4000/40 because of TOS' troubles with the 68040-Processor. (Tests in
Amiga(M&T), AmigaPlus and AmigaSpecial over here in Germany)

Here 's my Question to Medusa-users:
Does TOS 2.06 solve this Problem or do you need a Patch for that?
Mail me, please!

Ciao,
Karsten

email klump@peschl.fmi.uni-passau.de
Karsten Klump
---
A4000/40 10MB RAM 240/105/88MB SCSI Disk-Capacity (Seagate was terminated :-)
---

Sorry, but I couldn't resist ;-))

# 2625. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 16:49:21 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bltahINNbrk@tom.rz.uni-passau.de>
Source record: 20660

In article <1993Nov5.134548.2431@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:

>Windows, Icons, Pull down menus, cycle gadgets, radio buttons, file requestors,
>screenmode requestors, font requestors etc etc.. All these things have a standard
>look and feel (not everyone may use it, but that situation is improving) IMO
^^^^^^^^^^^^^^^^^^^^^^^^
Some kind of understatement here, right? And what about file requestors?
(OK, BOOPSI, but the ST line always had a standard File Selector Box,
that could of course be replaced with your favourite one (e.g. Selectric
or MFSFM (for extended File Systems, such as the MINIXFS). PLUS, all clean
applications run from TOS v.99 to MultiTOS.
And, we also have windows, icons, pull down menus, radio buttons, a kind
of screenmode requestor (well, switching screen mode is slower than on the
Amiga, and less elegant). And for cycling through windows we use a key
instead of a gadget.

>Workbench is one of the most 'solid' looking GUI's around. GEM just looks cheap
>and nasty, Windows *is* cheap and nasty, X windows is probably my favourite GUI
^^^^^^^^^
Depending on the GEM version and additional software one uses. VDIfont
e.g. replaces the original (ugly, IMHO) font with a different one,
different icons are a great improvement (TOS 2.x,3.x,4.x) and Gemini
(THE replacement desktop) is even better (where is Gemini 2, btw? I've
got 50 DM to spend :-)). And don't say you are not using any useful
system enhancements, just because they are not by Commodore (tm) and
therefore these ones don't count...

>(Because it's even more customisable than Workbench) and I would probably place
>the Mac GUI somewhere around the same level as Windows (It's slow, akward and
>messy)

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2626. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 17:35:03 UTC
From: jph@anaconda.Bloomington.IN.US
Message-ID: <jph.071e@anaconda.Bloomington.IN.US>
Source record: 20672
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov8.002956.5043W@baron.edb.tih.no> larsg@edb.tih.no (Lars Garden,o93) writes:

> Anyway - my guess is that the first AAA-machine is going to have a '060-CPU,
> because rewriting the OS for a RISC CPU may take a while.

From all appearances, the 060 will rival many of the RISC CPUs...

Haynie's convo last night seemed to indicate that an A5000 would
have an M-40 or M-60-class CPU as the default, and a RISC CPU as
a plug-in option.

--
Joseph Hillenburg (xterm), NPS Technologies, Bloomington, Indiana
UUCP: jph@anaconda.Bloomington.IN.US \ /
"My OTHER computer is a CM-5" +----o0o----+
Long live the Hornet

# 2627. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 17:36:31 UTC
From: jph@anaconda.Bloomington.IN.US
Message-ID: <jph.0728@anaconda.Bloomington.IN.US>
Source record: 20673
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bk9ig$mka@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Holyfield is Back) writes:

> Depends. Soemtimes if you have 150 files in a directory, you may spend a lot
> of time scrolling around looking for the files. If you know the file
> names you could do:
>
> rm file1 file2 file3 file4 file5 file6
>
> on an Atari with MiNT. Change the rm to del for PC users. :)

Or on the Amiga:

rm file?

Or on Unix:

rm file[1-6]

:)

--
Joseph Hillenburg (xterm), NPS Technologies, Bloomington, Indiana
UUCP: jph@anaconda.Bloomington.IN.US \ /
"My OTHER computer is a CM-5" +----o0o----+
Long live the Hornet

# 2628. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 17:37:32 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2bm04s$p6p@harbinger.cc.monash.edu.au>
Source record: 20662

Gerry Mon (gerrymon@eng.umd.edu) wrote:
: >But calling something true colour just because there is no CLUT is stupid,
: >because this would then apply to a monochrome ZX81, or an Amiga displaying a 0
[...]

: Why is this stupid? Atari's definition of True Color is a good
: definition: The bits that represent the pixel represent the True
: Color of that pixel as opposed to being a pointer to a CLUT. Hence,
: they call it a True Color Mode.

Why is no lookup table better than a method that does use a lookup
table? Let's say C16 has a 16 bit palette and uses "True Colour"
and C24 has a 24 bit palette and uses a lookup table.

Now given an arbitrary images, wont C24 produce a better image just
because it has a better spread of colours and is less affected by
banding due to a greater amount of shades of a single colour?

: By that definition, the ZX81 has a 1-bit True Color mode and the
: Falcon030 has a 15/16-bit True Color mode.

: Another good term that I've heard recently is Direct Color (for True
: Color modes) and Indirect Color (for CLUT based modes).

: To me, it's much more compact and elegant to decribe all the different
: video modes using as few terms as possible. In other words, it's
: better to say 16-bit True Color and 24-bit True Color as opposed to
: inventing new names for each case (i.e. HiColor and TrueColor).

: In this way, you don't have to invent a new name as technology
: improves. All you do is append the number of bits (i.e. 48-bit True
: Color).

I think you'll find that 24 bits in the practical limit to colour
registers, as the benefits of extra shades diminish quite quickly.
I'm not too sure of any systems that actually use >24 bits for
colour, as most I've heard of use the extra bits for alpha channel
and z-plane stuff.

: And there's nothing wrong with having a definition include degenerate
: cases such as the 1-bit True Color mode. In fact, lots of
: mathematical definitions have these so-called degenerate cases.

I'd prefer TrueColour to mean an image that is photorealistic. High
colour images are close, but you can still detect banding on a 16bit
image. On a 24bit images, I'd be hard-pressed to tell the difference
between the original photon and a digitized picture.

- Jim

# 2629. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 18:07:49 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov8120749@great-gray.owlnet.rice.edu>
Source record: 20671

In article <9311081334.AA01235@ash34> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>In a message of 02 Nov 93 19:00:29, Ricardo Hernandez Muchado wrote:

>RH> While I won't continue the thread (I never exactly did), why it has
>RH> to stop. THERE IS NO 040-ATARI. It's the truth. Seems to like you
>RH> have been to used to vaporware Rickard.

>What's your bloody problem? The Medusa exists, which is an Atari-compatible
>040-machine - that sounds like a 040-ATARI to me ..

No - its an 040 MEDUSA. I think Atari lawyers might have
something to say if they called the machine an Atari.

It still isnt widely available nor is it Falcon compatible.
---

In any case, it does exists - and if you want one, you can get one.

What exactly do you mean by "Falcon Compatible"? As with any machine,
it will run all of the OS compliant Apps in existance just fine.
Probably some games would break, but I am unsure on this point.

Besides, if Falcon sales are as poor as you constantly whine about,
then why is Falcon Compatibility such an issue? I personally think
that ability to run stuff written by the rules is far more important.
Besides, the said a DSP card was planned and unless they are totally
out of it, they will probably use the same OS calls to access the DSP
that the Falcon does.

--
---> Kendall Gelner (kendall@rice.edu)

# 2630. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 18:15:40 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov08.181540.45587@rchland.ibm.com>
Source record: 20665

In article <2cdddf24@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 07 Nov 93 19:28:24, Ricardo Hernandez Muchado wrote:
|>
|> RH> For animation and viewing pictures, it is.
|>
|> BULLSHIT.

You can spew all the BS you want from your mouth, but no matter what *YOU* say, animation is my biggest reason to go with an A1200.

I can do 320x200 overscan 30fps Ham8 animations that look like video (with *HUGE* deltas-> the whole screen chaning).

So before you start making an opinion again about what you don't know, think about it at least.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2631. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 18:17:44 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov08.181744.20830@rchland.ibm.com>
Source record: 20666

In article <2cdddf66@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 07 Nov 93 19:27:32, Ricardo Hernandez Muchado wrote:
|>
|> RH> They are vaporware. They are not ATARI's.
|>
|> Oh .. clones doesn't exist - they aren't IBM.

Clones DO exist. THey are not IBM. The compatability you get in
an IBM could not be the same, as say, in a GateWay.

Same goes for the service.
|>
|> RH> Nope, but you say PC-compatible. Not IBM 486 machine. You are saying
|> RH> 040 ATARI. There are some differences.
|>
|> What should we call them - 040 TOS Compatible Atari Software using machines?
|> I'd call that 040-Atari.

ATARI TT compatible.

|>
|> RH> Not all the people would like to send their motherboard in over
|> RH> mail and wait and get it back you know.
|>
|> This is NOW, if the market picks up, surely they will sell complete setups.

If the market picks up for anybody, C= will have all the mainstream
applications of the Windows World and the same with the Falcon.
Seems bloodily unlikely though.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
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>>> New internet address: raist@vnet.ibm.com <<<<

# 2632. Re: Video

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 18:19:30 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov08.181930.45729@rchland.ibm.com>
Source record: 20667

In article <9311081223.AA01176@ash34>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes ...
|>
|> >To all Amigoids arguing about AGA video beating VIDEL (Falcon) video:
|>
|> >Just received a little .TGA viewer for my Falcon.
|>
|> >Sourcecode commented in french - I've only studied english and german ... but I
|> >think I got this right ...
|>
|> >The programs shows 504K colors using a 24bit palette.
|>
|> >That is more than HAM8.
|>
|> >It looks INCREDIBLE! (YES it looks better than the normal Falcon TC)
|>
|>
|> Ah, another great RT Falcon hack - like the dual 256 colour
|> playfields

which don't even exist. Not to what the great master Rickard explained.

[stuff deleted]

|> Gavan

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2633. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 18:23:31 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov08.182331.20781@rchland.ibm.com>
Source record: 20668

In article <9311081330.AA01226@ash34>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|> mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes..
|>

[stuff deleted]

|> as usable as 15-bit since the extra green level isnt much use on its
|> own). There is NO DOUBT that a HAM8 picture is closer to a 24-bit
|> picture than a Falcon 15/16 bit screen - and all with half the
|> memory - very useful for real time animations.

EXACTLY! But ignorant master of the truth Rickard begs to differ...

|>
|> Gavan

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2634. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 18:26:49 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov08.182649.20862@rchland.ibm.com>
Source record: 20669

In article <2blkk7$ndu@mojo.eng.umd.edu>, gerrymon@eng.umd.edu (Gerry Mon) writes:
|> In article <1993Nov07.183211.19985@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> >
|> > While I don't say the 68030 in the Falcon makes the machine 16-bit, it
|> >surely cripples the machine the way it is implemented. By crippling I mean:
|> >not taking full advantage of the 68030's potential.
|>
|> If I remember correctly, the Amiga 4000 does not support the 68040's burst
|> mode so it isn't as fast as it could be.

True.

|>
|> By your definition, the Amiga 4000 is crippled since it doesn't take full
|> advantage of the 68040's potential.

True and I agree. Although I am still in the 50% to 75% range of its
speed (measured in real-world apps) and I got a 68030 @ 50Mhz!

|>
|> Personally, I don't think the Amiga 4000 is crippled. I think it's a
|> nice machine. I've always disliked the phrase "crippled" since it
|> implies that the machine is useless and I consider it somewhat of a
|> thinly veiled putdown.

No. It's not useless, same with the Falcon- it's not useless.
But doesn't live up to the hype.

|>
|> Just out of curosity, have you actually used a Falcon030 for any
|> extended period of time? It's really a nice little machine. In my
|> opinion, most people wouldn't even guess that it had a 16-bit CPU to
|> memory interface based on its performance alone. A lot of the demos
|> that I've seen are extremely impressive.

Demos are demos. They are cool to watch and that's it. How about
applications.

True, I haven't used one, and I am looking forward to use one (it's
very extremely hard to find here).

|>
|> --Gerry
|>
|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2635. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 19:33:50 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov8.193350.6031@infodev.cam.ac.uk>
Source record: 20663

In article <2bls1mINNbec@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <1993Nov5.013021.19668@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|> >
|> >Yes, there's the Amiga 4000 emulating an ST too. :-)
|>
|> Quite right, it emulates an ST, an 8 MHz 68000 machine with
|> 320*200*16
|> 640*200*4
|> 640*200/bw
|> graphics resolution (the latter one INTERLACED).

Methinks a 25MHz 68040 emulating 68000 code may run a *little* faster than an 8MHz 68000. about 30 times faster in fact, and if your ST emulator is system legal (There are several ST emulators on the Amiga, both commercial and PD), 640*400 (that is what you meant isnt it?) will not be interlaced.
BTW, did the ST's default graphics capibilities ever evolve beyond these? I know the STE has a 12 bit palette (wow!), but what abour resoloition and colour depth? (This is not counting the Falcon, I'm just curious about the STE / TT, whatever)

|>
|> Are there no REAL emulators (i.e. emulating a graphics board (after all,
|> the ST HAS retargetable graphics), or STE/TT sound capabilities?)
|>
|> Weregoose
|>
|> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
|> ------------------------------------------------------------------------------
|> - Star Trek: Our Generation -
|> - To boldly kill rats where no man has killed rats before.... -
|>

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2636. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 20:59:32 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bmbvk$d1u@darkstar.UCSC.EDU>
Source record: 20664

In article <CG6ByL.JIL@news.Hawaii.Edu> jimmy@uhunix3.uhcc.Hawaii.Edu (Jimmy Chan) writes:
>In article <2bjpgm$2nj@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>>As long as we're discussing opinions, I think "screens" as used by the Amiga
>>(the only "screen"ing systems I've seen) is really dumb. I prefer to have
>>all of my windows on the same desktop space.
>
>In your opinion.
>
>What happens if you have one window that is 8-bit and another window that
>is in 16-bit and maybe another in 24-bit?
>
>Can all three windows co-exist on your desktop space?
>
I fail to see when I'd ever need such a setup... Why not just 3 24 bit
windows? 24 bit can easily "emulate" the other two...

~Chris
>Having screens on the Amiga are a definite plus. You can have different
>resolutions on each screen and for me, each screen is only a few clicks
>with the mouse away. Screen cycling via mouse is so easy, don't need
>Amiga-N.
>
>
>
>
>--
>====================jimmy@uhunix.uhcc.hawaii.edu=======================
>

# 2637. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 21:26:24 UTC
From: verheyde@fraser.sfu.ca
Message-ID: <verheyde.752793984@sfu.ca>
Source record: 20670

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>I fail to see when I'd ever need such a setup... Why not just 3 24 bit
>windows? 24 bit can easily "emulate" the other two...

The usual answer to this is 24 bit displays are much slower than, say,
8 bit displays. You've got a 3D package rendering a nice 24 bit
animation in the background, and you are trying to type something into
a word processor. It doesn't take much to realize that you aren't
going to be able to scroll around your document as fast on a 24 bit
screen as you will on a 4/8/whatever bit screen. Of course, this is a
specific example, but the same situation holds for any set of programs
where: some programs benefit from the enhanced colour resolution, and
some do not require it. The same argument applies to spacial
resolution, for similar reasons.

--
"A working program| Neall Verheyde |"You are free,
remains an elusive| Computing Science, Philosophy |choose, that is,
thing of beauty." | Simon Fraser University |invent."
-RH Dunn | Burnaby, British Columbia | -Sartre

# 2638. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 23:05:57 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bmjcl$eo4@darkstar.UCSC.EDU>
Source record: 20674

In article <verheyde.752793984@sfu.ca> verheyde@fraser.sfu.ca (Neall Jason Verheyde) writes:
>The usual answer to this is 24 bit displays are much slower than, say,
>8 bit displays. You've got a 3D package rendering a nice 24 bit
>animation in the background, and you are trying to type something into
>a word processor. It doesn't take much to realize that you aren't
>going to be able to scroll around your document as fast on a 24 bit
>screen as you will on a 4/8/whatever bit screen. Of course, this is a
>specific example, but the same situation holds for any set of programs
>where: some programs benefit from the enhanced colour resolution, and
>some do not require it. The same argument applies to spacial
>resolution, for similar reasons.
>
If all I am doing is rendering a 24 bit image, why do I have to be in 24 bit mode on the screen? just render a 24 bit image while the screen is in monochrome, and do your word processing, and then switch to 24 bit to view the image! That's what I do, except exchange "24 bit" with "16 bit"

~Chris
>--
>"A working program| Neall Verheyde |"You are free,
>remains an elusive| Computing Science, Philosophy |choose, that is,
>thing of beauty." | Simon Fraser University |invent."
> -RH Dunn | Burnaby, British Columbia | -Sartre

# 2639. Test. Plese ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-08 23:14:32 UTC
From: guenther@sos.sh.sub.org
Message-ID: <U31293JIDODCB@sos.sh.sub.org>
Source record: 20623

Test,

Only for Weregoose.

Please excuse me for writing into the wrong group.

Weregoose

# 2640. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 01:14:59 UTC
From: Brian J Haythorn <bh2d+@andrew.cmu.edu>
Message-ID: <MgriwH_00iV1J_BdEl@andrew.cmu.edu>
Source record: 20675

Excerpts from netnews.comp.sys.atari.advocacy: 8-Nov-93 Re: Atari - 040
by Gavan Martin Moran@athma
> Its an ST clone with an 040 processor. Its NOT an 040 Falcon and
> ^^^^^^^^^^^^^^^^^^^^
>frankly, I think you could just take an 040 Amiga (the A4000/040)
>and run an ST emulator on it to get the same effect.
>
>Gavan

Are you referring to the silly thing that one of my friends showed me a couple of years ago that runs about 1 out of 10 programs slowly using illegaly copied 1.4 roms.

# 2641. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 02:41:11 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov8204111@great-gray.owlnet.rice.edu>
Source record: 20679

In article <1993Nov8.193350.6031@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
<lots of stuff deleted>
BTW, did the ST's default graphics capibilities ever evolve beyond these? I know
the STE has a 12 bit palette (wow!), but what abour resoloition and colour depth?
(This is not counting the Falcon, I'm just curious about the STE / TT, whatever)
---

Well, I don't see why you can't count the Falcon since it is now the
low end of the ST market, but aside from that the TT has larger
graphics modes with more colors than normal ST's. I don't exactly
know the specs though...

--
---> Kendall Gelner (kendall@rice.edu)

# 2642. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 02:42:27 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov9.024227.20075@infodev.cam.ac.uk>
Source record: 20676

In article <2bmbvk$d1u@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In article <CG6ByL.JIL@news.Hawaii.Edu> jimmy@uhunix3.uhcc.Hawaii.Edu (Jimmy Chan) writes:
|> >In article <2bjpgm$2nj@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|> >>As long as we're discussing opinions, I think "screens" as used by the Amiga
|> >>(the only "screen"ing systems I've seen) is really dumb. I prefer to have
|> >>all of my windows on the same desktop space.
|> >
|> >In your opinion.
|> >
|> >What happens if you have one window that is 8-bit and another window that
|> >is in 16-bit and maybe another in 24-bit?
|> >
|> >Can all three windows co-exist on your desktop space?
|> >
|> I fail to see when I'd ever need such a setup... Why not just 3 24 bit
|> windows? 24 bit can easily "emulate" the other two...

Ok, do I have to spell this out? Consider the following. You are running your Desktop in 720*534 in 8 colours, your paint package in 800*600 in 256 colours, and EMACS in 640*512 in 2 colours. Now lets consider the different ways of implementing this.

1) Screens.
720*534 in 8 colours uses 144180 bytes
800*600 in 256 colours uses 480000 bytes
640*512 in 2 colours uses 40960 bytes
Total usage of video memory, 665140 bytes, or 0.634 megabytes

2) Running all these in windows on a 1280*1024 24 bit screen
The screen alone uses 3932160 bytes, which is exactly 3.75 megabytes. This is before you start worrying about where you are going to store bits of overlapping windows.

The end result is pretty much the same. One uses 2/3 of a megabyte. The other uses 3 3/4 megabytes. Pretty convincing argument in favour of screens I think. Oh, and before you say 'but you dont have a 24 bit application, and a 16 bit application running', that is pretty irrelevant. 24 bit 800*600 still uses less memory than 24 bit 1280*1024

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2643. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 02:49:47 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov8204947@great-gray.owlnet.rice.edu>
Source record: 20677

In article <2bm04s$p6p@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
Gerry Mon (gerrymon@eng.umd.edu) wrote:
: >But calling something true colour just because there is no CLUT is stupid,
: >because this would then apply to a monochrome ZX81, or an Amiga displaying a 0
[...]

: Why is this stupid? Atari's definition of True Color is a good
: definition: The bits that represent the pixel represent the True
: Color of that pixel as opposed to being a pointer to a CLUT. Hence,
: they call it a True Color Mode.

Why is no lookup table better than a method that does use a lookup
table? Let's say C16 has a 16 bit palette and uses "True Colour"
and C24 has a 24 bit palette and uses a lookup table.
---

Aha!! No one ever said that 16-bit true color beats a CLUT 24 bit
(well, it does if you have a real small CLUT, but I believe you mean
HAM8 which seems to deliver a large number of colors on screen). What
we do say is that the X definition of True Color is much more logical.

Now given an arbitrary images, wont C24 produce a better image just
because it has a better spread of colours and is less affected by
banding due to a greater amount of shades of a single colour?
---
Sure, I guess.

: In this way, you don't have to invent a new name as technology
: improves. All you do is append the number of bits (i.e. 48-bit True
: Color).

I think you'll find that 24 bits in the practical limit to colour
registers, as the benefits of extra shades diminish quite quickly.
I'm not too sure of any systems that actually use >24 bits for
colour, as most I've heard of use the extra bits for alpha channel
and z-plane stuff.
---

I'm sure someone said 8 years ago that 8 bits was the practical limit
for color images. I agree that 24 bit is very good, but it can get
better!!

---
: And there's nothing wrong with having a definition include degenerate
: cases such as the 1-bit True Color mode. In fact, lots of
: mathematical definitions have these so-called degenerate cases.

I'd prefer TrueColour to mean an image that is photorealistic. High colour images are close, but you can still detect banding on a 16bit image. On a 24bit images, I'd be hard-pressed to tell the difference between the original photon and a digitized picture.

---

I do not consider 24-bit images to be photorealistic. Therefore, 24-bit graphics are not true color by your definition.

--
---> Kendall Gelner (kendall@rice.edu)

# 2644. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 02:58:41 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov8205841@great-gray.owlnet.rice.edu>
Source record: 20678

In article <1993Nov08.182649.20862@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

No. It's not useless, same with the Falcon- it's not useless.
But doesn't live up to the hype.
---

I beg to differ - don't you have to advertise to have hype? :-)

The Falcon I have is everything I expected... actually a bit more,
the larger screen area than the ST is really really great!!

Plus, I personally don't consider an 8MHZ machine to have enough OOMPH
behind it to multitask well. I will admit to having some interest in
a Falcon accel. board... but then I never seem to be satisfied with
the speed I have.

--
---> Kendall Gelner (kendall@rice.edu)

# 2645. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 05:31:22 UTC
From: Brian J Haythorn <bh2d+@andrew.cmu.edu>
Message-ID: <wgrmgem00iV1863JYi@andrew.cmu.edu>
Source record: 20680

>I'd prefer TrueColour to mean an image that is photorealistic. High
>colour images are close, but you can still detect banding on a 16bit
>image. On a 24bit images, I'd be hard-pressed to tell the difference
>between the original photon and a digitized picture.

That, I'm afraid depends on you'r resolution and image quality. I have seen good 256 color images that look like pictures. Likewise, a 24 bit image could potentially look very fake. This definition is rather useless as it requires a person's opinion. If you mean that true color should represent all possible colors then you are lost because there are surely more colors than 16777216. Also, if you want true color to mean all perciecvable colors then we are back to a matter of opinion. I have heard that many of the colors in 24 bit are indistinguishable. Thus we have eliminated all proposed definitions of true color from the realm of usefulness except the established one of denotating the true color of the pixel within the bitmap rather than in registers.

# 2646. Re: Development environment and OS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 05:58:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdf31a0@troed.ct.se>
Source record: 20681

In a message of 08 Nov 93 13:24:14, Gavan Martin Moran wrote:

GM> WHAT installed base - 20 to 30 thousand Falcons?? The vast
GM> majority of Ataris will continue to be 68K based with the STe/ST

Sure, did you expect EVERYONE to just JUMP high and shell out loads of money
the same day the Falcon was released?

The same argument is valid for Amiga 500 owners.

GM> >030+
GM>
GM> What does the plus mean? You CANT get a Falcon with a 68040. You
GM> cant even get one with proper 32 bit memory access or one that goes
GM> faster than 16 MHz.

You can get Atari compatibles with 040s.

GM> FACT: About 300 000 A1200s have been sold TO DATE. Thats what I call
GM> a userbase!

Source? I've asked for a source each time someone quoted those figures, still
hasn't got one. According to one of the biggest Amiga magazines in Sweden, only
5000 A1200 has been sold here.

GM> FACT: You can get Amigas in 020, 030 and 040 versions OUT OF THE BOX

Yep, EC020, EC030 and a VERY expensive 040.

GM> FACT: The Amiga 030 machine runs at 25 MHz - not the 16 Mhz of the
GM> Falcon

..without the important MMU, used when trying to run Linux for example ..

None of the Amigas are even close to the Falcon in pure performance though ...
(heard the word DSP before?)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2647. Video

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 05:59:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdf31d2@troed.ct.se>
Source record: 20682

In a message of 08 Nov 93 13:26:49, Gavan Martin Moran wrote:

GM> Ah, another great RT Falcon hack - like the dual 256 colour
GM> playfields and the amazing double speed 16 bit bus that gives the
GM> Falcon CPU 32 bit access.....

Did your parents beat you when you were young? (Or are you still very young?)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2648. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 06:01:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdf3242@troed.ct.se>
Source record: 20683

In a message of 08 Nov 93 13:32:36, Gavan Martin Moran wrote:

GM> SO does the A1200 at that price level. Or of course the A4000/030
GM> which cost about the same but has a CPU capable of delivering at
GM> least 3x the Raw power of the Falcons 16 bit limited 030. (Oh, not
GM> to mention expansion slots which take cards like True 24 bit
GM> displays, 040 expansions etc.)

3x the Falcons power ... sure .. back that statement up, fool.

GM> >Adding more _stuff_ to beat a Falcon out of the box?
GM>
GM> sigh. All this adding stuff still makes it far less expensive than
GM> an F030 and you can add stuff as you can afford it.

Bullshit. the A1200 4/85 costs $100 less than a Falcon 4/85, what do you think
you can get for $100? DSP, 16bit 8ch sound? SCSI-II?

GM> >>FRONTIER ALIEN BREED II URIDIUM 2 HIRED GUNS: Amiga Power!

GM> Read this and weep Falcon owners - LOOK : SOFTWARE.
GM>
GM> You dont see a lot of this on the Falcon as it has proved so
GM> unpopular with the computer buying public that NOONE BOTHERS TO MAKE
GM> SOFTWARE FOR IT!

Yeah .. wow ... I want games .. sure ... NOT ...

To play games - I go for the Jaguar.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2649. Re: Falcon 030 in Canada?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 06:02:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdf327a@troed.ct.se>
Source record: 20684

In a message of 08 Nov 93 13:47:09, Gavan Martin Moran wrote:

GM> Actually, AFAIK the F030 only has the SCSI-II command set. It doesnt
GM> offer the speedup offered by the SCSI-II fast and wide standards,
GM> it`s not that much better than SCSI-I - especially as most F030
GM> users will buy SCSI-I drives since they are cheaper and more
GM> plentiful.

Heard about Cd-ROMs?

GM> How much is there in the way of faster CPUs for the F030. A 16Mhz
GM> 030 with only 16bit ram access isnt really going to give users the
GM> sort of raw CPU speed they need for power hungry applications like
GM> DTP or ray tracing is it??
GM>
GM> (and dont spoof about the DSP - there is virtually NO software that
GM> uses it to do anything useful)

DSP!

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2650. Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 06:04:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdf32dc@troed.ct.se>
Source record: 20685

In a message of 08 Nov 93 13:59:43, Gavan Martin Moran wrote:

GM> Dream on Rickard. Who the hell would want such a machine if its
GM> not an official Atari release? Just what software will even RUN on
GM> the machine? Does it actually exist? - You seem to make things up
GM> when challenged about the shortcomings of the Falcon.

100% of the OS compatible Software will (ofcourse) run, it's not an Amiga you know ...

If it exists? Why not read messages from those who have ordered (and got) one before you even reply, fool.

GM> Seems to me that even IF this mythical machine exists (a big IF),
GM> people who want an 040 machine will buy an A4000/040 or a Mac Quadra.

A4000/040? I would rahter buy a PENTIUM at that AWFUL price!!!

GM> BTW _ is this machine actually FALCON compatible - or is it just an
GM> ST with an 040 processor - there is a BIG difference.

Falcon compatible? Who said that?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2651. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 06:04:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdf3304@troed.ct.se>
Source record: 20686

In a message of 08 Nov 93 14:20:00, Gavan Martin Moran wrote:

GM> Its an ST clone with an 040 processor. Its NOT an 040 Falcon and
GM> ^^^^^^^^^^^^^^^^^^^^

Noone said it was.

GM> frankly, I think you could just take an 040 Amiga (the A4000/040)
GM> and run an ST emulator on it to get the same effect.

Can it do MIDI?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2652. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 06:07:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdf338c@troed.ct.se>
Source record: 20587

In a message of 08 Nov 93 14:33:50, Gavan Martin Moran wrote:

GM> Do you know _anything_ about computer animation? Heres how it
GM> works:

Read what you wrote:

GM> You render a frame of animation. (you`ll need a beefy 040 at
GM> least for maximum speed - a weedy 16/32 030 at 16Mhz is unlikely to
GM> cut it)

The A1200 is totally USELESS that is.

GM> professionally. For personal users, replay off hard disk (or CD
GM> using MPEG) is a much better option.

Ah .. MPEG .. like Brainstorm has done in software on the Falcon using the DSP?

GM> and higher resolution than the `16-bit` (actually, its only really
GM> as usable as 15-bit since the extra green level isnt much use on its

Fool. It gives an extra shade of green, quite useful. (Or you can use it as an overlay bit, for video titling)

GM> own). There is NO DOUBT that a HAM8 picture is closer to a 24-bit
GM> picture than a Falcon 15/16 bit screen - and all with half the
GM> memory - very useful for real time animations.

Yep, but that's it.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2653. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 06:07:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdf33aa@troed.ct.se>
Source record: 20588

In a message of 08 Nov 93 14:38:32, Gavan Martin Moran wrote:

GM> No - its an 040 MEDUSA. I think Atari lawyers might have
GM> something to say if they called the machine an Atari.

They buy the ROM.s from Atari .. fool ..

GM> It still isnt widely available nor is it Falcon compatible.

Noone said it was.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2654. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 06:09:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdf340a@troed.ct.se>
Source record: 20589

In a message of 08 Nov 93 17:18:47, Gavan Martin Moran wrote:

GM> The advantage of 24 bit is its improved dynamic range, even if
GM> you cant get all the colours onscreen at once. Pictures look
GM> punchier and more photorealistic than those with less colours.

...but when HAM shows its "fringes", people just turn away.

GM> Simply put, the more colours you can have to choose from and on
GM> screen, the better your picture will look. HAM8 has a true 24-bit
GM> pallette and 18 bit onscreen, so will look better than the 15/16 bit

18 bit onscreen? Fool. HAM has 8 bit onscreen .. *8* bit!

GM> purposes HAM8 is closer. Its very hard to tell the difference

Wanna bet?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2655. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 07:40:04 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bnhgkINNo5f@tom.rz.uni-passau.de>
Source record: 20590

In article <1993Nov6.212046.27754@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>Full RTG support should be available in AmigaDOS 4.0. However, most graphics
>boards are compatible with most software, and even have draggable screens. Again
>this is not a great problem, because for most applications, AGA is more than
>adequate.

You must either be talking of the 800*300 resolution in Super72 mode,
or your idea of what the term 'most applications' means is totally
different from what the rest of the computer community thinks.
You are surely not talking of editing source codes, writing texts, etc.,
because for these purposes, the Amiga surely lacks some good, flicker-free
resolutions.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2656. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 07:52:47 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bni8fINNohs@tom.rz.uni-passau.de>
Source record: 20591

In article <2bj5if$l87@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>: Also you are ignoring other concerns that I think are important. For example,
>: the display of fonts is more flexible for PCs and Macs than on the Atari
>: or Amiga. Sun is endorsing DPS, and Motif works fine with it. OS/2 and
>: Windows both have scalable outline font technology, and I know Atari is
>: *shipping* SpeedoGDOS. I have heard the Amiga has an outline font module,
>: but I am not aware yet of all the details... so feel free to expound on that.
>
>Is SpeedoGDOS display postscript? I've found that DPS is kinda slow.
>I'd prefer MS-DOS's standard textmodes for outright speed, though quite
>a few graphics accelerators for the clone-boxes run graphics intensive
>GUI's very quickly now.

Well, seems the name 'SpeedoGDOS' follows the German concept of compound words, so I'll translate it for you:

GDOS means Graphical Device Operating System, and is part of GEM's Virtual Device Interface, though not in ROM. Basically it handles output to (gosh!) graphical devices, such as printers or screens. Without this part of the OS, one usually doesn't have the ability to choose fonts in GEM etc. (well, applications got around this, but that's a different story).

Speedo is (tm) of Bitstream, this font system is distributed with X11R5, e.g..

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2657. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 07:57:20 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2bnih0$rft@harbinger.cc.monash.edu.au>
Source record: 20595

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: I fail to see when I'd ever need such a setup... Why not just 3 24 bit
: windows? 24 bit can easily "emulate" the other two...

Have every tried scrolling down a text editor in a 24bit deep screen?

Unless you've got $1000 to buy a P9000 or S3 928 VRAM board your computer
is going to plonk along at 1024x768, or even 800x600. On a dumb frame
buffer or low-end video card like Cirrus logic, high-colour and true
colour modes are so great for desktop use. Not forgetting that 24bit
at 800x600 isn't going to happen on a 1meg video card.

Trying running OS/2 and have a few DOS boxes running in windowed mode.
It does get pretty choppy. 256 colour mode is quite useful, with most
applications, but not so great for painting or displayng jpegs.

- Jim

# 2658. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 08:03:05 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2bnirp$rft@harbinger.cc.monash.edu.au>
Source record: 20597
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

J.P. Hillenburg (jph@anaconda.Bloomington.IN.US) wrote:
: In article <2bk9ig$mka@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Holyfield is Back) writes:

: > Depends. Soemtimes if you have 150 files in a directory, you may spend a lot
: > of time scrolling around looking for the files. If you know the file
: > names you could do:
: >
: > rm file1 file2 file3 file4 file5 file6
: >
: > on an Atari with MiNT. Change the rm to del for PC users. :)

: Or on the Amiga:

: rm file?

: Or on Unix:

: rm file[1-6]

How do you type "rm thisisAveRyDifficultFiLenameTOremove thisis_another ADD_IN_LOTS_OF_CAPS dir\ sysTem\ bin\" easily from a case sensitive shell?

Or have you tried ftping into systems that carry anime gifs that have very long directory names or got into systems where you have to use the shift key to type in all those funky MS-DOS style 8.3 filenames?

Much easier to click, click, click then delete ;-) or use a windows FTP program and click on the filename and hey-presto, it's on your hard-drive.

- Jim

# 2659. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 08:04:03 UTC
From: mattias@krille.update.uu.se
Message-ID: <mattias-091193140404@mac13.tdb.uu.se>
Source record: 20607

In article <jph.071e@anaconda.Bloomington.IN.US>,
jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) wrote:

> From all appearances, the 060 will rival many of the RISC CPUs...
>
> Haynie's convo last night seemed to indicate that an A5000 would
> have an M-40 or M-60-class CPU as the default, and a RISC CPU as
> a plug-in option.

What's this conf thing I keep hearing about? Are you a developer?

Inquiring minds want to know!

Mattias

# 2660. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 08:07:51 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bnj4nINNort@tom.rz.uni-passau.de>
Source record: 20592

In article <1993Nov7.190407.27044@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>AGA's (or rather 3.0's) highest resoloution is 720*1100 interlaced. AGA
>is only
>an interim soloution. AGA+ offers 1280*1024 (interlaced) and AAA (June 94)
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Chris obviously knows more than the German Amiga magazines (well, their November issues, respectively). Would you also tell us when RTG/OS4.0 will ship? I mean, I said something like 'not before CeBit'94' four months ago, and yet C= haven't proven me wrong. The same thing might happen to these vapour chipsets. Wille there also be a replacement for the soundchip? The disk I/O? I mean, both are 8 years old, aren't they? And at least the incapability of the Amiga to handle HD/ED floppies properly is annoying.

>offers
>1280*1024 24 bit non-interlaced, and much higher resoloitions, although in
>fewer
>colourts I believe.
^^^^^^^

Seems your infos are based on belief rather than on internal information from someone working for C= :-)

And, indeed the Workbench is very functional, it's that functional that third-party programmers write Mac/ST-like trashcans or Amiga users use third-party programs to copy files (instead of using the desktop's drag&drop).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2661. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 08:07:53 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2bnj4p$rh8@harbinger.cc.monash.edu.au>
Source record: 20598

William Fang (int877w@lindblat.cc.monash.edu.au) wrote:
: Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: : I fail to see when I'd ever need such a setup... Why not just 3 24 bit
: : windows? 24 bit can easily "emulate" the other two...

: Have every tried scrolling down a text editor in a 24bit deep screen?

: Unless you've got A$1000 to buy a P9000 or S3 928 VRAM board your computer
: is going to plonk along at 1024x768, or even 800x600. On a dumb frame
: buffer or low-end video card like Cirrus logic, high-colour and true
: colour modes are so great for desktop use. Not forgetting that 24bit
^^^^^
This should be "not so great". Sorry, but I got a new
newsreader that doesn't seem to allow cancelling of my
posts ;-(

: at 800x600 isn't going to happen on a 1meg video card.

: Trying running OS/2 and have a few DOS boxes running in windowed mode.
: It does get pretty choppy. 256 colour mode is quite useful, with most
: applications, but not so great for painting or displayng jpegs.

: - Jim

# 2662. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 08:14:20 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2bnjgs$rh8@harbinger.cc.monash.edu.au>
Source record: 20599

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

[...]

: If all I am doing is rendering a 24 bit image, why do I have to be in 24 bit
: mode on the screen? just render a 24 bit image while the screen is in
: monochrome, and do your word processing, and then switch to 24 bit to view
: the image! That's what I do, except exchange "24 bit" with "16 bit"

And how easy is it to change resolution or colour depth on the fly? Will your old applications have to stopped or quit and then re-run to display the image?

I tend to use Text Mode on a clone for BBS or VT-102 uses as it is much faster than bitmap mode under Windows. Also, the text is rendered much larger than on a 800x600 screen. I could run it as a Window on the main desktop, but I have to do a lot of fiddling to get the aspect size correct and drop the desktop back to 16 colours to get a decent amount of speed.

Being able to flick quickly between a lo-res text screen and a high-res graphics screen is a bonus. Having to shove everything on the same screen and change resolutions and depth all the top is not a very good method in my opinion. If that was the only way of doing things, I would, like you learn to live with it.

OS/2 allows reasonable quick movement between full-screen DOS and seamless mode as well. If OS/2 forced all DOS apps to live on the same screen I would be far from happy.

- Jim

# 2663. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 08:24:20 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bnk3kINNpa7@tom.rz.uni-passau.de>
Source record: 20593
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov7.221510.3419@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:

>Oh yes, absoloutley. Lets waste megabytes of memory running Emacs in 24 bit
>colour because your Paint package needs it, and let's have to spend huge amounts
>of money on massive monitors and hi res 24 bit graphics cards to stop your
>desktop getting cluttered as hell. How *very* sensible

First, the memory is used only once, namely for the screen itself, i.e.
a second (third, fourth, ...) application would not use more memory if
it had been started in a different screen mode.

And, the Amiga concept of screens IS nice, but it's terribly overused on
the Amiga. Why the hell does a simple 'more' replacement (muchmore)
open a screen for itself? (On the Atari, it's usually the other way
round: the standard 'more' is TOS, and the replacements work on the
desktop). And why are there even applications getting around screen mode
redirections (Amiga->DblNTSC, or whatever is redirected)?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2664. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 08:36:03 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bnkpjINNphn@tom.rz.uni-passau.de>
Source record: 20594

In article <1993Nov07.183211.19985@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> With a 16-bit data path. It criples it.

Well, the A4000/040 has a 32bit CPU running at 25 MHz connected to it's
RAM through a 14.xx MHz(?) bus and incapable to access it in burst mode.
The CPU is running at 7/7/7/7 waitstates!!!! Now what do you call crippled?
(Not to mention that nearly all custom chips of the Amiga are 16bit,
while all Falcon custom chips are 32bit).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2665. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 08:49:07 UTC
From: s1180252@giaeb.cc.monash.edu.au
Message-ID: <s1180252.752834947@giaeb>
Source record: 20600
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>How do you type "rm thisisAveRyDifficultFiLenameTOremove thisis_another
>ADD_IN_LOTS_OF_CAPS dir\ sysTem\ bin\" easily from a case sensitive shell?

Only one comment:
Filename completion is wonderful ;-)

>Or have you tried ftping into systems that carry anime gifs that have
>very long directory names or got into systems where you have to use
>the shift key to type in all those funky MS-DOS style 8.3 filenames?

Personally the shift key isn't a hassle (just use caps lock), however the 8
character limits leads to some really meaningful filenames.

>- Jim

Chuggles
My .Sig is hiding under a rock somewhere (right where Windoze should be 8-))

# 2666. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 09:08:40 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bnmmoINNl1@tom.rz.uni-passau.de>
Source record: 20596
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov8.041805.2787@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>In article <2bke7e$5ov@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>|> and the files are gone. Now, without using the keyboard, this would be:
>|>
>|> Select file one. drag all the way to the trash (I'm running 800 x 600) move
> ^^^^^^^^^^^^^^^^ Multiple select the icons using drag select, or the middle
>mouse button.

Mr. Oates obviously hasn't used GEM very much. Drag select also exists in GEM. But the Atari hasn't got a 'middle mouse button' (the Amiga hasn't one either, at least not the standard mice).

>|> the mouse to the OK button. hit it. Select file #2 .......
>|> Even with a mouse button for "Shift" I would still have to drag all the files
>|> to the trash then move the mouse back to where the OK button is.... In this
>|> case Keyboard + mouse is quicker. Sorry, you lose. :)

The 'confirm' option can be switched for /overwriting/deleting/copying/ in the 'Extras' menu. I usually only have the 'confirm' option set for overwriting files. Again, a widely unknown GEM feature :-)

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2667. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 10:02:21 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CG7yJy.MHx@barclays.co.uk>
Source record: 20601

In article <1993Nov4.160402.28221@infodev.cam.ac.uk>, cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|> In article <2ba7ac$mhb@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|> 3.0 is designed to run on an A1200 or 4000, preferably with a multisync monitor,
|> in 8 colours or more. It has not been released by it's self, and the version you
|> were using was probably a pirate copy. Of course a 4 colour 640*200 workbench
|> isnt going to win any beauty awards, but you should see it in 720*534 with 64
|> colours, using the helvetica font.
|>
I run my Falcon at 800x600x16 or x256

|> What is this 'afterthought' rubbish? The Amiga does not run without a GUI. It's on
|> ROM for goodness sake.
Re-read what he said. He said it 'look like an afterthought' not that it was an afterthought.

|> --
|> Chris Brown
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 2668. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 10:44:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdf74a6@troed.ct.se>
Source record: 20631

In a message of 08 Nov 93 17:44:31, William Fang wrote:

WF> Yes, I believe every Amiga owner is rushing out to get the Video Toaster
WF> screamers, which is a couple of MIPS R4400 chips stuck together + RAM
WF> + SCSI-II HD which only puts a $10K dint in your wallet! Let's see
WF> you match that Rickard!

Hmm ... oki ... ATW .. Atari Transputer Workstation ... consists of a Mega ST as a "driver" for a T800 (or more, RISC in parallell) based system ... 24bit 16.7 mil col (TRUE COLOUR) ... every processor has its own RAM ... I don't know all the specifications ... two of my friends has them though ... and one of them has an accelerator consisting of 5 T800s ... giving him 100 MIPS to play with ...

Official Atari computer - no add ons like a Toaster ... :-)

(Yes, it was made on request by Kodak)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2669. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 11:51:30 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.752845890@unix1.tcd.ie>
Source record: 20602

In <9311081330.AA01226@ash34> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

>mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes..

>>However, what you are talking about here is whole screen dumping from
>>harddisc, each a frame of animation. Now that's just silly.
>>If I had a large harddisc, and some nice raytracing software (and
>>a lot of time) then maybe I too would use this option.
>>I agree then that you could use the harddisc for that purpose, but
>>what about 1200 users with no harddisc.

>[deleted]

>>Now you must agree with me here: for software that uses the cpu and
>>conventional approaches to animatio, and by animation, I mean animation
>>found in games, demoes, etc, without the brute force applied by the
>>harddisc to screen effort, HAM8 is slow, ugly and hard to administrate.

> Do you know _anything_ about computer animation? Heres how it
>works:
Yes. I'm studing graphics, and my project invloves the blurr effect
in an animated environment.

> You render a frame of animation. (you`ll need a beefy 040 at
>least for maximum speed - a weedy 16/32 030 at 16Mhz is unlikely to
>cut it)
> You save it to a mass storage medium
> You do the next frame.

> When you have done all the frames you record them a frame at
>a time using a film system or a single frame video recorder/laser
>disk.

> Of late, with the advent of high powered desktop machines you
>can actually animate in real time on your computer screen - again
>this is by effectivly replaying digital video. Usually, it is
>cheaper to go for the single frame approach if you are doing it
>professionally. For personal users, replay off hard disk (or CD
>using MPEG) is a much better option.

> In all these cases HAM8 is a better bet as it offers more colours
>and higher resolution than the `16-bit` (actually, its only really
>as usable as 15-bit since the extra green level isnt much use on its
>own). There is NO DOUBT that a HAM8 picture is closer to a 24-bit
>picture than a Falcon 15/16 bit screen - and all with half the
>memory - very useful for real time animations.

I have no DOUBT that HAM8 can look good. I also maintain that due to it's setup, with large amounts of colour, you will get fringing and loss of colour contrast. With a 'true colour' mode (colour gun values) a more accurate colour reproduction is possible.

I have no DOUBT that for those serious about their realism when using digitised backgrounds and such, given the choice of using a HAM mode or a true colour mode with 16-bit colour encoding, they will pick the latter.

>Gavan

mark

# 2670. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 11:57:05 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.752846225@unix1.tcd.ie>
Source record: 20603

In <2bm04s$p6p@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>Gerry Mon (gerrymon@eng.umd.edu) wrote:
>: >But calling something true colour just because there is no CLUT is stupid,
>: >because this would then apply to a monochrome ZX81, or an Amiga displaying a 0
>[...]

>: Why is this stupid? Atari's definition of True Color is a good
>: definition: The bits that represent the pixel represent the True
>: Color of that pixel as opposed to being a pointer to a CLUT. Hence,
>: they call it a True Color Mode.

>Why is no lookup table better than a method that does use a lookup
>table? Let's say C16 has a 16 bit palette and uses "True Colour"
>and C24 has a 24 bit palette and uses a lookup table.

>Now given an arbitrary images, wont C24 produce a better image just
>because it has a better spread of colours and is less affected by
>banding due to a greater amount of shades of a single colour?

Let me say that my attempt to explain the effectiveness of true colour
is my own oppinion. Secondly, it is well known that a true colour mode, not
only saves memory with the lack of a large lookup table, but the direct
use of the colour guns reproduces better results.

Firstly, with large screen modes where the number of colours on screen
is large, it is foolish to keep a look up table of that size.
Work out the permutations of 24 bits!

Also, because the colour guns are digital to analogue, they can more
accurately reproduce colour then passing set voltages to the monitor.
There are better arguments then mine...

>- Jim

mark

# 2671. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 12:30:39 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bo2hf$ltr@darkstar.UCSC.EDU>
Source record: 20604

In article <1993Nov9.024227.20075@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>Ok, do I have to spell this out? Consider the following. You are running your
>Desktop in 720*534 in 8 colours, your paint package in 800*600 in 256 colours,
>and EMACS in 640*512 in 2 colours. Now lets consider the different ways of
>implementing this.
>
>1) Screens.
>720*534 in 8 colours uses 144180 bytes
>800*600 in 256 colours uses 480000 bytes
>640*512 in 2 colours uses 40960 bytes
>Total usage of video memory, 665140 bytes, or 0.634 megabytes
>
>2) Running all these in windows on a 1280*1024 24 bit screen
>The screen alone uses 3932160 bytes, which is exactly 3.75 megabytes. This is
>before you start worrying about where you are going to store bits of overlapping
>windows.
>
>The end result is pretty much the same. One uses 2/3 of a megabyte. The other
>uses 3 3/4 megabytes. Pretty convincing argument in favour of screens I think.
>Oh, and before you say 'but you dont have a 24 bit application, and a 16 bit
>application running', that is pretty irrelevant. 24 bit 800*600 still uses less
>memory than 24 bit 1280*1024
>
BZZZZZZZZZZZZZZZTTTTTTTTTT!!!!!!!!!! WRONG! Thank you for so easily
digging yourself into a hole. the correct answer is:

Since the max rez/colors is 800 x 600 x 256, run your desktop in this, using
only one screen, and you SAVE memory, since it is only 480000 bytes. If all
you NEED is 8 bit color, why run at more? that is what my post was about.

~Chris

>--
>Chris Brown
>
>--------------------------------------------------------------------------------
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>--------------------------------------------------------------------------------
>
>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2672. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 12:40:18 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bo33i$lu5@darkstar.UCSC.EDU>
Source record: 20605

In article <2bnih0$rft@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>Have every tried scrolling down a text editor in a 24bit deep screen?
>
Why the hell would I be scrolling text on a 24 bit screen? if I was text editing, i would be in monochrome! You have yet to show me a case where I would NEED to have a 24 bit screen, an 8 bit screen, etc. open simultaneously.

~Chris
>
>- Jim
>
>

# 2673. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 12:42:33 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CG85yy.75q@newcastle.ac.uk>
Source record: 20609
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

>In article <1993Nov8.041805.2787@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>>In article <2bke7e$5ov@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>>|> and the files are gone. Now, without using the keyboard, this would be:
>>|>
>>|> Select file one. drag all the way to the trash (I'm running 800 x 600) move
>> ^^^^^^^^^^^^^^^^ Multiple select the icons using drag select, or the middle
>>mouse button.

>>|> the mouse to the OK button. hit it. Select file #2 .......
>>|> Even with a mouse button for "Shift" I would still have to drag all the files
>>|> to the trash then move the mouse back to where the OK button is.... In this
>>|> case Keyboard + mouse is quicker. Sorry, you lose. :)
>
>

Hmmm. I do like having keyboard shortcuts for all the stuff I do - so it's a good job I bought my falcon........user assignable keyboard shortcuts for all desktop operations as standard.

Craig.

# 2674. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 12:42:52 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bo38c$lu8@darkstar.UCSC.EDU>
Source record: 20606
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bnmmoINNl1@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>Mr. Oates obviously hasn't used GEM very much. Drag select also exists
>in GEM. But the Atari hasn't got a 'middle mouse button' (the Amiga
>hasn't one either, at least not the standard mice).
>
Actually, I've been using it since 1987. :) I was taking a worst case scenario where the scatered files are not next to each other. I felt that was a more accurate test of the speed of selection. I handicapped myself, so to speak. and I like having the confirming on.

~Chris
>
>Weregoose
>
>- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
>--------------------------------------------------------------------------------
>- Star Trek: Our Generation -
>- To boldly kill rats where no man has killed rats before.... -
>
>

# 2675. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 12:47:19 UTC
From: hanscs@dhhalden.no
Message-ID: <hanscs.173.2CDF9156@dhhalden.no>
Source record: 20608

In article <mpnolan.752845890@unix1.tcd.ie> mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:
>From: mpnolan@unix1.tcd.ie (Mark Patrick Nolan)
>Subject: Re: The final word on A1200 vs Falcon (Some Hope!)
>Date: Tue, 9 Nov 1993 11:51:30 GMT

>In <9311081330.AA01226@ash34> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

>>mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes..

>I have no DOUBT that HAM8 can look good. I also maintain that due to
>it's setup, with large amounts of colour, you will get fringing and
>loss of colour contrast. With a 'true colour' mode (colour gun values)
>a more accurate colour reproduction is possible.

>I have no DOUBT that for those serious about their realism when using
>digitised backgrounds and such, given the choice of using a HAM mode or
>a true colour mode with 16-bit colour encoding, they will pick the
>latter.

>mark

For animations I'd chose HAM8.

Hans

# 2676. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 14:43:17 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <2boaa5$pq@Tut.MsState.Edu>
Source record: 20610
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bnirp$rft@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>J.P. Hillenburg (jph@anaconda.Bloomington.IN.US) wrote:
>: In article <2bk9ig$mka@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Holyfield is Back) writes:
>
>: > Depends. Soemtimes if you have 150 files in a directory, you may spend a lot
>: > of time scrolling around looking for the files. If you know the file
>: > names you could do:
>: >
>: > rm file1 file2 file3 file4 file5 file6
>: >
>: > on an Atari with MiNT. Change the rm to del for PC users. :)
>
>: Or on the Amiga:
>
>: rm file?
>
>: Or on Unix:
>
>: rm file[1-6]
>
>How do you type "rm thisisAveRyDifficultFiLenameTOremove thisis_another
>ADD_IN_LOTS_OF_CAPS dir\ sysTem\ bin\" easily from a case sensitive shell?

Use a shell with filename completion and then shoot the bozo who used
such a ridiculous filename. :-)

>Or have you tried ftping into systems that carry anime gifs that have
>very long directory names or got into systems where you have to use
>the shift key to type in all those funky MS-DOS style 8.3 filenames?

The first problem is solved by learning how to type faster and the
second is solved by using the Caps Lock key. :-)

>Much easier to click, click, click then delete ;-) or use a windows

The only problem is when you want to delete a large number, your
finger can become numb from all of the clicking. Some systems make
it easier by allowing a drag-select with scrolling, others force
you to click each individually while holding a shift key and then
using scrollbars to move through the list. I prefer the former, but
the later seems to be more common.

>FTP program and click on the filename and hey-presto, it's on your
>hard-drive.

Or just mount the drives using NFS and drag-and-drop the icons.
Having WUArchive on your desktop can be cool... :-)

Skip Sauls
skip@cy.cs.olemiss.edu

# 2677. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 14:46:04 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov9.144604.1836@wega.rz.uni-ulm.de>
Source record: 20612

In article <1993Nov08.182649.20862@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> In article <2blkk7$ndu@mojo.eng.umd.edu>, gerrymon@eng.umd.edu (Gerry Mon) writes:
|> |> In article <1993Nov07.183211.19985@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> |> >
|> |> > While I don't say the 68030 in the Falcon makes the machine 16-bit, it
|> |> >surely cripples the machine the way it is implemented. By crippling I mean:
|> |> >not taking full advantage of the 68030's potential.
|> |>
|> |> If I remember correctly, the Amiga 4000 does not support the 68040's burst
|> |> mode so it isn't as fast as it could be.
|>
|> True.

Why True ?? Before I had my A4000 I thought the A4000 doesn`t
support the burst mode - but it does !!!
It only doesn`t use 4-1-1-1, but 5-2-2-2 (I think somethin like that)
because my RAMS (70ns) aren`t fast enough.
|>
|> |>
|> |> By your definition, the Amiga 4000 is crippled since it doesn't take full
|> |> advantage of the 68040's potential.
|>
|> True and I agree. Although I am still in the 50% to 75% range of its
|> speed (measured in real-world apps) and I got a 68030 @ 50Mhz!

See RAMS ! ( An a3k is twice as fast in RAM things than an A4000)
|>
|> |>
|> |> Personally, I don't think the Amiga 4000 is crippled. I think it's a
|> |> nice machine. I've always disliked the phrase "crippled" since it
|> |> implies that the machine is useless and I consider it somewhat of a
|> |> thinly veiled putdown.
|>
|> No. It's not useless, same with the Falcon- it's not useless.
|> But doesn't live up to the hype.
|>
|> |>
|> |> Just out of curosity, have you actually used a Falcon030 for any
|> |> extended period of time? It's really a nice little machine. In my
|> |> opinion, most people wouldn't even guess that it had a 16-bit CPU to
|> |> memory interface based on its performance alone. A lot of the demos
|> |> that I've seen are extremely impressive.
|>

|> Demos are demos. They are cool to watch and that's it. How about
|> applications.

The demos are the best I have ever seen .....

Stephan (a4000/040, 10Mb, 245 HD)
|>
|> True, I haven't used one, and I am looking forward to use one (it's
|> very extremely hard to find here).
|>
|> |>
|> |> --Gerry
|> |>
|> |>
|> |>
|>
|> --
|> ------------------------------------------------------------------------
|> Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
|> // >>> I LOVE IT <<<< My comments are my own, not of my employer
|> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
|> >>> New internet address: raist@vnet.ibm.com <<<<
|>
|>

# 2678. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 14:52:13 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2boaqt$pjb@mojo.eng.umd.edu>
Source record: 20611

In article <2bm04s$p6p@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>
>Why is no lookup table better than a method that does use a lookup
>table? Let's say C16 has a 16 bit palette and uses "True Colour"
>and C24 has a 24 bit palette and uses a lookup table.
>
>Now given an arbitrary images, wont C24 produce a better image just
>because it has a better spread of colours and is less affected by
>banding due to a greater amount of shades of a single colour?

I never claimed that a True Color (or Direct Color) mode is better than a CLUT based mode. All I was talking about was Atari's definition of True Color -- which I think is a good definition.

By the way, in my opinion, there is no such thing as the perfect graphics mode. That's one of the reasons why a lot of computers offer lots of different graphics modes. You choose the one that is best suited for your particular application.

In your example above, one can easily construct an image that will look better on the C16 than on the C24. Similiarly, one can construct an image that will look better on the C24 than on the C16.

Every graphics mode has its advantages and drawbacks.

As a general rule of thumb, modes with 8 or less bits per pixel are usually CLUT based modes. Modes with 16 bits or more are usually True Color modes (i.e. no CLUT). With 8 bits or less, True Color modes don't look too good. When you get to 16-bits per pixel, the CLUT becomes too large -- this causes the table look-up times to become too excessive so it's better to bypass the CLUT and have the bits directly specify the color.

>
>I'd prefer TrueColour to mean an image that is photorealistic. High
>colour images are close, but you can still detect banding on a 16bit
>image. On a 24bit images, I'd be hard-pressed to tell the difference
>between the original photon and a digitized picture.
>

Personally, I don't like scientific definitions that are based on subjective opinion. For some people, 16-bits is close enough to photo-realistic. For others, 24-bits isn't enough (I've heard some Mac people say this when doing DTP work).

I think the key is just to keep in mind that people in different fields/areas have different terminologies and not get so nit-picky with these definitions.

For example, when I'm talking with Mac and PC people, I assume that True Color means 24-bits per pixel. When I'm talking with Atari people, I assume that True Color means no CLUT. By the way, I don't think Atari is the only one that uses this definition. If I remember correctly, the NeXT computer also used this terminology to describe a 12-bit per pixel mode on one of their early color NeXTstations.

--Gerry

# 2679. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 16:50:44 UTC
From: rb10006@cl.cam.ac.uk
Message-ID: <1993Nov9.165044.10354@infodev.cam.ac.uk>
Source record: 20613

In article <2bo2hf$ltr@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In article <1993Nov9.024227.20075@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|> >Ok, do I have to spell this out? Consider the following. You are running your
|> >Desktop in 720*534 in 8 colours, your paint package in 800*600 in 256 colours,
|> >and EMACS in 640*512 in 2 colours. Now lets consider the different ways of
|> >implementing this.
|> >
|> >1) Screens.
|> >720*534 in 8 colours uses 144180 bytes
|> >800*600 in 256 colours uses 480000 bytes
|> >640*512 in 2 colours uses 40960 bytes
|> >Total usage of video memory, 665140 bytes, or 0.634 megabytes
|> >
|> >2) Running all these in windows on a 1280*1024 24 bit screen
|> >The screen alone uses 3932160 bytes, which is exactly 3.75 megabytes. This is
|> >before you start worrying about where you are going to store bits of overlapping
|> >windows.
|> >
|> >The end result is pretty much the same. One uses 2/3 of a megabyte. The other
|> >uses 3 3/4 megabytes. Pretty convincing argument in favour of screens I think.
|> >Oh, and before you say 'but you dont have a 24 bit application, and a 16 bit
|> >application running', that is pretty irrelevant. 24 bit 800*600 still uses less
|> >memory than 24 bit 1280*1024
|> >
|> BZZZZZZZZZZZZZZZTTTTTTTTTT!!!!!!!!!! WRONG! Thank you for so easily
|> digging yourself into a hole. the correct answer is:
|>
|> Since the max rez/colors is 800 x 600 x 256, run your desktop in this, using
|> only one screen, and you SAVE memory, since it is only 480000 bytes. If all
|> you NEED is 8 bit color, why run at more? that is what my post was about.
|>

Just a little point...

The paint program happens to be using 256 shades ranging in a 24-bit fade from yellow to cyan (For strange image-processing reasons :-). Now, unless you want EMACS to have blue text on a yellow background (YEUCH!) or vice-versa, then you're going to need at least 258 colours...

And to reply to your other post, about why you'd want to run Emacs on a 24-bit screen, imagine that you want to view 24-bit stuff (Or, say, 8-bit stuff, in which case you could use an 8-bit screen) AT THE SAME TIME as using Emacs.

Without a "screens" system like the Amigas (However it's implemented, and I know that some other machines/OSes do it), you WILL have to run Emacs in 8/24-bit colour, NOT monochrome...

Anyway, most of this bickering is irrelevent to me. I've still got an A500+... (640*512*16 interlaced is MUCH better than any of these other modes, anyway (Does that REALLY need a smiley? Well, considering how this argument's currently being treated by BOTH sides, perhaps it does...)).

Why don't you all just shut up? HAM-8's pseudo 18-bit colour is better than 16-bit Direct/True colour for displaying pictures, pre-rendered ANIMs, etc., but running a desktop in it is a nightmare, etc. Use whichever's best for what you want! (My desktop's still 4-colour, despite the fact that it could be more, because I don't happen to like 16 million colour desktops, but that's JUST MY OPINION!). Why doesn't everybody just stop shouting at each other, and discuss something productive instead? It's no wonder Amiga and Atari owners have such a bad reputation... Why not discuss thing sensibly? Why must EVERYTHING degenerate into a holy war? Sure, the Amiga's better than the Falcon. And the Falcon's better than the Amiga, too! It DEPENDS WHAT YOU WANT TO DO WITH IT!!!

Oh well, I suppose I just sit back and wait to get flamed now... :-(

|> ~Chris
|>
|> >--
|> >Chris Brown
|> >
|> >-------------------------------------------------------------------------------
|> > Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
|> >-------------------------------------------------------------------------------
|> >
|> >Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

Robert Brown. (Still got an A500, and proud of it!)

# 2680. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 17:10:14 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov9.171014.11232@infodev.cam.ac.uk>
Source record: 20614

In article <2bo2hf$ltr@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In article <1993Nov9.024227.20075@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|> >Ok, do I have to spell this out? Consider the following. You are running your
|> >Desktop in 720*534 in 8 colours, your paint package in 800*600 in 256 colours,
|> >and EMACS in 640*512 in 2 colours. Now lets consider the different ways of
|> >implementing this.
|> >
|> >1) Screens.
|> >720*534 in 8 colours uses 144180 bytes
|> >800*600 in 256 colours uses 480000 bytes
|> >640*512 in 2 colours uses 40960 bytes
|> >Total usage of video memory, 665140 bytes, or 0.634 megabytes
|> >
|> >2) Running all these in windows on a 1280*1024 24 bit screen
|> >The screen alone uses 3932160 bytes, which is exactly 3.75 megabytes. This is
|> >before you start worrying about where you are going to store bits of overlapping
|> >windows.
|> >
|> >The end result is pretty much the same. One uses 2/3 of a megabyte. The other
|> >uses 3 3/4 megabytes. Pretty convincing argument in favour of screens I think.
|> >Oh, and before you say 'but you dont have a 24 bit application, and a 16 bit
|> >application running', that is pretty irrelevant. 24 bit 800*600 still uses less
|> >memory than 24 bit 1280*1024
|> >
|> BZZZZZZZZZZZZZZZTTTTTTTTTT!!!!!!!!!! WRONG! Thank you for so easily
|> digging yourself into a hole. the correct answer is:
|>
|> Since the max rez/colors is 800 x 600 x 256, run your desktop in this, using
|> only one screen, and you SAVE memory, since it is only 480000 bytes. If all
|> you NEED is 8 bit color, why run at more? that is what my post was about.

But then I have to fiddle about burying windows to find the app I want, update on the desktop and EMACS would be slower. everything would be tied to the same palette (pretty useless for the paint program) and you would still have to use memory to save hidden parts of windows. No, I'm sorry, you'r argument just does not work.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen

---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2681. Re: Video

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 18:46:56 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2booj0INNguk@tom.rz.uni-passau.de>
Source record: 20615

In article <9311081223.AA01176@ash34> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>>It looks INCREDIBLE! (YES it looks better than the normal Falcon TC)
>
>
> Ah, another great RT Falcon hack - like the dual 256 colour
>playfields and the amazing double speed 16 bit bus that gives the
>Falcon CPU 32 bit access.....

Ehem, ever heard of interleaving techniques? With those, it is quite possible to have many more colours than the 16 bit mode provides. Anti-flickering and colour-determination is not trivial while using this technique, though, so I guess it's only useful for viewing pictures (reminds me of an Amiga graphics mode, hehe).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2682. Re: Development environment and OS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 18:57:17 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bop6dINNh5v@tom.rz.uni-passau.de>
Source record: 20616

In article <9311081220.AA01171@ash34> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>
> WHAT installed base - 20 to 30 thousand Falcons?? The vast
>majority of Ataris will continue to be 68K based with the STe/ST
>
>>030+
>
> What does the plus mean? You CANT get a Falcon with a 68040. You
>cant even get one with proper 32 bit memory access or one that goes
>faster than 16 MHz.

You can just buy 32 MHz Falcon accelerator boards w/ 32 bit FastRAM, TTs, Eagles (well, the Eagle will be presented on the Freiburg Atari Show, Nov. 26/27, hopefully), and Medusa T40s.

>FACT: About 300 000 A1200s have been sold TO DATE. Thats what I call
>a userbase!

That's what I call a 'bunch of kids wanting to play some pirated games but not having enough money for a '486'.

>FACT: You can get Amigas in 020, 030 and 040 versions OUT OF THE BOX

Fact: you can get Amigas in EC020 (16 megs maximum), EC030 (no PMMU, crippled), 040 (crippled) versions and in a very good 030 version, called the A3000.

>FACT: The Amiga 030 machine runs at 25 MHz - not the 16 Mhz of the
>Falcon

Fact: The TT runs at 32 MHz, the Eagle runs at 50 MHz.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2683. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 20:01:55 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <2bosvjINNkk@uwm.edu>
Source record: 20617
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bkdhv$5mi@darkstar.UCSC.EDU>, Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: In article <1993Nov7.234931.6292@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
: >|> Oh, sorry. I didn't know I had lost the right to my opinion. I THINK IT IS
: >|> BETTER, AND I AM WILLING TO SPEND THE MONEY!!!!!! so shut up. I _DO_ have
: >|> a Crazy Dots-15 card, so I can run at up to 1600 x 1200 if I want to.
: >
: >#DEFINE sarcasm
: >Well, A Cray III is obviously much better for writing letters on than any silly
: >little microcomputer, so I think I'll go and buy a CrayIII, because I think the
: >practice of using small inexpensive microprocessors by people such as C=, Atari,
: >Acorn, IBM etc etc. and writing applications in C, assembly lang etc. is really
: >dumb. No, I'm willing to spend the money on a CrayIII, runniing Word for Windows,
: >on an 80386 emulator written in interpreted LISP, with the LISP interpreter
: >running in Commodore 64 BASIC, which is running on a 6502 emulator written in
: >SML. Yes, much better.
: >#UNDEF sarcasm
: >
: Hunh? If there was a point to your post (sarcasm or no) it failed to reach me.

I'm unsurprised. What was it that P.T. Barnum said?

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: You have a total of -12742 points, in 746059261 moves. :)
(: This score gives you a rank of Macintosh Enthusiast. :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 2684. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 20:04:10 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bot3qlNNijj@tom.rz.uni-passau.de>
Source record: 20619

In article <9311081229.AA01181@ash34> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>aa728@Freenet.carleton.ca (Blair Dean) writes...
>
>>>There are obvious points here.
>>>1) Buy a hard drive.
>
>>The Falcon comes with one.
>
> SO does the A1200 at that price level. Or of course the A4000/030
>which cost about the same but has a CPU capable of delivering at
>least 3x the Raw power of the Falcons 16 bit limited 030. (Oh, not
>to mention expansion slots which take cards like True 24 bit
>displays, 040 expansions etc.)
>
>>>With Chip Mem: maybe not.
>>>With Chip + Fast Mem: certainly seems so.
>>>
>>Adding more _stuff_ to beat a Falcon out of the box?
>
> sigh. All this adding stuff still makes it far less expensive than
>an F030 and you can add stuff as you can afford it.

OK, let's calculate: (2.50 DM = 1 UKpound, 1.65 DM = 1 US$)

My Falcon had cost me 2900 DM, including BlowUp030 Hard II, 4 megs
of RAM and a 170 meg SCSI drive, all in a tower casing.
For 750 DM I'll get a Mighty Sonic 32, for 300 DM I'll get 4 megs
of FastRAM.

This gives me: a 32 MHz/32bit computer w/ 4 megs ST/4 megs FastRAM,
screen resolutions up to 1280*1024 (in 16 colours, >60 Hz interlaced),
up to 800*608 in 16 bit mode (well I could go some higher, but the
flickering makes me mad) and 1024*768 w/ 256 colours (>60 Hz interlaced).
Oh yes, I forgot to mention the disk drive accessing high density at
double speed :-).
And THIS Falcon IS expandable, for the MightySonic has a VMEbus
(well, it is still limited to having 4 graphics boards at the same time...)

OK, heading for the A4000/030. With 8 megs of RAM it would cost about
2300 DM. Add an SCSI host adaptor (Oktagon 4008: 300 DM), a 16 bit audio
card (600 DM), and a 170 meg hard disk (400 DM).

Falcon: A4000/030:
2900 2300
750 300

300 600
---- 400
3950 ----
3600

350 DM difference! But don't forget that you will not get a DSP or a
real 030 with your A4000. I think that these are worth the extra cost.
And the Falcon is faster, of course.

> Read this and weep Falcon owners - LOOK : SOFTWARE.
>
> You dont see a lot of this on the Falcon as it has proved so
>unpopular with the computer buying public that NOONE BOTHERS TO MAKE
>SOFTWARE FOR IT!

Strange argument for someone from the UK. Go look into 'Atari ST user'.
(Well, not that I think this mag is truly professional, but I suppose
you can't read German, otherwise I would send you an issue of 'ST
Computer'). Or for games, look into some other mag available in the UK.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2685. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 20:13:07 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <2botkjlNNkk@uwm.edu>
Source record: 20618
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bk9ig$mka@cville-srv.wam.umd.edu>, Holyfield is Back (cmedley@wam.umd.edu) wrote:
: Excuse me for not living in a totalitarian police state where we all take
: typing lessons to learn the "one right way" to do things.

: God forbid someone uses a Dvorak layout. :)

I use Dvorak. Never does the left hand leave the left side of the keyboard. Proper typing requires that the left hand handle the left side, the right hand handle the right side, and each finger on a home key handle those above and below it.

Any keyboarding skill is useful. And yes, I DO prefer to mouse around than to use hotkeys. The fact that I use pop-up menus simply makes it easier.

: I do 66 wpm without using proper typing technique. :)

I do 90 on QWERTY, and well over 120 on Dvorak. Using proper typing technique.

: Depends. Soemtimes if you have 150 files in a directory, you may spend a lot
: of time scrolling around looking for the files. If you know the file
: names you could do:

: rm file1 file2 file3 file4 file5 file6

: on an Atari with MiNT. Change the rm to del for PC users. :)

Then again, I could just click to the WB, go to "execute" or hit RAmiga-E,and type in my delete command from the WB without ever opening a shell.

: I'm not monogamous though, I hold both the keyboard and mouse at times. :)

Ahh, good man. Always like seeing people stretching the social bounds of sexuality. You and Madonna are my best examples yet, really. :)

: That's a good point. But it would probably still annoy a novice.
: (but that's my subjective opinion)

I've found that the novices find it cool, but not confusing. Suddenly, you're at the top left when you press the mouse button is different than Suddenly, you're looking at the top left part of the screen.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: You have a total of -12742 points, in 746059261 moves. :)
(: This score gives you a rank of Macintosh Enthusiast. :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

# 2686. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 20:19:55 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bou1bINNiu4@tom.rz.uni-passau.de>
Source record: 20620

In article <9311081330.AA01226@ash34> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

> You render a frame of animation. (you`ll need a beefy 040 at
>least for maximum speed - a weedy 16/32 030 at 16Mhz is unlikely to
>cut it)
> You save it to a mass storage medium
> You do the next frame.

That's how slideshows work. MPEG etc. use delta-frames, one thing impossible in HAM8.

> In all these cases HAM8 is a better bet as it offers more colours
>and higher resolution than the `16-bit` (actually, its only really
>as usable as 15-bit since the extra green level isnt much use on its
>own).

And the Amiga sound subsystem is really 7 bit, because the 8th bit isn't very much of it's own.

>There is NO DOUBT that a HAM8 picture is closer to a 24-bit
>picture than a Falcon 15/16 bit screen - and all with half the
>memory - very useful for real time animations.

There is NO DOUBT that the earth is disk-shaped.

I have seen pictures in both modes, and while HAM8 adds some blurry edges to every picture, 16bit has visible 'steps' at sharp contrasts. Not a big difference, IMHO.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2687. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 20:31:51 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bounnINNj5g@tom.rz.uni-passau.de>
Source record: 20621

In article <9311081316.AA01218@ash34> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
> Its an ST clone with an 040 processor. Its NOT an 040 Falcon and
> ^^^^^^^^^^^^^^^^^^^^
>frankly, I think you could just take an 040 Amiga (the A4000/040)
>and run an ST emulator on it to get the same effect.

Show me an Atari emulator that supports AGA and graphics boards such
as the Picasso II, and I know someone who is going to buy it.
BTW, you claimed there was no software for the Falcon, do the
ST programs not count? Why not? Is it illegal to use Final Copy II on
the A4000 because it runs on an A2000 also?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2688. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 20:40:01 UTC
From: jph@anaconda.Bloomington.IN.US
Message-ID: <jph.07v8@anaconda.Bloomington.IN.US>
Source record: 20632
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2bnirp$rft@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
> How do you type "rm thisisAveRyDifficultFiLenameTOremove thisis_another
> ADD_IN_LOTS_OF_CAPS dir\ sysTem\ bin\" easily from a case sensitive shell?

Type:

bash$ rm "this<TAB>"

That will do it :)

--
Joseph Hillenburg (xterm), NPS Technologies, Bloomington, Indiana
UUCP: jph@anaconda.Bloomington.IN.US \ /
"My OTHER computer is a CM-5" +----o0o----+
Long live the Hornet

# 2689. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 20:41:06 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bov92INNj9g@tom.rz.uni-passau.de>
Source record: 20622

In article <1993Nov8.193350.6031@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:

>Methinks a 25MHz 68040 emulating 68000 code may run a *little* faster than an
>8MHz 68000. about 30 times faster in fact, and if your ST emulator is system
>legal (There are several ST emulators on the Amiga, both commercial and PD),
>640*400 (that is what you meant isnt it?) will not be interlaced.

OK, but why emulating a Mac Plus when one could emulate a Mac II/LC/whatever?
It's basically the same.

>BTW, did the ST's default graphics capibilities ever evolve beyond these? I know
>the STE has a 12 bit palette (wow!), but what abour resoloition and colour depth?
>(This is not counting the Falcon, I'm just curious about the STE / TT, whatever)

ALL STs have retargetable graphics. There are several hardware hacks for
standard STs allowing them to display higher resolutions (basically,
it means 'adding an overscan mode', and the OS makes use of this expansion.
With the TT (1280*960, b/w, 72Hz; and VGA modes) came the VME slot, and
many graphics boards have been developed for this one. And some months
ago, a project started called 'Volksfarben 4000', allowing every ST
user to hook a ET4000 PC graphics board into his machine (well,
if he has enough space left, otherwise he'd need a bigger case).
Enough of that?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2690. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 22:42:37 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bp6ct$r4a@darkstar.UCSC.EDU>
Source record: 20624

To Robert Brown:

I'm certainly willing to let it drop. I started this by saying that I don't like screens, not "SCREENS ARE USELESS" as some people heard, and I got attacked for it, and was defending myself. There have (finally) been some reasonable answers for why SOMEONE might want to use screens, but I have never experienced one of these situations. My real gripe with Amiga screens is that I like to see everything that I'm doing at once. There. Plain and simple. If I had a fast enough computer with enough VRAM, I would run a 1200 x 900 24 bit color display for everything. BTW, as far as screens in general goes, I think the Mac way is very cool. Plug in a second video card, buy a second monitor, and TWO screens (or more) at once. Most of the programmers where I used to work had a 13 or 16 inch color monitor for testing graphics code, and a portrait or 20' monochrome screen for text editing. That is the best thing about Mac graphics. (p.s. I'm no Mac fan. For every "nice" thing I have to say about Macs, there are 3 pages of problems...)

~Chris

# 2691. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 22:45:25 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bp6i5$r5o@darkstar.UCSC.EDU>
Source record: 20625

In article <1993Nov9.171014.11232@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>But then I have to fiddle about burying windows to find the app I want, update on

that's better (IMHO) than fiddling with screens to find the app I want...

>the desktop and EMACS would be slower. everything would be tied to the same
>palette (pretty useless for the paint program) and you would still have to use
>memory to save hidden parts of windows. No, I'm sorry, you'r argument just does
>not work.
>

You've never actually used this, have you? a program (if intelligent enough, which any MTOS compliant program is) will change the palette if necessary when its window is topped. Please see my previous messgae, so we can drop this...

~Chris
>--
>Chris Brown
>
>-------------------------------------------------------------------------------
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>-------------------------------------------------------------------------------
>
>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2692. Re: Video

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-09 22:50:41 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bp6s1$r79@darkstar.UCSC.EDU>
Source record: 20626

In article <2booj0INNguk@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>Ehem, ever heard of interleaving techniques? With those, it is quite
>possible to have many more colours than the 16 bit mode provides.
>Anti-flickering and colour-determination is not trivial while using
>this technique, though, so I guess it's only useful for viewing pictures
>(reminds me of an Amiga graphics mode, hehe).
>
I think this is what you are talking about...
I figured out how Videl works, or at least figured out mathematically
how to get 504063 colors on a Falcon. On screen 1, draw the image in a normal
24 bit to 16 bit conversion. On screen 2, draw the same picture, but if the
24 bit RBG value is haflway between the value on screen1 and the next higher
value, add one to the component(s) that is diferent. When all the permuations
of this are added up, it comes exaclty to 504,063 as stated in the VIDEL
screen.

Oh yeah. Page flip screens 1 and 2... ;) Is this the interleaving you are
talking about?

~Chris

>Weregoosel
>
>- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
>-------------------------------------------------------------------------------
>- Star Trek: Our Generation -
>- To boldly kill rats where no man has killed rats before.... -
>
>
>
>

# 2693. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 04:31:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16276@uqcspe.cs.uq.oz.au>
Source record: 20627

p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

>>Now it is true that this is not made by Atari, but they get the ROMs from
>>Atari, and the O/S is the same, and the peripherals work etc. etc.
>>Basically it's a clone. But then - when we say PC-compatible it doesn't
>>have to be made by IBM to get the "seal of approval". I think it is valid
>>to claim this is an 040 Atari.

> Its an ST clone with an 040 processor. Its NOT an 040 Falcon and
> ^^^^^^^^^^^^^^^^^^^^
>frankly, I think you could just take an 040 Amiga (the A4000/040)
>and run an ST emulator on it to get the same effect.

Whoever said "040 Falcon"? I can only see "040 Atari".

Of course you could do it with an 040 Amiga - just as you can emulate
a Mac on an ST. Doesn't mean the Mac isn't a Mac, and doesn't mean
the Medusa isn't an "040 Atari", or "040 Atari-compat" if that makes
you feel any better.

---
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

# 2694. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 04:35:03 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16277@uqcspe.cs.uq.oz.au>
Source record: 20628

p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

> No - its an 040 MEDUSA. I think Atari lawyers might have
>something to say if they called the machine an Atari.

> It still isnt widely available nor is it Falcon compatible.

Ah, at least you've finally admitted that it EXISTS.

Gavan. Even most Atari owners don't have time for this group (me included).
Is your life so sparse or your non-life (computers) so lacking that you find
time to postulate the existence and non-existence of every Atari-related
product?

--
Warwick
shheeeez. See you all later, this really is ridiculous.
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

# 2695. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 05:47:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ce0808c@troed.ct.se>
Source record: 20633

In a message of 08 Nov 93 19:15:40, Ricardo Hernandez Muchado wrote:

RH> I can do 320x200 overscan 30fps Ham8 animations that look
RH> like video (with *HUGE* deltas-> the whole screen chaning).

Thanks, you wrote "24bit" before, now you wrote video. Good.

RH> So before you start making an opinion again about what you don't know,
RH> think
RH> about it at least.

I have, and there's NO WAY you'll ever get away with calling HAM8 anywhere NEAR
24bit ... it's like saying HAM6 would be 12bit .. ouch ... "Look ma, there's
GREEN between the sky and her hair!"

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2696. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 08:05:01 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bq7bdINN222@tom.rz.uni-passau.de>
Source record: 20629

>In article <9311081334.AA01235@ash34> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

> No - its an 040 MEDUSA. I think Atari lawyers might have
> something to say if they called the machine an Atari.

So you'd call an A500 in a tower case with a GVP speeder board a
030 GVP, eh?

> It still isnt widely available nor is it Falcon compatible.

Availability is there. just send an old ST to the Swiss address.
Or did you mean 'only few have it'? There are not that many people
owning an A4000/040 in the world either, although I know three
of them (but, hey, this is Germany, where both computers are
very popular, though you might not any longer find one in
any shop in this city, not even a CD^32 games machine).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2697. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 08:12:41 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bq7pqINN28i@tom.rz.uni-passau.de>
Source record: 20630
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <jph.0728@anaconda.Bloomington.IN.US> jph@anaconda.Bloomington.IN.US (J.P. Hillenburg) writes:
>In article <2bk9ig$mka@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Holyfield is Back) writes:
>
>> Depends. Soemtimes if you have 150 files in a directory, you may spend a lot
>> of time scrolling around looking for the files. If you know the file
>> names you could do:
>>
>> rm file1 file2 file3 file4 file5 file6
>>
>> on an Atari with MiNT. Change the rm to del for PC users. :)
>
>Or on the Amiga:
>
>rm file?
>
>Or on Unix:
>
>rm file[1-6]
>
>:)

Seems you haven't got the point. file[1-6] obviously were EXAMPLES for names, not the names themselves. It would be quite stupid typing the long list of filenames while you could easily type rm file[1-6] using bash under MiNT (as I do). Remember: MiNT is not a CLI, it's a POSIX compliant, and one can easily compile any Unix shell for it or take ready-to-run shells from any ftp site with pub/atari/GNU directory.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2698. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 08:26:01 UTC
From: Brian J Haythorn <bh2d+@andrew.cmu.edu>
Message-ID: <Ygs_KNG00iUyMXJb00@andrew.cmu.edu>
Source record: 20539

Excerpts from netnews.comp.sys.atari.advocacy: 9-Nov-93 Re: More final 1200/Falc wo.. by William Fang@lindblat.cc

> And how easy is it to change resolution or colour depth on the fly? Will
> your old applications have to stopped or quit and then re-run to display
> the image?

On the mac at least, all you have to do is open up the monitor preferences thingy and change to 24 bit. The screen goes black for an instant and then reapears in 24 bit useable by all programs immediately. This probably is not the case for old GEM programs, but obviously it is possible.

# 2699. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 11:47:47 UTC
From: sys1@exnet.com
Message-ID: <CG9y3o.DrK@exnet.com>
Source record: 20635

In article <1993Nov08.182649.20862@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <2blkk7$ndu@mojo.eng.umd.edu>, gerrymon@eng.umd.edu (Gerry Mon) writes:
>|> In article <1993Nov07.183211.19985@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>|> >
>|> > While I don't say the 68030 in the Falcon makes the machine 16-bit, it
>|> >surely cripples the machine the way it is implemented. By crippling I mean:
>
> True.
>
>|>
>|> By your definition, the Amiga 4000 is crippled since it doesn't take full
>|> advantage of the 68040's potential.
>
> True and I agree. Although I am still in the 50% to 75% range of its
>speed (measured in real-world apps) and I got a 68030 @ 50Mhz!
>
>|> --Gerry
>|>
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD

Gentlemen please, you mean `differently abled', surely?

xavier

# 2700. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 11:58:14 UTC
From: sys1@exnet.com
Message-ID: <CG9yL5.FL6@exnet.com>
Source record: 20636

>In article <9311081330.AA01226@ash34>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>|> mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes..
>|>
>
>[stuff deleted]
>
>|> as usable as 15-bit since the extra green level isnt much use on its
>

Suddenly 16 bits becomes 15 bits. Fine.

>|>
>|> Gavan

Xavier

# 2701. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 12:25:19 UTC
From: sys1@exnet.com
Message-ID: <CG9zuA.KBn@exnet.com>
Source record: 20537

In article <1993Nov5.134548.2431@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>
>Is this the same GEM we're talking about here? the one I saw on the ST looked
>like a CGA effort, or something from a C64 (no offence to C64 owners, I used to
>have one myself). Are you actually aware of how customisable the look and
>operation of Workbench is?
>

I used the workbench on the A500 and the A1200 and didn't like them. Cheap, silly looking things trying very hard not to infringe on anyones copyright. The CLI was crap too, though luckily I am good at guessing what people meant to do.

The ROM based GEM desktop looks utter crap and I avoid it at all costs. I use the software loadable desktop. Which, BTW, is impressively customised to suit how I work.

>
>Windows, Icons, Pull down menus, cycle gadgets, radio buttons, file requestors,
>screenmode requestors, font requestors etc etc.. All these things have a standard
>look and feel (not everyone may use it, but that situation is improving) IMO

Oh, thats great. It still looks like a joke. Even windoze looks better than the Amiga GUI.

>Workbench is one of the most 'solid' looking GUI's around. GEM just looks cheap

Ho ho ho ho ho, he he he he.....yeah, sure it is.

>
>--
>Chris Brown
>
>-------------------------------------------------------------------------------
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>-------------------------------------------------------------------------------
>
>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

Urgh, what an unpleasant thought.

Xavier

# 2702. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 12:38:32 UTC
From: klump@kirk.fmi.uni-passau.de
Message-ID: <2bqnc8INNaob@tom.rz.uni-passau.de>
Source record: 20634

In article <2cdf32dc@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>GM> Seems to me that even IF this mythical machine exists (a big IF),
>GM> people who want an 040 machine will buy an A4000/040 or a Mac Quadra.
>
>A4000/040? I would rahter buy a PENTIUM at that AWFUL price!!!
>
Sorry, but PENTIUM prices are up to the double than A4000/40 prices.
(At least over here in Germany)
A real comparison would be a 486DX2 66 on PCI-board with built in SCSI-II.

Ciao,
Karsten

Karsten Klump
klump@peschl.fmi.uni-passau.de

# 2703. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 15:58:04 UTC
From: ockeloen@fys.ruu.nl
Message-ID: <1993Nov10.155804.8516@fys.ruu.nl>
Source record: 20538

In <2cdf74a6@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 08 Nov 93 17:44:31, William Fang wrote:

>Hmm ... oki ... ATW .. Atari Transputer Workstation ... consists of a Mega ST
>as a "driver" for a T800 (or more, RISC in parallell) based system ... 24bit
>16.7 mil col (TRUE COLOUR) ... every processor has its own RAM ... I don't know
>all the specifications ... two of my friends has them though ... and one of
>them has an accelerator consisting of 5 T800s ... giving him 100 MIPS to play
>with ...

The real time performance of this is nice but is not in the same class
as the screamer (using a c40 of a T9000 it will ;-) ) one (you can have
more) screamer is a 4 mips 4400/150mhz setup giving you 600+ mips for
doning highend video ...

Greetings,

Daniel.

PS: im not just making this up i am at this time working with the
tms320c40 to create a network using about 2400 of them ;-). ( its really
cool to hack these things like the atari 800 & c64 in the old days ;-)
).

# 2704. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 18:00:20 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov10.180020.4903@infodev.cam.ac.uk>
Source record: 20540

In article <2bp6i5$r5o@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In article <1993Nov9.171014.11232@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|> >But then I have to fiddle about burying windows to find the app I want, update on
|>
|> that's better (IMHO) than fiddling with screens to find the app I want...
|>
|> >the desktop and EMACS would be slower. everything would be tied to the same
|> >palette (pretty useless for the paint program) and you would still have to use
|> >memory to save hidden parts of windows. No, I'm sorry, you'r argument just does
|> >not work.
|> >
|>
|> You've never actually used this, have you? a program (if intelligent enough,
|> which any MTOS compliant program is) will change the palette if necessary
|> when its window is topped. Please see my previous messgae, so we can drop
|> this...

I dont want my programs to have their palettes switched off. I like to be able to see all my programs at the same time, in their correct resoloutions, using their correct palettes.
I also dont want to waste money buying 16 megabytes of RAM to achieve less functionallity than I currently get with 6.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2705. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 18:35:01 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov10.183501.28693@wega.rz.uni-ulm.de>
Source record: 20544

In article <CG9zuA.KBn@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|> In article <1993Nov5.134548.2431@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|>
|> I used the workbench on the A500 and the A1200 and didn't like them. Cheap,
|> silly looking things trying very hard not to infringe on anyones copyright.
|> The CLI was crap too, though luckily I am good at guessing what people meant
|> to do.

CLI: try cd dh2:pre#?/pres#?/Magic#? by using an atari shell,
then tell me "crap" again !
Worbench: just use MagicWB
|>
|> The ROM based GEM desktop looks utter crap and I avoid it at all costs. I
|> use the software loadable desktop. Which, BTW, is impressively customised
|> to suit how I work.
|>

Why didn't you use some custom desktop on the 1200 ????

|> >
|> >Windows, Icons, Pull down menus, cycle gadgets, radio buttons, file requestors,
|> >screenmode requestors, font requestors etc etc.. All these things have a standard
|> >look and feel (not everyone may use it, but that situation is improving) IMO
|>
|> Oh, thats great. It still looks like a joke. Even windoze looks better than the Amiga GUI.
|>
|> >Workbench is one of the most 'solid' looking GUI's around. GEM just looks cheap
|>
|>
|> Ho ho ho ho ho, he he he he.....yeah, sure it is.

Stop talking shit !!!! (see also : The final ....)

Stephan (a pleased amiga user, although this x-term is nice...)

# 2706. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 18:41:48 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov10.184148.28843@wega.rz.uni-ulm.de>
Source record: 20545

In article <CG9yL5.FL6@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|> >In article <9311081330.AA01226@ash34>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
|> >|> mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes..
|> >|>
|> >
|> >[stuff deleted]
|> >
|> >|> as usable as 15-bit since the extra green level isnt much use on its
|> >
|>
|> Suddenly 16 bits becomes 15 bits. Fine.

*FLAME ON*
I think, you don't know what you are talking about, so
ONCE AGAIN: STOP TALKING SHIT !!!
the falcon uses normally a 15bit mode with 5bit R, 5bit G, 5bit B
and there is a special 16bit mode which uses 6bit G, but this
isn't very helpful for normal pictures (only for video applications
with croma key (I hope the spelling is right))
This was no insult to all F030, but a explanation to some
stupid guys around here.

*FLAME OFF*
To all others: please stop writing articles to Xavier, he isn't
worth the effort !

Stephan (still an amiga user...)
|>
|> >|>
|> >|> Gavan
|>
|>
|> Xavier

At least he doesn't write things like I have an Falcon030, xx hardisk,
xx mem, etc.

# 2707. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 18:44:38 UTC
From: cmedley@wam.umd.edu
Message-ID: <2brcqm$131@cville-srv.wam.umd.edu>
Source record: 20541

In article <1993Nov9.024227.20075@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>
>Ok, do I have to spell this out? Consider the following. You are running your
>Desktop in 720*534 in 8 colours, your paint package in 800*600 in 256 colours,
>and EMACS in 640*512 in 2 colours. Now lets consider the different ways of
>implementing this.
>
>1) Screens.
>720*534 in 8 colours uses 144180 bytes
>800*600 in 256 colours uses 480000 bytes
>640*512 in 2 colours uses 40960 bytes
>Total usage of video memory, 665140 bytes, or 0.634 megabytes
>
>2) Running all these in windows on a 1280*1024 24 bit screen
>The screen alone uses 3932160 bytes, which is exactly 3.75 megabytes. This is
>before you start worrying about where you are going to store bits of overlapping
>windows.
>
>The end result is pretty much the same. One uses 2/3 of a megabyte. The other
>uses 3 3/4 megabytes. Pretty convincing argument in favour of screens I think.
>Oh, and before you say 'but you dont have a 24 bit application, and a 16 bit
>application running', that is pretty irrelevant. 24 bit 800*600 still uses less
>memory than 24 bit 1280*1024
>

Chris, why would anyone in their right mind go to a 24-bit video mode to
run an 8 color, a 256 color, and a monochrome application?

Sure, if they do 1280x1024x256 colors, they use over 1MB, but guess what?
Even PC videocards routinely come with 1MB of VRAM! Geez.

And if it runs too slow, well... either:

1) buy a faster computer,
2) change the programs you're running.

# 2708. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 18:50:38 UTC
From: cmedley@wam.umd.edu
Message-ID: <2brd5u$14l@cville-srv.wam.umd.edu>
Source record: 20542

In article <1993Nov9.171014.11232@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>
>But then I have to fiddle about burying windows to find the app I want, update on
>the desktop and EMACS would be slower. everything would be tied to the same
>palette (pretty useless for the paint program) and you would still have to use
>memory to save hidden parts of windows. No, I'm sorry, you'r argument just does
>not work.
>
>--
>Chris Brown

Is this the same Chris Brown who said he liked X better than Amiga or Atari
GUIs?

How do you do screens on your favorite X-terminal? Have you ever run a
program on an X-terminal (say, xv?) that uses the full palette of an
8-bit video display? It's fun... see, you top the window and it's palette
takes over the system. When you top something else, it's palette takes
over for xv's.

What's my point, you may be asking yourself, as you dig through your book on
Xtoolkit to see if there are no screens...?

Well, why would anyone want to do a raytracing and require that they have to
see it as it would look "for real" while it is running in the background?
And if they just bring the window to the top to peek at it, it's palette
takes over. Then they lower it, and life resumes for the Emacs session.

I find this hilarious. Go get a firm grasp of the topic before you do stuff
like this...

## 2709. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 18:53:17 UTC
From: cmedley@wam.umd.edu
Message-ID: <2brdat$194@cville-srv.wam.umd.edu>
Source record: 20543

In article <1993Nov10.180020.4903@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>I dont want my programs to have their palettes switched off. I like to be able to
^^^^^^^^^^^^^^^^^^^^
>see all my programs at the same time, in their correct resoloutions, using their
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>correct palettes.
^^^^^^^^^^^^^^^^^^^^

Ok, smarty-pants. How can you see them all at the same time if they are on
different "screens"?

(i'm dying to hear this explanation)

# 2710. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 20:58:24 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1993Nov10.205824.10723@infodev.cam.ac.uk>
Source record: 20546

In article <2brd5u$14l@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (WeeEEeEEeeeEe) writes:
|> In article <1993Nov9.171014.11232@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >
|> >But then I have to fiddle about burying windows to find the app I want, update on
|> >the desktop and EMACS would be slower. everything would be tied to the same
|> >palette (pretty useless for the paint program) and you would still have to use
|> >memory to save hidden parts of windows. No, I'm sorry, you'r argument just does
|> >not work.
|> >
|> >--
|> >Chris Brown
|>
|>
|> Is this the same Chris Brown who said he liked X better than Amiga or Atari
|> GUIs?
|>
|> How do you do screens on your favorite X-terminal? Have you ever run a
|> program on an X-terminal (say, xv?) that uses the full palette of an
|> 8-bit video display? It's fun... see, you top the window and it's palette
|> takes over the system. When you top something else, it's palette takes
|> over for xv's.

Not on the version of XV I have. It takes what colours it can and keeps them.

|>
|> What's my point, you may be asking yourself, as you dig through your book on
|> Xtoolkit to see if there are no screens...?

I am fully aware that there are no screens in X. I like X as a user interface because of it's configurability. The applications I run under Unix are typically not graphically intensive, and I could quite happily do most of them on a VT100. X lets me have them all at once, and it provides the basis for a nice UI (under TWM) for most things I need it for. However, any graphical stuff I want to do I use my Amiga for, since the Amiga is much better for this sort of thing, and this is partly due to it's screens system.

|>
|> Well, why would anyone want to do a raytracing and require that they have to
|> see it as it would look "for real" while it is running in the background?
|> And if they just bring the window to the top to peek at it, it's palette
|> takes over. Then they lower it, and life resumes for the Emacs session.

Because you are still wasting memory saving bits of windows and running EMACS in needlessly high colour modes. Is this really so hard to understand?

If the palette thing doesnt bother you, then fine. It does me.

|>
|> I find this hilarious. Go get a firm grasp of the topic before you do stuff
|> like this...

Just because I like one feature of X & TWM (It's user interface and configurability) doesnt mean I automatically don't like all other features of all other operating systems and user interfaces. The Amiga's screens system is incredibly powerful, and if you can't see that, then you are being incredibly short sighted.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2711. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-10 23:42:39 UTC
From: ehood@convex.com
Message-ID: <1993Nov10.234239.18362@news.eng.convex.com>
Source record: 20547

In article <2brd5u$14l@cville-srv.wam.umd.edu>,
WeeEEeEEeeeEe <cmedley@wam.umd.edu> wrote:
>
>How do you do screens on your favorite X-terminal? Have you ever run a
>program on an X-terminal (say, xv?) that uses the full palette of an
>8-bit video display? It's fun... see, you top the window and it's palette
>takes over the system. When you top something else, it's palette takes
>over for xv's.

Your refering to colormaps and not screens; just to make things clear.
The example you give has nothing to do with screens.

--ewh

--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

# 2712. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 00:14:34 UTC
From: ehood@convex.com
Message-ID: <1993Nov11.001434.21480@news.eng.convex.com>
Source record: 20548

In article <1993Nov10.184148.28843@wega.rz.uni-ulm.de>,
Stephan Schmidt <s_sschmi@rzw6.rz.uni-ulm.de> wrote:

> the falcon uses normally a 15bit mode with 5bit R, 5bit G, 5bit B
> and there is a special 16bit mode which uses 6bit G, but this
> isn't very helpful for normal pictures (only for video applications

Yes it can. The human eye/brain is more sensitive to green than any
other primary color: red & blue. Humans have the least amount of
sensitivity to blue. Therefore, if makes sense to have more bits for
green to accomadate(sp?) humans' sensitivity to green.

One thing to note, however, is that human sensitivity to red light
is pretty close to green. Therefore, if I had a choice of the
number of bits to give each color (with 16 bits total to use), I'd
have the following:

R - 6 bits
G - 6 bits
B - 4 bits

What I think alot of people are doing is thinking of light/color
on a linear scale, but human perception is non-linear and varies
depending on the color and intensity of the light.

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

# 2713. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 01:21:45 UTC
From: ehood@convex.com
Message-ID: <1993Nov11.012145.28517@news.eng.convex.com>
Source record: 20549

In article <1993Nov10.205824.10723@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@cl.cam.ac.uk> wrote:
>
>Not on the version of XV I have. It takes what colours it can and keeps them.

The -perfect switch tells Xv says to use its own colormap. If you do not
give the option, than it will take as many colors it can allocate from
the default colormap (but will not over-write already allocated
colors). You can use the -ncols option to limit Xv's hogging of
colors.

I believe Xv 3.00 has different command-line options to give the same
results. Consult the manpage.

>I am fully aware that there are no screens in X. I like X as a user interface
>because of it's configurability.

Correction: the X protocal DOES support multiple screens (and
displays). It is up to your X-terminal/workstation, if it will allow
multiple screens (i.e. it has the hardware or software). I've seen
some versions of Sun workstations support a monochrome and color screen
on the same display (you use the mouse to switch screens).

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

# 2714. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 03:15:00 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1993Nov11.031500.27965@infodev.cam.ac.uk>
Source record: 20551

```
In article <2brdat$194@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (WeeEEeEEeeeEe)
writes:
|> In article <1993Nov10.180020.4903@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >I dont want my programs to have their palettes switched off. I like to be able to
|> ^^^^^^^^^^^^^^^^^^^
|> >see all my programs at the same time, in their correct resoloutions, using their
|> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> >correct palettes.
|> ^^^^^^^^^^^^^^^^^^^
|>
|>
|> Ok, smarty-pants. How can you see them all at the same time if they are on
|> different "screens"?
|>
|>
|> (i'm dying to hear this explanation)
|>

Er, quite simple really. You drag the front screen down, and you will be able to
see any other screens behind it. If you have 2 320*256 screens, but are viewing
them in 640*512, or 800*600, or whatever, you can even see each in it's entirety.
Simple really :-)

--
Chris Brown

------------------------------------------------------------------------------
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
------------------------------------------------------------------------------

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key
```

## 2715. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 03:47:06 UTC
From: verheyde@fraser.sfu.ca
Message-ID: <verheyde.752989626@sfu.ca>
Source record: 20550

cmedley@wam.umd.edu (WeeEEeEEeeeEe) writes:

>Ok, smarty-pants. How can you see them all at the same time if they are on
>different "screens"?

Drag the front screen down, revealing the screen(s) behind it.

# 2716. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 09:02:42 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bsv3iINNa6q@tom.rz.uni-passau.de>
Source record: 20552

In article <1993Nov9.165044.10354@infodev.cam.ac.uk> Robert Brown
<rb10006@hermes.cam.ac.uk> writes:
>The paint program happens to be using 256 shades ranging in a 24-bit fade from
>yellow to cyan (For strange image-processing reasons :-). Now, unless you want
>EMACS to have blue text on a yellow background (YEUCH!) or vice-versa, then
>you're going to need at least 258 colours...

Well, to be honest: GIF/TGA/Multiviewers usually use 240 colours for the
picture in 8 bit modes, leaving the desktop colours untouched.
And, as I have stated before, the screen concept IS nice, but it's used
too much on the Amiga. The plus of having all those things on-screen at
once is the possibility to use the drag&drop protocol (and TOS 5 has an
'iconify' option for windows, thank Cthulhu), I just can't imagine how
to use drag&drop between screens.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2717. Re: Video

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 09:07:35 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bsvcoINNaa9@tom.rz.uni-passau.de>
Source record: 20553

In article <2bp6s1$r79@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>I think this is what you are talking about...
>I figured out how Videl works, or at least figured out mathematically
>how to get 504063 colors on a Falcon. On screen 1, draw the image in a normal
>24 bit to 16 bit conversion. On screen 2, draw the same picture, but if the
>24 bit RBG value is haflway between the value on screen1 and the next higher
>value, add one to the component(s) that is diferent. When all the permuations
>of this are added up, it comes exaclty to 504,063 as stated in the VIDEL
>screen.
>
>Oh yeah. Page flip screens 1 and 2... ;) Is this the interleaving you are
>talking about?

Right. I read an article in the German mag ST Computer some months ago.
Using this technique properly one can also expand 16->121 colours etc.
Gotta look it up for details.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2718. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 11:21:43 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov11.112143.12855@wega.rz.uni-ulm.de>
Source record: 20554

```
In article <1993Nov11.001434.21480@news.eng.convex.com>, ehood@convex.com (Earl Hood)
writes:
|> In article <1993Nov10.184148.28843@wega.rz.uni-ulm.de>,
|> Stephan Schmidt <s_sschmi@rzw6.rz.uni-ulm.de> wrote:
|>
|> > the falcon uses normally a 15bit mode with 5bit R, 5bit G, 5bit B
|> > and there is a special 16bit mode which uses 6bit G, but this
|> > isn't very helpful for normal pictures (only for video applications
|>
|> Yes it can. The human eye/brain is more sensitive to green than any
|> other primary color: red & blue. Humans have the least amount of
|> sensitivity to blue. Therefore, if makes sense to have more bits for
|> green to accomadate(sp?) humans' sensitivity to green.
|>
```

Thank you, another thing I�ve learned, so forget all I have said
and listen to Earl ;)

```
Stephan (still an a4000)
```

```
|>
|> --ewh
|> --
|> Earl Hood | CONVEX Computer Corporation
|> ehood@convex.com | 3000 Waterview Parkway
|> Phone: (214) 497-4387 | P.O. Box 833851
|> FAX: (214) 497-4500 | Richardson, TX 75083-3851
```

# 2719. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 11:27:54 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov11.112754.12985@wega.rz.uni-ulm.de>
Source record: 20555

In article <2bsv3iINNa6q@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <1993Nov9.165044.10354@infodev.cam.ac.uk> Robert Brown <rb10006@hermes.cam.ac.uk> writes:
|> >The paint program happens to be using 256 shades ranging in a 24-bit fade from
|> >yellow to cyan (For strange image-processing reasons :-). Now, unless you want
|> >EMACS to have blue text on a yellow background (YEUCH!) or vice-versa, then
|> >you're going to need at least 258 colours...
|>
|> Well, to be honest: GIF/TGA/Multiviewers usually use 240 colours for the
|> picture in 8 bit modes, leaving the desktop colours untouched.

But when I want 256 colours ?? ;)

|> And, as I have stated before, the screen concept IS nice, but it's used
|> too much on the Amiga. The plus of having all those things on-screen at
|> once is the possibility to use the drag&drop protocol (and TOS 5 has an
|> 'iconify' option for windows, thank Cthulhu), I just can't imagine how
|> to use drag&drop between screens.
|>
|> Weregoose
^^^^^^^^
I�m frightened !

Ouch ! Thanks to god, that you are no amiga-developer (just joking)
but someone had the nice idea to put an Icon/Window/Menu on the
Workbech, so that things can be dropped there. I know that this is
1.) only one way
2.) difficult between two applications
but most of the drag&drop things are files/dirs/etc. which
can be easily handled this way.

Stephan
|>
|> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
|> ------------------------------------------------------------------------------
|> - Star Trek: Our Generation -
|> - To boldly kill rats where no man has killed rats before.... -
|>
|>
|>
|>

# 2720. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 11:47:36 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111144.AA00724@lis9>
Source record: 20556

gerrymon@eng.umd.edu (Gerry Mon) writes....

>Personally, I don't think the Amiga 4000 is crippled. I think it's a
>nice machine. I've always disliked the phrase "crippled" since it
>implies that the machine is useless and I consider it somewhat of a
>thinly veiled putdown.

Wow! someone who LIKES the A4000/040. Personally, I think its a
bit of a let down. It doesn`t have SCSI as standard, hasn`t improved
the sound over the A3000 and is grossly over-priced. The only thing
it has going for it is that fact that you can get an 040 as
standard. The AGA chipset is nice, but you get that in an A1200 for
a fraction of the price. Considering Apple are supposed to be
releasing a MAC 040 machine for the 900 UKP price, I think commodore
had better get their finger out and sell the A4000/040 for around
the same price. At 900 UKP I`d consider it a good machine, but at
the present 2000 UKP mark it really doesnt cut it.

For many people, an A3000 or A2000 with an 040 card (you can get
them at up to 35Mhz) and a gfx board (like a Retina) is a MUCH
better buy costing much less.

Gavan

# 2721. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 12:02:08 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111158.AA00732@lis9>
Source record: 20557

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes ...

>>What happens if you have one window that is 8-bit and another window that
>>is in 16-bit and maybe another in 24-bit?
>>Can all three windows co-exist on your desktop space?

>I fail to see when I'd ever need such a setup... Why not just 3 24 bit
>windows? 24 bit can easily "emulate" the other two...

When the Amiga multitasks, each process can open a bitmapped
screen totally independantly and write to that screen directly. The
copper hardware allows the visible screen (the VDU display) to be
drawn from any areas of memory so you can slide screeens down and
see the program behind drawing to its screen. (The old 8-bit Ataris
could do this soft of thing too - altough support wasnt in the OS
for it).

It means you can open a single bitplane screen to use as a shell,
a 3 bitplane screen for your desktop etc etc. You can thus have
loads of different screens, but using the minimum amount of memory
possible. This makes multitasking much easier, even on a cheap 14"
monitor.

The alternative is to have a massive workstation-like screen
with say, 1024x1024 and 24 bit so that you can fit many windows on
screen at once and can also have fulfil the colour pallettes needed
by each `screen`. Fine, but large monitors cost lots of dosh, and
the memory and performance overhead needed to manage the screen is
large.

I think that for low-cost personal systems running on relatively
small computers, the screens system is a MUCH better option. Amiga
users can always get a 24 bit card doing 1024x1024 if they really
need it (assuming they have a Zorro slot machine).

Gavan

# 2722. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 12:09:14 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111205.AA00746@lis9>
Source record: 20558

>If all I am doing is rendering a 24 bit image, why do I have to be in 24 bit
>mode on the screen? just render a 24 bit image while the screen is in
>monochrome, and do your word processing, and then switch to 24 bit to view
>the image! That's what I do, except exchange "24 bit" with "16 bit"

Its called MULTITASKING. When you are doing this, you will most
probably want to see different things running at different times.
Sometimes, the apps will run in a standard workbench (desktop)
window, but occasionally apps will need things like hi-res,
hi-colour screeens and rather than run the whole machine in the
highest res mode and spend lots of CPU time managing the windows,
screens allow each process to have its own independent screen -
saving on a lot of window management and multitasking much faster.

Gavan

# 2723. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 12:19:27 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111216.AA00755@lis9>
Source record: 20559

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner)
writes..

> Why is no lookup table better than a method that does use a lookup
> table? Let's say C16 has a 16 bit palette and uses "True Colour"
^^^^^^^^^^
> and C24 has a 24 bit palette and uses a lookup table.

I think the problem is that `True Colour` has become a widespread
word for 24-bit graphics, as they are what is required for
photorealistic images. It seems that some company has copyrighted
`TrueColour` or something similar as a way of describing a system
where the value of a pixel is actually a digital representation of
the colour of the pixel, rather then a pointer to a CLUT.

>I'm sure someone said 8 years ago that 8 bits was the practical limit
>for color images. I agree that 24 bit is very good, but it can get
>better!!

Apparently, the human eye can only distinguish about 300K colours
and 256 greyscales. Thus 24-bit may be overkill for colours but
needed for accurate greyscale reproduction. (The AGA chipset can do
proper 256 greylevel gfx by the way!) Since 24 bits is a nice handy
computer number (1 byte per primary colour) I think it has become
the standard for photrealistic work (at a professional level).

I doubt that anyone would percieve much of a difference, even
with 48 bit colour but the actual tech stats such as dynamic range
would be better so it could be useful for certain applications.

Ther Pseudo 18-bit of HAM8 colour seems to be good enough for the
majority of people. I`m sure the 15/16 bit mode is good too, but I
doubt that 32 intensity levels would be much use for anything
serious.

Gavan

# 2724. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 12:28:13 UTC
From: sys1@exnet.com
Message-ID: <CGBun3.BoA@exnet.com>
Source record: 20562

In article <1993Nov10.184148.28843@wega.rz.uni-ulm.de> s_sschmi@rzw6.rz.uni-ulm.de (Stephan Schmidt) writes:
>In article <CG9yL5.FL6@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>|> >In article <9311081330.AA01226@ash34>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
>|> >|> mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes..
>|> >|>
>|> >
>|> >[stuff deleted]
>|> >
>|> >|> as usable as 15-bit since the extra green level isnt much use on its
>|> >
>|>
>|> Suddenly 16 bits becomes 15 bits. Fine.
>
> *FLAME ON*
> I think, you don't know what you are talking about, so
> ONCE AGAIN: STOP TALKING SHIT !!!
>

What, like the Amigoids who keep posting to this group?

> To all others: please stop writing articles to Xavier, he isn't
> worth the effort !
>

What's got your goat. I don't think I'm that bad.

> Stephan (still an amiga user...)
>|>
>|> >|>
>|> >|> Gavan
>|>
>|>
>|> Xavier
>
> At least he doesn't write things like I have an Falcon030, xx hardisk,
> xx mem, etc.

I have a big dick, so I don't have to use MHz, megabytes, 24 bit pallettes or anything else to bolster my masculinity.

However, I have boasted frequently about *all* the computers I have, which I do to prove my experience on various systems---if you actually read my postings you would know this.

So I reckon you are talking (dare I say it?) shit.

Xavier

# 2725. Re: Development environment and OS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 12:33:55 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111230.AA00763@lis9>
Source record: 20560

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes...

>GM> WHAT installed base - 20 to 30 thousand Falcons?? The vast
>GM> majority of Ataris will continue to be 68K based with the STe/ST

>Sure, did you expect EVERYONE to just JUMP high and shell out loads of money
>the same day the Falcon was released?

Exactly! The Falcon is WAY to expensive to be a viable updgrade
for many ST owners.

>The same argument is valid for Amiga 500 owners.

WRONG. The A1200 now can be got for 260UKP. Thats a lot LESS than
many A500/A600 owners paid for their machines at the time they
bought them (They used to cost 400 UKP). The A1200 is actually MORE
affordable than any previous entry level Amiga and is far more
powerful and with more potential than an A500.

>GM> >030+
>GM> What does the plus mean? You CANT get a Falcon with a 68040. You
>GM> cant even get one with proper 32 bit memory access or one that goes
>GM> faster than 16 MHz.

>You can get Atari compatibles with 040s.

You dont get Falcons with 040s. As for adding an 040, well you
could do that with an A500 if you really wanted to (little point
though). That doesnt mean that the A500 is an 040 machine. You still
cant buy an ATARI 040 machine and that means a lot to most consumers
who won`t be into buying 3rd party clones - This is NOT the IBM PC
compatible market we`re talking about here.

>GM> FACT: About 300 000 A1200s have been sold TO DATE. Thats what I call
>GM> a userbase!

>Source? I've asked for a source each time someone quoted those figures, still
>hasn't got one. According to one of the biggest Amiga magazines in Sweden, only
>5000 A1200 has been sold here.

Recent figures form C= in the UK mags talk of around 120000 in the
UK alone with (supposedly) 100000 sales at Xmas (Doubtful - I
reckon the CD32 will severly curtail A1200 sales). I cant speak for
the rest of Europe. Ask Stefan Boberg - hwe develops commerical
software so he should know what the deal is.

>GM> FACT: You can get Amigas in 020, 030 and 040 versions OUT OF THE BOX

>Yep, EC020, EC030 and a VERY expensive 040.

Yes, the A4000/040 is FAR too expensive for what you get. The only thing its got going for it is the 040. As the top Amiga, Its dissapointingly overpriced. Same goes for the Falcon IMO.

>GM> FACT: The Amiga 030 machine runs at 25 MHz - not the 16 Mhz of the
>GM> Falcon

>..without the important MMU, used when trying to run Linux for example ..

If an MMU is important (and to most Amiga users it ISN`T - more speed is more useful) then buying an Amiga 3000 would be a good move. It`s very cheap these days and is ideal for running the one worthwhile MMU-using application - LINUX. Alternatively, all of the 4 or 5 50MHz 030 upgrades for the A1200 have a full MMU (for what its worth).

>None of the Amigas are even close to the Falcon in pure performance though ...
>(heard the word DSP before?)

Excellent for Digital Signal Processing and fractal drawing.
Useless for DTP, compiling, databases ......

Gavan

# 2726. The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 12:44:10 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111240.AA00774@lis9>
Source record: 20561

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes...

>GM> SO does the A1200 at that price level. Or of course the A4000/030
>GM> which cost about the same but has a CPU capable of delivering at
>GM> least 3x the Raw power of the Falcons 16 bit limited 030. (Oh, not
>GM> to mention expansion slots which take cards like True 24 bit
>GM> displays, 040 expansions etc.)

>3x the Falcons power ... sure .. back that statement up, fool.

Well the increased clock speed alone should yield a 60% increase.
When you take into account 32 bit access, no chip contention and
burst mode, I think 3x is reasonable, maybe even a little
conservative.

Since noone has defintatively proven the advantages of 32 bit
access and no contention in the A1200, it could be hard to prove
this though.

I will say that since an A1200 with 32bit fastram runs 2x faster
than one with chipram, contention DOES play a part in overall speed.
In addition, when you add 16-bit fastram to an A1200 via the PCMCIA
slot (this is NOT recommended, its more expensive than a proper
32-bit expansion), the machine runs at half the speed of a 32-bit
fastram machine. Therefore, 32 vs 16 bit access would appear to also
be an issue.

>GM> >>FRONTIER ALIEN BREED II URIDIUM 2 HIRED GUNS: Amiga Power!

>GM> Read this and weep Falcon owners - LOOK : SOFTWARE.
>GM>
>GM> You dont see a lot of this on the Falcon as it has proved so
>GM> unpopular with the computer buying public that NOONE BOTHERS TO MAKE
>GM> SOFTWARE FOR IT!

>Yeah .. wow ... I want games .. sure ... NOT ...

>To play games - I go for the Jaguar.

Let me add - SYNDICATE, SPACE HULK, WING COMMANDER, DESERT STRIKE,
TFX, INFERNO ....

All these games could be done just as well on a Falcon, but
almost certainly wont be. If you want to pay extra to buy another
games system then fine, but I would like to play games as well as
program and raytrace on my computer. Its called `added functionality`

PS. Apologies about FRONTIER - I believe an ST version will be coming out (Dont know if it will run on the Falcon though)

Gavan

# 2727. Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 13:48:53 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111343.AA02043@ash34>
Source record: 20563

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes ..

>GM> Dream on Rickard. Who the hell would want such a machine if its
>GM> not an official Atari release? Just what software will even RUN on
>GM> the machine? Does it actually exist? - You seem to make things up
>GM> when challenged about the shortcomings of the Falcon.

>100% of the OS compatible Software will (ofcourse) run, it's not an Amiga you
>know ...

Will it - what about the incompatible MMU and larger caches with
copyback mode? It IS possible for software to be 100% OS legal and
still fail on a different version of the CPU. As I recall, earlier
versions of TOS were incompatible with anything other than a 68000
and they were of course `OS Legal!`

>If it exists? Why not read messages from those who have ordered (and got) one
>before you even reply, fool.

Ok, anyone who has this machine please post and tell us about how
compatible it is.

>GM> Seems to me that even IF this mythical machine exists (a big IF),
>GM> people who want an 040 machine will buy an A4000/040 or a Mac Quadra.

>A4000/040? I would rahter buy a PENTIUM at that AWFUL price!!!

The Pentium is a much better bet as the A4000/040 is so
overpriced. Still, at least you can get an official 040 Amiga and
there is certainly scope for price reduction - remember that the
A3000 was over 3000 UKP when it first came out and can now be bought
at around 1000 UKP or less.

>GM> BTW _ is this machine actually FALCON compatible - or is it just an
>GM> ST with an 040 processor - there is a BIG difference.

>Falcon compatible? Who said that?

Well, you claim that the Falcon is now the base machine so the
ST/TT range is now obsolete. Therefore, this machine is an clone of
an obsolete machine. I doubt that this machine will be compatible
with any of the VIDEL tricks you keep going on about (which is why I
pointed out that Atari only give 320x200 as the maz 15/16 bit mode
resolution, and that 640x480x256 is the official OS legal max res of
the Falcon). It will also need an add-on DSP to run falcon DSP
software (of course) and even then the implementation might not be
100% compatible.

Still no 040 Falcon!

# 2728. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 13:57:47 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111354.AA02072@ash34>
Source record: 20564

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes...

>GM> You render a frame of animation. (you`ll need a beefy 040 at
>GM> least for maximum speed - a weedy 16/32 030 at 16Mhz is unlikely to
>GM> cut it)

>The A1200 is totally USELESS that is.

If you want to do animated, rendered sequences of anything more
than a couple of seconds neither the Falcon or base A1200 are a good
choice. You could do them, but it would take AGES. Better to add (or
buy a machine with) a 68030 at 50Mhz at least, or preferrably the
fastest 040 you can get your hands on. Make sure you get a fast FPU
if you are using and 020 or 030.

>GM> professionally. For personal users, replay off hard disk (or CD
>GM> using MPEG) is a much better option.

>Ah .. MPEG .. like Brainstorm has done in software on the Falcon using the DSP?

Now let me get this clear? Someone has done FULL SPEED MPEG using
the Falcon DSP? That is impressive. I have an MPEG decoder for my
A1200, but of course it can only DECODE the MPEG data into frames
slowly, not play them in real time.

If it is true, Falcon owners can buy a CD ROM drive and enjoy
digital video CDs (if they are MPEG standard). I think Amiga owners
will have to make do with a CD32 and MPEG module at around 500 UKP
the lot.

>GM> and higher resolution than the `16-bit` (actually, its only really
>GM> as usable as 15-bit since the extra green level isnt much use on its

>Fool. It gives an extra shade of green, quite useful. (Or you can use it as an
>overlay bit, for video titling)

Hmmm, 32767 variations on green tints? I dont think that you can
claim that there are twice as many USEFUL colours with 16 bit than
with 15 bit. The overlay bit would be useful, though for video
titling your best bet is an Amiga - its one of its specialities
(like midi software on the ST).

>GM> own). There is NO DOUBT that a HAM8 picture is closer to a 24-bit
>GM> picture than a Falcon 15/16 bit screen - and all with half the
>GM> memory - very useful for real time animations.

>Yep, but that's it.

And that was the point of the thread!

Gavan

# 2729. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 14:00:30 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111357.AA02083@ash34>
Source record: 20565

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes...

>GM> frankly, I think you could just take an 040 Amiga (the A4000/040)
>GM> and run an ST emulator on it to get the same effect.

>Can it do MIDI?

I`d hope so! After all, its the ONLY reason why anyone would need ot
emulate an ST.

Anyway, why do you need an 040 for Midi manipulation? I`d say that
even an 8Mhz 68000 could be effective at processing the 31.5 Khz MIDI
data stream.

Gavan

# 2730. Ham8, 24 bit, true colour, 15/16 bits...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 14:10:30 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111406.AA02113@ash34>
Source record: 20566

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes about
Re: The final word on A1200 vs Falcon ....

>...but when HAM shows its "fringes", people just turn away.

Fringing could be a big problem with the old ECS HAM (HAM6) but with
HAM8 it is much less prevalent. Higher resolutions and Composite
encoding tend to eliminate the fringing effect.

HAM fringes coz it can take up to 3 adjacent pixels to change
colour completely (If you dont use a base register, that it). A PAL
tv signal can only change colours every four pixels (tho` it can
change intensity on every pixel) so it is not entirely free of
smears either.

The thing is, at resolutions of 640x512 +o/s , and 25fps these
defects are unnoticable.

Conclusion: HAM8 can produce pictures of AT LEAST the quality of
broadcast PAL TV.

Actually, HAM8 can go to 1280x512 +o/s pixels, making it SUPERIOR to
tv by far.

Sure RGB can make sharper transitions, but resolution and colour is
also important. Also, in real life many color changes are gradual
and so HAM8 doesnt have any problems dealing with things like
graduated flesh tones etc.

>GM> Simply put, the more colours you can have to choose from and on
>GM> screen, the better your picture will look. HAM8 has a true 24-bit
>GM> pallette and 18 bit onscreen, so will look better than the 15/16 bit

>18 bit onscreen? Fool. HAM has 8 bit onscreen .. *8* bit!

No. Ham8 is pseudo 18 bit. It USES 8 bits per pixel but the Hold
And Modify circuitry allows it to emulate 18 bit colour. (with a
24-bit base palette)

>GM> purposes HAM8 is closer. Its very hard to tell the difference

>Wanna bet?

Yes.

Gavan

# 2731. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 14:15:52 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111412.AA02130@ash34>
Source record: 20567

guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes...

>Well, the A4000/040 has a 32bit CPU running at 25 MHz connected to it's
>RAM through a 14.xx MHz(?) bus and incapable to access it in burst mode.
>The CPU is running at 7/7/7/7 waitstates!!!! Now what do you call crippled?
>(Not to mention that nearly all custom chips of the Amiga are 16bit,
>while all Falcon custom chips are 32bit).

I think you are thinking of CHIP RAM here. AFAIK the A4000
access its 32 bit FAST RAM at a full 25Mhz. Wait states may be
imposed if the speed of the ram chips is too slow.

Of course, the Falcon has wait states imposed over all of its
RAM dues to the lack of exclusive processor RAM. I think that the
need to do 2x16 bit fetches when the caches miss may well impose a
wait state or two also.

Gavan

# 2732. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 14:29:41 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111426.AA02168@ash34>
Source record: 20568

mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes ...

>I have no DOUBT that HAM8 can look good. I also maintain that due to
>it's setup, with large amounts of colour, you will get fringing and
>loss of colour contrast. With a 'true colour' mode (colour gun values)
>a more accurate colour reproduction is possible.

`True Colour` has nothing to do with it. Even with a 256 colour
CLUT screen you can get a sharp transition between adjacent pixels.
The superiority of HAM8 ovewr 15/16 bit `True colour` lies in the
fact that there are four to eight times as many colours to choose
from and that you get a 24-bit palette to pick from.

I would say that artists would prefer to work in the `true
colour` mode of the Falcon as HAM8 would be a pain to paint in.
However, as a display medium for static pictures and for animations,
HAM8 should be superior.

Of course, the 15/16 mode of the Falcon is better when the CPU
is doing real time movement of graphics data - hence it would be
easier to do an arcade game in 15/16 than HAM8. Also, the 15/16 mode
would be superior for vector demos and the like.

The AGA chipset can of course provide 256 grey levels on a CLUT
screen, whereas the Falcon can only deliver 32, so for mono work the
Amiga is far better.

What it boils down to is..

Do you NEED total individual pixel addressability?
- go for Falcon

Do you NEED lots of colours, 24 bit palette, 256 grey levels?
- go for AGA

Gavan

# 2733. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 14:33:06 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111429.AA02179@ash34>
Source record: 20569

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes ...

>>Have every tried scrolling down a text editor in a 24bit deep screen?

>Why the hell would I be scrolling text on a 24 bit screen? if I was text
>editing, i would be in monochrome! You have yet to show me a case where I
>would NEED to have a 24 bit screen, an 8 bit screen, etc. open simultaneously.

Because the large screen/24 bit approach requires you to have
open , say, a 1024x1024 screen upon which all your applications run.
Even if you are using only a text editor, it will have to display on
the 24 bit screen - causing a system overhead which Amiga screens
avoid. This makes for more efficient multitasking.

Gavan

# 2734. Re: The final word on A1200 vs Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 14:52:50 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111449.AA02234@ash34>
Source record: 20570

guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes...

[lots of stuff about adding stuff to Falcon deleted]

>350 DM difference! But don't forget that you will not get a DSP or a
>real 030 with your A4000. I think that these are worth the extra cost.
>And the Falcon is faster, of course.

Wow! The A4000/030 doesnt have a REAL 030. I guess users just
imagine that software is running on it.

I cant comment on your pricing, but I doubt it would hold true
in the UK even if you could get hold of half the stuff you mention.
I`ve never heard of this `Mighty Sonic 32` - is it some kind of
accelerator card? Does the 32 refer to a 32Mhz clock speed or the
fact that you can now access RAM 32 bits at a time from the CPU?
I`ve never heard of a Falcon Tower before either.

Lets not forget you`ve just parted with a huge amount of cash,
whichever system youve gone for. I think I`d rather just get a nice
cheap A1200 and when I could afford it add a CSA 12-guage or ICD
Viper card and some ram giving me a 50 Mhz 030 /w MMU and 50 Mhz
FPU, a SCSI I or II interface and up to 128 megs RAM. This all comes
on a simple card which plugs in below the A1200.

>And THIS Falcon IS expandable, for the MightySonic has a VMEbus
>(well, it is still limited to having 4 graphics boards at the same time...)

Thats the VME standard bus? Just how good is the ST at using
peripherals on this bus? Presumably they`ll need special drivers to
use them, so you can`t just take any standard VME card. I`d guess
that the A4000 ZorroIII and video slots offer much more in the way
of useful, USEABLE expansion cards.

>Strange argument for someone from the UK. Go look into 'Atari ST user'.
>(Well, not that I think this mag is truly professional, but I suppose
>you can't read German, otherwise I would send you an issue of 'ST
>Computer'). Or for games, look into some other mag available in the UK.

There is no arguement here. For games, the Amiga wipes the floor
with the Falcon, for applications software (excluding specialist
things like MIDI) it has more choice (in the UK anyway) and in the
specialist field of graphics and video it blows the Falcon away.
Only in the MIDI field can the Falcon boast a wider range of
software.

Gavan

# 2735. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 14:58:52 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111455.AA02251@ash34>
Source record: 20571

guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes...

>> You render a frame of animation. (you`ll need a beefy 040 at
>>least for maximum speed - a weedy 16/32 030 at 16Mhz is unlikely to
>>cut it)
>> You save it to a mass storage medium
>> You do the next frame.

>That's how slideshows work. MPEG etc. use delta-frames, one thing impossible
>in HAM8.

No, delta frames can be used in ham8, tho` since its already
pretty compact, they arent as effective as might be hoped. An
animation IS just a slideshow - albeit a very fast one.

>> In all these cases HAM8 is a better bet as it offers more colours
>>and higher resolution than the `16-bit` (actually, its only really
>>as usable as 15-bit since the extra green level isnt much use on its
>>own).

>And the Amiga sound subsystem is really 7 bit, because the 8th bit
>isn't very much of it's own.

The eighth bit doubles the dynamic range of the sound. Adding one
extra level to just one of the primary colour components will NOT
double the dynamic range of the picture, it`ll just give you more
variations of green tints (in this case).

BTW . I think that the original poster was superimposing computer
graphics, in real time, over existing digitized backgrounds. In this case, a
direct-colour mapped mode would give an advantage over HAM8, tho`
its a very uncommon form of computer animation.

Gavan

# 2736. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 15:05:47 UTC
From: p9166475@athmail1.causeway.qub.ac.uk
Message-ID: <9311111501.AA02271@ash34>
Source record: 20572

>> No - its an 040 MEDUSA. I think Atari lawyers might have
>>something to say if they called the machine an Atari.
>> It still isnt widely available nor is it Falcon compatible.

>Ah, at least you've finally admitted that it EXISTS.

>Gavan. Even most Atari owners don't have time for this group (me included).
>Is your life so sparse or your non-life (computers) so lacking that you find
>time to postulate the existence and non-existence of every Atari-related
>product?

No, whenever I come back up to visit university I like to log on
to my old account in the afternoon and kill a few hours winding up
Atari owners. I merely asked if, given the record of crap spewed out
by RT, this could be believed.

Lets face it, if we all sat around doing work and study NONE of
the comp.sys groups would have any postings.

Gavan

# 2737. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 17:30:13 UTC
From: kendall@pygmy.owlnet.rice.edu
Message-ID: <KENDALL.93Nov11113013@pygmy.owlnet.rice.edu>
Source record: 20573

In article <9311111343.AA02043@ash34> p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:
rickard_troedsson@troed.ct.se (Rickard Troedsson) writes ..

>GM> Dream on Rickard. Who the hell would want such a machine if its
>GM> not an official Atari release? Just what software will even RUN on
>GM> the machine? Does it actually exist? - You seem to make things up
>GM> when challenged about the shortcomings of the Falcon.

>100% of the OS compatible Software will (ofcourse) run, it's not an Amiga you
>know ...

Will it - what about the incompatible MMU and larger caches with
copyback mode? It IS possible for software to be 100% OS legal and
still fail on a different version of the CPU. As I recall, earlier
versions of TOS were incompatible with anything other than a 68000
and they were of course `OS Legal!`
------------------------------

They wern't "OS legal", they were the OS!! There is a difference
between APPS running on topof the OS and the OS itself. The OS is
allowed to do whatever dirty work it has to to implement system calls,
while the (should!!) only go through system calls. Therefore all of
the legal apps should work on any ST.

>If it exists? Why not read messages from those who have ordered (and got) one
>before you even reply, fool.

Ok, anyone who has this machine please post and tell us about how
compatible it is.
------------------------------

Hey, if I had that kinda money, I'd have a 3DO!! :-)

>GM> Seems to me that even IF this mythical machine exists (a big IF),
>GM> people who want an 040 machine will buy an A4000/040 or a Mac Quadra.

>A4000/040? I would rahter buy a PENTIUM at that AWFUL price!!!

The Pentium is a much better bet as the A4000/040 is so
overpriced. Still, at least you can get an official 040 Amiga and
there is certainly scope for price reduction - remember that the
A3000 was over 3000 UKP when it first came out and can now be bought
at around 1000 UKP or less.
------------------------------

I'd wait for power PC machines, myself... but then I might have a
really long wait!! Hmm, perhaps a PowerPC upgrade for my Falcon!!

---
>GM> BTW _ is this machine actually FALCON compatible - or is it just an
>GM> ST with an 040 processor - there is a BIG difference.

>Falcon compatible? Who said that?

Well, you claim that the Falcon is now the base machine so the
ST/TT range is now obsolete. Therefore, this machine is an clone of
an obsolete machine. I doubt that this machine will be compatible
with any of the VIDEL tricks you keep going on about (which is why I
pointed out that Atari only give 320x200 as the maz 15/16 bit mode
resolution, and that 640x480x256 is the official OS legal max res of
the Falcon). It will also need an add-on DSP to run falcon DSP
software (of course) and even then the implementation might not be
100% compatible.
---

Ahh, but most apps don't care, they'll run in whatever rez you put
them in. Even most painting programs work in other rezes (?) if you
want them to.

The DSP is a good point, although they said they were going to come
out with a card. Since tehre are also system calls to access the DSP,
I don't think it would be hard at all to come out with a 100%
compatible DSP card (provided it uses the same chip, or possibly the
96001)

Still no 040 Falcon!
---

Close enough... it runs most software really fast with a large screen.
I wonder about audio in, though.... Besides, I am willing to hold out
for a PowerPC Falcon.

--
---> Kendall Gelner (kendall@rice.edu)

# 2738. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-11 19:07:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ce28d64@troed.ct.se>
Source record: 20576

In a message of 10 Nov 93 19:41:48, Stephan Schmidt wrote:

SS> *FLAME ON*
SS> I think, you don't know what you are talking about, so
SS> ONCE AGAIN: STOP TALKING SHIT !!!
SS> the falcon uses normally a 15bit mode with 5bit R, 5bit G, 5bit B
SS> and there is a special 16bit mode which uses 6bit G, but this
SS> isn't very helpful for normal pictures (only for video applications
SS> with croma key (I hope the spelling is right))
SS> This was no insult to all F030, but a explanation to some
SS> stupid guys around here.
SS>
SS> *FLAME OFF*
SS> To all others: please stop writing articles to Xavier, he isn't
SS> worth the effort !

The Falcon's normal True Colour mode is the 16bit mode - NOT the 15bit mode.

Why don't you check facts before flaming? Makes your posts VERY credible ..
right ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2739. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-12 07:52:30 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bvfbuINNe41@tom.rz.uni-passau.de>
Source record: 20574

In article <1993Nov10.184148.28843@wega.rz.uni-ulm.de> s_sschmi@rzw6.rz.uni-ulm.de (Stephan Schmidt) writes:
> *FLAME ON*
> I think, you don't know what you are talking about, so
> ONCE AGAIN: STOP TALKING SHIT !!!
> the falcon uses normally a 15bit mode with 5bit R, 5bit G, 5bit B
> and there is a special 16bit mode which uses 6bit G, but this
> isn't very helpful for normal pictures (only for video applications
> with croma key (I hope the spelling is right))
> This was no insult to all F030, but a explanation to some
> stupid guys around here.
>
> *FLAME OFF*

Quite stupid, but amusing. You obviously haven't had much of biological education, and haven't bothered reading articles on graphics boards and differences between them:

Human eyes have a higher capability to differ between levels of green than they have with levels of blue or red. This seems to be a survival thing, to make it easier to detect snakes between leaves or something.
Thus 16 bit IS different from 15 bit.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2740. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-12 07:59:26 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bvfouINNebe@tom.rz.uni-passau.de>
Source record: 20575

In article <1993Nov10.183501.28693@wega.rz.uni-ulm.de> s_sschmi@rzw6.rz.uni-ulm.de (Stephan Schmidt) writes:
>In article <CG9zuA.KBn@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>|> In article <1993Nov5.134548.2431@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>|>
>|> I used the workbench on the A500 and the A1200 and didn't like them. Cheap,
>|> silly looking things trying very hard not to infringe on anyones copyright.
>|> The CLI was crap too, though luckily I am good at guessing what people meant
>|> to do.
>
> CLI: try cd dh2:pre#?/pres#?/Magic#? by using an atari shell,
> then tell me "crap" again !
> Worbench: just use MagicWB

:-) Funny, indeed. Try cd u:/g:/usr/too[TAB]/pic[TAB] on the WB shell.
BTW, this is bash under MiNT. And YOUR example doesn't work because the
Atari hasn't a drive dh2:, just as much as the Amiga hasn't got a drive
u:.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2741. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-12 09:24:11 UTC
From: sys1@exnet.com
Message-ID: <CGDGsC.8zt@exnet.com>
Source record: 20577
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov7.221510.3419@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>In article <2bjpgm$2nj@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>|>
>|> As long as we're discussing opinions, I think "screens" as used by the Amiga
>|> (the only "screen"ing systems I've seen) is really dumb. I prefer to have
>|> all of my windows on the same desktop space.
>
>Oh yes, absoloutley. Lets waste megabytes of memory running Emacs in 24 bit
>colour because your Paint package needs it, and let's have to spend huge amounts
>of money on massive monitors and hi res 24 bit graphics cards to stop your
>desktop getting cluttered as hell. How *very* sensible
>

But I thought memory was *so* cheap and plentiful for Amiga users that this wouldn't bother you.

>--
>Chris Brown
>
>-------------------------------------------------------------------------------
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>-------------------------------------------------------------------------------
>
>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

Xavier

# 2742. Re: Development environment and OS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-12 11:52:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ce37914@troed.ct.se>
Source record: 20582

In a message of 11 Nov 93 13:33:55, Gavan Martin Moran wrote:

GM> Exactly! The Falcon is WAY to expensive to be a viable updgrade
GM> for many ST owners.

At 8400 SEK it's just a bit higher than when the 1040STE came ... And a Falcon 4/85 is STILL only about $100 more than an A1200 4/85!!!

GM> WRONG. The A1200 now can be got for 260UKP. Thats a lot LESS than

Double that to get the price in Sweden .. I can't check your prices coz in EVERY UK mag I have the ads says "Phone us for price!" when they come to the A1200 .. usually that means expensive .. :-)

GM> Yes, the A4000/040 is FAR too expensive for what you get. The only
GM> thing its got going for it is the 040. As the top Amiga, Its
GM> dissapointingly overpriced. Same goes for the Falcon IMO.

The Falcon has a LOT more hardware goodies than the A1200/4000 ..

GM> Excellent for Digital Signal Processing and fractal drawing.
GM> Useless for DTP, compiling, databases ......

Then why will DynaCadd use the DSP?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2743. Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-12 11:56:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ce379e0@troed.ct.se>
Source record: 20583

In a message of 11 Nov 93 14:48:53, Gavan Martin Moran wrote:

GM> with any of the VIDEL tricks you keep going on about (which is why I
GM> pointed out that Atari only give 320x200 as the maz 15/16 bit mode
GM> resolution, and that 640x480x256 is the official OS legal max res of
GM> the Falcon). It will also need an add-on DSP to run falcon DSP

Well, that just shows you know NOTHING ..

Using OS legal rez-changin commands you get 768*576 in 16bit colour!

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2744. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-12 11:58:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ce37a82@troed.ct.se>
Source record: 20585

In a message of 11 Nov 93 14:57:47, Gavan Martin Moran wrote:

GM> Now let me get this clear? Someone has done FULL SPEED MPEG using
GM> the Falcon DSP? That is impressive. I have an MPEG decoder for my
GM> A1200, but of course it can only DECODE the MPEG data into frames
GM> slowly, not play them in real time.
GM>
GM> If it is true, Falcon owners can buy a CD ROM drive and enjoy
GM> digital video CDs (if they are MPEG standard). I think Amiga owners
GM> will have to make do with a CD32 and MPEG module at around 500 UKP
GM> the lot.

That depends on "full speed" .. I think their figures was 17fps or something in
full screen .. ofcourse you could use a smaller screen though ..

But I agree, realtime MPEG decoding/coding IS very impressive! (Remember that
the 16MIPS figure of the DSP is for sequencial coding, using parallell
techniques you should be able to do 96 (MOPS))

The DSP *IS* used for several applications - something you seem to forget
everytime you bring the issue of SPEED up ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2745. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-12 11:59:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ce37a9c@troed.ct.se>
Source record: 20586

In a message of 11 Nov 93 15:00:30, Gavan Martin Moran wrote:

GM> >GM> frankly, I think you could just take an 040 Amiga (the A4000/040)
GM> >GM> and run an ST emulator on it to get the same effect.
GM>
GM> >Can it do MIDI?
GM>
GM> I`d hope so! After all, its the ONLY reason why anyone would need ot
GM> emulate an ST.

Can you check it?

Will Cubase run?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2746. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-12 12:01:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ce37b2c@troed.ct.se>
Source record: 20487

In a message of 11 Nov 93 15:29:41, Gavan Martin Moran wrote:

GM> The AGA chipset can of course provide 256 grey levels on a CLUT
GM> screen, whereas the Falcon can only deliver 32, so for mono work the
GM> Amiga is far better.

64 .. you forget that outside the TC mode the Falcon has an 18-bit palette... I do agree that 256 is better ... I don't know how many greyscales the 24viewer uses though .. (Ther author of Chroma24 for the Falcon claims he uses 16.7mil col out of a 24 bit palette and nothing else .. and the viewer has got a LOT more colours than 262144 .. )

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2747. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-12 17:50:17 UTC
From: cmedley@wam.umd.edu
Message-ID: <2c0icp$b05@cville-srv.wam.umd.edu>
Source record: 20578

```
In article <1993Nov11.031500.27965@infodev.cam.ac.uk>,
>|>
>
>Er, quite simple really. You drag the front screen down, and you will be able to
>see any other screens behind it. If you have 2 320*256 screens, but are viewing
>them in 640*512, or 800*600, or whatever, you can even see each in it's entirety.
>Simple really :-)
>

And how is this done on a video card which may or may not support changing
resolution on a scanline? :)

(not so simple, huh?)

>--
>Chris Brown
>
>-------------------------------------------------------------------------------
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>-------------------------------------------------------------------------------
>
>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key
```

# 2748. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-12 17:56:48 UTC
From: cmedley@wam.umd.edu
Message-ID: <2c0ip0$b8i@cville-srv.wam.umd.edu>
Source record: 20579

In article <9311111429.AA02179@ash34>,
Gavan Martin Moran <p9166475@athmail1.causeway.qub.ac.uk> wrote:
>
> Because the large screen/24 bit approach requires you to have
>open , say, a 1024x1024 screen upon which all your applications run.
>Even if you are using only a text editor, it will have to display on
>the 24 bit screen - causing a system overhead which Amiga screens
>avoid. This makes for more efficient multitasking.
>

I think when you say more efficient multitasking, what you really mean is
that the video updates should come quicker because fewer bitplanes are
involved?

The idea behind screens is nice.. and I think it is a nice advantage the
Amiga has over most other machines, however, I do think it is important
to remember that screens (as a concept) tend to work differently if you
have a video card installed in many cases (i.e., cannot drag one screen
down halfway to see part of another).

The other thing is that since the rest of the world is using the other,
more prevalent methods.... i.e., the big 24-bit screen approach. Because
this is so prevalent, it will eventually become so affordable to implement
this that I believe that cost and "resources used" won't be a factor
in the next 3-5 years when talking about 24-bit displays.

(think about how programmers used to fight to fit code in 48k and now we
routinely work on 8MB and 16MB machines...)

## 2749. just a little note

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-12 19:09:05 UTC
From: cs151ns@lamar.ColoState.EDU
Message-ID: <Nov12.190905.90187@yuma.ACNS.ColoState.EDU>
Source record: 20580

Just a little highlight to contrast all this boring tech-talk.

As a longtime Amiga user, and also owner of an ancient 520STFM, I can say that I was no less than AMAZED when I saw this Aggression megademo on my friend's 1040 STE!! Graphicwise and soundwise, I can't see how this thing could possibly be inferior to the amiga.

P.S. Don't you guys think the average layman is impressed by things like demos? I know they've sold MANY a computer to people I know about. Who really cares about processor speed if the thing kicks ass?

Peace

Jon Armstrong

# 2750. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-12 19:59:31 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov12.195931.3581@infodev.cam.ac.uk>
Source record: 20581

In article <2c0icp$b05@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles H. Medley Jr.) writes:
|> In article <1993Nov11.031500.27965@infodev.cam.ac.uk>,
|> >|>
|> >
|> >Er, quite simple really. You drag the front screen down, and you will be able to
|> >see any other screens behind it. If you have 2 320*256 screens, but are viewing
|> >them in 640*512, or 800*600, or whatever, you can even see each in it's entirety.
|> >Simple really :-)
|> >
|>
|>
|> And how is this done on a video card which may or may not support changing
|> resolution on a scanline? :)
|>
|> (not so simple, huh?)

Er, what's your point exactly? All Amiga chipsets support draggable screens in all modes except A2024 (but that needs a special monitor anyway). Amiga graphics cards still support screens. Some even do dragable ones.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2751. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-13 04:37:34 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2c1oae$lf6@harbinger.cc.monash.edu.au>
Source record: 20584

Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:

: :-) Funny, indeed. Try cd u:/g:/usr/too[TAB]/pic[TAB] on the WB shell.
: BTW, this is bash under MiNT. And YOUR example doesn't work because the
: Atari hasn't a drive dh2:, just as much as the Amiga hasn't got a drive
: u:.

I could just add: assign u: dh2: and I'll have a U: drive. I could
assign U: G: H: C: D: all to dh2: if I wanted.

And if I felt really silly, I could rename all my files so they were
8.3 long and call all my partitions c: d: e: f:.

Is BASH the standard shell or an add on? I've seen tonnes of kcsh, csh,
bourne, etc shells based on unix shells ported to AmigaDOS. THough, most
people keep the standard shell as is and run their favourite shell
themselves, so applications that have shell scripts for install can
still work.

- Jim

# 2752. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-13 09:40:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2c2a1g$qtg@darkstar.UCSC.EDU>
Source record: 20488

In article <1993Nov11.001434.21480@news.eng.convex.com> ehood@convex.com (Earl Hood) writes:
>Yes it can. The human eye/brain is more sensitive to green than any
>other primary color: red & blue. Humans have the least amount of
>sensitivity to blue. Therefore, if makes sense to have more bits for
>green to accomadate(sp?) humans' sensitivity to green.
>
You might want to say "for normal human vision" those of us who are red-green color defective (color-blind, color deficient, whatever the term of the week is) see blue most strongly. :)

~Chris
(who likes blue a lot. he can't help it. it's genetic...)

## 2753. The stats on the Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-15 08:05:38 UTC
From: kilau@plains.NoDak.edu
Message-ID: <CGIx5E.11sH@ns1.nodak.edu>
Source record: 20489

Hey, does anybody have that .zip file on the Jaguar? It had about
3 screen shots, and a doc about the comparisions about it and the 3D0. I
need it because I deleted my copy of it and someone wants to take a look
at it on amiga.advocacy!
I really need it to back up my statements about why the Jag is
better than the other systems!

If you could, it would be great to get it mailed to my if possible!

Scott Kilau
kilau@plains.nodak.edu

# 2754. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-15 10:24:18 UTC
From: sys1@exnet.com
Message-ID: <CGJ3KJ.Cs7@exnet.com>
Source record: 20491

In article <1993Nov10.183501.28693@wega.rz.uni-ulm.de> s_sschmi@rzw6.rz.uni-ulm.de (Stephan Schmidt) writes:
>In article <CG9zuA.KBn@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>|> In article <1993Nov5.134548.2431@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>|>
>|> I used the workbench on the A500 and the A1200 and didn't like them. Cheap,
>|> silly looking things trying very hard not to infringe on anyones copyright.
>|> The CLI was crap too, though luckily I am good at guessing what people meant
>|> to do.
>
> CLI: try cd dh2:pre#?/pres#?/Magic#? by using an atari shell,
> then tell me "crap" again !
> Worbench: just use MagicWB

What is that in TCSH:) ?

>|>
>|> The ROM based GEM desktop looks utter crap and I avoid it at all costs. I
>|> use the software loadable desktop. Which, BTW, is impressively customised
>|> to suit how I work.
>|>
>
> Why didn't you use some custom desktop on the 1200 ????

A friend cound't get some applications to run so I was asked to help work out what to do. The GUI and CLI were close enough to stuff I had seen else where to make guesses about what to do (there wasn't a manual you see) but it still looked and acted like a joke.

>
>|> >
>|> >Windows, Icons, Pull down menus, cycle gadgets, radio buttons, file requestors,
>|> >screenmode requestors, font requestors etc etc.. All these things have a standard
>|> >look and feel (not everyone may use it, but that situation is improving) IMO
>|>
>|> Oh, thats great. It still looks like a joke. Even windoze looks better than the Amiga GUI.
>|>
>|> >Workbench is one of the most 'solid' looking GUI's around. GEM just looks cheap
>|>
>|>
>|> Ho ho ho ho ho, he he he he.....yeah, sure it is.
>
> Stop talking shit !!!! (see also : The final ....)

Opinions expressed so far.

me: I don`t like the Amiga GUI, it looked bad, I didn't like the CLI. The idea that the AGUI is solid is not credible.

you: Stop talking shit (about my wonderful Amiga, which everyone knows is near as dammit perfect)

Yeah, right on. The GUI isn't a joke---you are.

>
> Stephan (a pleased amiga user, although this x-term is nice...)

Xavier

## 2755. Apple & Windows

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-15 12:19:02 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CGJ8vq.25J@barclays.co.uk>
Source record: 20500

Interesting to see Apple have jumped on the Windows bandwagon. They must be getting financially desperate.

They just announced Houdinni - a 486 & VGA card for 040 based Macs that enables them to run Microsoft Windows software. Cost between 300-500USD.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 2756. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-15 12:51:21 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2c7u09$geg@sol.ctr.columbia.edu>
Source record: 20490

In article <2c1oae$lf6@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
} Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
}
} I could just add: assign u: dh2: and I'll have a U: drive. I could
} assign U: G: H: C: D: all to dh2: if I wanted.

Yes, and I could just 'alias u: dh2:' if I wanted

} And if I felt really silly, I could rename all my files so they were
} 8.3 long and call all my partitions c: d: e: f:.

Gawd, why would you want 8+3 filenames ?

} Is BASH the standard shell or an add on? I've seen tonnes of kcsh, csh,
} bourne, etc shells based on unix shells ported to AmigaDOS. THough, most
} people keep the standard shell as is and run their favourite shell
} themselves, so applications that have shell scripts for install can
} still work.

There is no 'standard' shell on the atari range. This necessitates
adopting the unix standard shell for portability. Hence bash/ash/
whatever. I personally prefer tcsh or tclsh.

Simon.

--

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2757. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-15 15:04:59 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov15.150459.23607@wega.rz.uni-ulm.de>
Source record: 20492

In article <CGBun3.BoA@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|>
|> What, like the Amigoids who keep posting to this group?

Yes
|>
|>
|> > To all others: please stop writing articles to Xavier, he isn't
|> > worth the effort !
|> >
|>
|> What's got your goat. I don't think I'm that bad.
|>
Sorry, but I think you are
|>
|>
|> > Stephan (still an amiga user...)
|> >|>
|>
|> I have a big dick, so I don't have to use MHz, megabytes, 24 bit pallettes
|> or anything else to bolster my masculinity.

*hehehe, he said dick, hehehe*
|>
|> However, I have boasted frequently about *all* the computers I have, which I

*all* computers.... We are not all that rich ;)

|> do to prove my experience on various systems---if you actually read my postings
|> you would know this.
|>
|> So I reckon you are talking (dare I say it?) shit.
|>
|> Xavier

stephan

# 2758. Re: Ham8, 24 bit, true colour, 15/16 bits...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-15 15:08:48 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov15.150848.24011@wega.rz.uni-ulm.de>
Source record: 20493

In article <9311111406.AA02113@ash34>, p9166475@athmail1.causeway.qub.ac.uk (Gavan Martin Moran) writes:

|>
|> >GM> purposes HAM8 is closer. Its very hard to tell the difference
|>
|> >Wanna bet?
|>
|> Yes.
|>
|> Gavan

Where can I drop my money ? I wanna bet, too ... ;)
(Perhaps I can buy that much computers, as Xaviar posses)

stephan

# 2759. Re: The final word on A1200 vs Falcon (Some Hope!)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-15 15:14:48 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov15.151448.24256@wega.rz.uni-ulm.de>
Source record: 20494

In article <2ce28d64@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 10 Nov 93 19:41:48, Stephan Schmidt wrote:
|>
|> SS> *FLAME ON*
|> SS> I think, you don't know what you are talking about, so
|> SS> ONCE AGAIN: STOP TALKING SHIT !!!
|> SS> the falcon uses normally a 15bit mode with 5bit R, 5bit G, 5bit B
|> SS> and there is a special 16bit mode which uses 6bit G, but this
|> SS> isn't very helpful for normal pictures (only for video applications
|> SS> with croma key (I hope the spelling is right))
|> SS> This was no insult to all F030, but a explanation to some
|> SS> stupid guys around here.
|> SS>
|> SS> *FLAME OFF*
|> SS> To all others: please stop writing articles to Xavier, he isn't
|> SS> worth the effort !
|>
|> The Falcon's normal True Colour mode is the 16bit mode - NOT the 15bit mode.

Ok, I'm sorry for that, although the explanation with the snake and
the leaves was much nicer (and far more interesting)
And please: I thought that 15 bit was normal until I heard, that
I have to avoid green snakes in green trees
(Since then, I avoid woods)

Stephan

PS: I stopped biology some years ago ....
No excuse, I know, ....

|>
|> Why don't you check facts before flaming? Makes your posts VERY credible ..
|> right ..
|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

## 2760. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-15 15:28:04 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <1993Nov15.152804.25105@wega.rz.uni-ulm.de>
Source record: 20495

In article <CGJ3KJ.Cs7@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|> In article <1993Nov10.183501.28693@wega.rz.uni-ulm.de> s_sschmi@rzw6.rz.uni-ulm.de
(Stephan Schmidt) writes:
|>
|> A friend cound't get some applications to run so I was asked to help work
|> out what to do. The GUI and CLI were close enough to stuff I had seen else
|> where to make guesses about what to do (there wasn't a manual you see) but
|> it still looked and acted like a joke.
|>
Ok, when I wrote that article, I had a bad day.
Please tell me, why it is a joke:
Just saying "looked and acted like a joke" is not enough.

|> >
|> Opinions expressed so far.

Me, too.
|>
|> me: I don`t like the Amiga GUI, it looked bad, I didn't like the CLI. The idea that the
AGUI is solid is not credible.

I still can`t see the point. Just saying it looks bad ....
|>
|> you: Stop talking shit (about my wonderful Amiga, which everyone knows is
|> near as dammit perfect)

My Amiga is NOT wonderful :
1.) I would like to have a DSP (don't flame me, but
it's nice to code a vector game with a DSP)
2.) I would like 8 channels 16 bit (But some Amiga channels, not
Falcon channels, which are only useful for playing a sample
(I need the DSP for other things !!))
3.) I would like 1024 x 1024 24 bit (perhaps next year)
4.) I would like a OS, that supports MUI
5.) and and and .....
|>
|> Yeah, right on. The GUI isn't a joke---you are.
|>

I was always very funny ;)

Stephan

## 2761. Atari Jaguar: when?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-15 15:43:11 UTC
From: jeroen@wsinis04.info.win.tue.nl
Message-ID: <2c882f$rhh@wsinis04.info.win.tue.nl>
Source record: 20496

Hi,

can anybody tell me the worl-wide release date for the Jag?

Thanx

--
Jeroen van Zutphen
Eindhoven University of Technology, The Netherlands
jeroen@win.tue.nl

# 2762. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-15 16:02:37 UTC
From: tempelma@cs.utwente.nl
Message-ID: <1993Nov15.170237@cs.utwente.nl>
Source record: 20497

In article <2ce37a9c@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 11 Nov 93 15:00:30, Gavan Martin Moran wrote:
|>
|> GM> >GM> frankly, I think you could just take an 040 Amiga (the A4000/040)
|> GM> >GM> and run an ST emulator on it to get the same effect.
|> GM>
|> GM> >Can it do MIDI?
|> GM>
|> GM> I`d hope so! After all, its the ONLY reason why anyone would need ot
|> GM> emulate an ST.
|>
|> Can you check it?
|>
|> Will Cubase run?

Yes.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Frank Tempelman / Dept. of Computer Science / Knowledge Based Systems Group
University of Twente / The Netherlands / tempelma@cs.utwente.nl from 9 to 5

# 2763. Re: Atari Jaguar: when?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-15 16:43:10 UTC
From: bossoj@alum01.its.rpi.edu
Message-ID: <2c8biu$ek0@usenet.rpi.edu>
Source record: 20498

In article <2c882f$rhh@wsinis04.info.win.tue.nl>,
Jeroen Rik van Zutphen <jeroen@wsinis04.info.win.tue.nl> wrote:
>Hi,
>
>can anybody tell me the worl-wide release date for the Jag?
>
>Thanx
>
>--
>Jeroen van Zutphen
>Eindhoven University of Technology, The Netherlands
>jeroen@win.tue.nl
>

The Atari Jaguar 64-bit video-game started arriving in stores in
NYC and San Francisco today (Nov. 15). Nationwide roll-out of
the game will come in January 1994, after the holiday season.
I believe European roll-out is expected at the same time.

Joe
bossoj@rpi.edu

## 2764. Does Atari have an Internet Id?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-15 17:49:57 UTC
From: roubal@rchland.vnet.ibm.com
Message-ID: <1993Nov15.174957.42789@rchland.ibm.com>
Source record: 20499

I'd like to contact these guys without waiting for 45 minutes on a non-800 number!

# 2765. ST/STE Chips for sale...CPU's, TOS, & SIMMs!!! CHEAP!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-15 22:57:20 UTC
From: jhurwitz@access.digex.net
Message-ID: <2c91gg$a86@access.digex.net>
Source record: 20501
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

```
I have the following for sale:
-----------------------------

- 2 Simms from an STe, 120ns, 1x9s..............28.00 ea.
- 1 JRI 16mhz 68000 CPU for the ST..............30.00
* provides approx 30% increase in cpu speed,
more on math/compression tasks.
- 1 Motorola 8mhz 68000 CPU for the ST........... 5.00
- 1 2chip set of TOS 1.2 ROMs..................10.00

All prices include shipping.
---------------------------

Send email or call 301-424-4350 if interested.
```

# 2766. What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-16 05:19:28 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2c9nt0$4bs@harbinger.cc.monash.edu.au>
Source record: 20502
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

I've noticed a lot of people say, "bleeh! Your interface sucks,
it looks butt-ugly, my favourite box is much nicer!"

Do Atari folks dislike Amiga's gray-black-white-blue 3d look?

I kinda like the look, along with most of Microsoft's applications.
I detest a lot of Windows shareware that seems to want to use
the gaudiest colour schemes and lots of big funky-multi-coloured
buttons, boxes and icons. Every program wants its own special
dialog boxes, with a big green tick in one corner and a big red
cross in the other. I prefer AmigaDOS's yes-no box, minimalist
as it is.

Coloured icons are nice, but I prefer the 3d gray-scale look with
the minimal use of colour. Mostif/X-Windows applications don't
seem that gaudy, which is a Good Thing (tm) in my opinion.

The only thing I really dislike about AmigaDOS is the standard
Topaz font is rather naff. I've replaced that with MagicWb's
non-propotional font.

What do most people prefer and why?

- Jim

# 2767. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-16 07:55:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ce88788@troed.ct.se>
Source record: 20508

In a message of 15 Nov 93 17:02:37, Frank Tempelman wrote:

FT> |> Will Cubase run?
FT>
FT> Yes.

Cubase v3.0 will run on an ST-emulator running on an Amiga?

If that's true, I would like to talk to the guy who did the emulator ... Cubase v3.0 is nowhere NEAR being OS-legal ...

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2768. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-16 12:31:06 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov16.123106.11733@infodev.cam.ac.uk>
Source record: 20503
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2c9nt0$4bs@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
|> I've noticed a lot of people say, "bleeh! Your interface sucks,
|> it looks butt-ugly, my favourite box is much nicer!"
|>
|> Do Atari folks dislike Amiga's gray-black-white-blue 3d look?
|>
|> I kinda like the look, along with most of Microsoft's applications.
|> I detest a lot of Windows shareware that seems to want to use
|> the gaudiest colour schemes and lots of big funky-multi-coloured
|> buttons, boxes and icons. Every program wants its own special
|> dialog boxes, with a big green tick in one corner and a big red
|> cross in the other. I prefer AmigaDOS's yes-no box, minimalist
|> as it is.
|>
|> Coloured icons are nice, but I prefer the 3d gray-scale look with
|> the minimal use of colour. Mostif/X-Windows applications don't
|> seem that gaudy, which is a Good Thing (tm) in my opinion.
|>
|> The only thing I really dislike about AmigaDOS is the standard
|> Topaz font is rather naff. I've replaced that with MagicWb's
|> non-propotional font.
|>
|> What do most people prefer and why?

Well, I've set my workbench up to use the standard 8 colours, apart from active windows which aare a sort of light yellow, and which I find looks nicer than the blue. I use Helvetica for my window titles, and a smaller point size helvetica for icons, which seems to look very elegant and neat, and for the system default font I use courier, although I don't really mind topaz (Am I the only person in the world who doesn't hate it? :-) )
I run in a resoloution of 720*534 non interlaced, and occasionally 800*600 interlaced. Workbench runs in 64 colours, using 32 colours for backdrop pictures (mostly dithered JPEG's), and 16 for a marble effect in my windows, although I don't hesitate to switch down to 4 or even 2 colours if I am short of memory.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2769. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-16 14:12:22 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <2can46$45c@Tut.MsState.Edu>
Source record: 20504
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2c9nt0$4bs@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>I've noticed a lot of people say, "bleeh! Your interface sucks,
>it looks butt-ugly, my favourite box is much nicer!"
>
>Do Atari folks dislike Amiga's gray-black-white-blue 3d look?

I'm not an Atari folk, but I will provide my thoughts. (Surprise!)

>I kinda like the look, along with most of Microsoft's applications.
>I detest a lot of Windows shareware that seems to want to use
>the gaudiest colour schemes and lots of big funky-multi-coloured
>buttons, boxes and icons. Every program wants its own special
>dialog boxes, with a big green tick in one corner and a big red
>cross in the other. I prefer AmigaDOS's yes-no box, minimalist
>as it is.

The big ugly buttons and gaudy colors seem to be the result of using Borland C++ to write the application. Apps written with Microsoft's Visual C++ look much nicer, IMHO, and seem to be a bit more consistent. Of course you don't have to use the standard gadgets, colors, etc., but most people seem to.

OS/2 is something of a minimalist GUI, at least in terms of the requesters, which bear a striking resemblance to those on the Amiga. It does have a little bit "fancier" 3D look, more the result of having a larger number of shades of gray than anything else. This, more than anywhere else, is where the Amiga shows its four color heritage.

>Coloured icons are nice, but I prefer the 3d gray-scale look with
>the minimal use of colour. Mostif/X-Windows applications don't
>seem that gaudy, which is a Good Thing (tm) in my opinion.

I like color for some icons, but the Windows-type icons use some of the funkiest colors, perhaps due to the EGA influence. Some of the nicest icons that I have sport a rendered look to them which looks nice, even when color is used. I'm almost ashamed to admit that I also have quite a few icons which originated on the 256 color Macs, which are colorful but usually tasteful.

>The only thing I really dislike about AmigaDOS is the standard
>Topaz font is rather naff. I've replaced that with MagicWb's
>non-propotional font.

Oddly, I prefer the 1.3 Topaz font to that used in 2.x and 3.x, but I've never considered any of the Topaz fonts to be my favorite. My

all-time favorite is probably the Clean font, followed closely by Thin-711. Did anyone else use "setfont clean 8 all" or something similar in 1.3 to get rid of the Topaz font as much as possible?

>What do most people prefer and why?

My all-time favorite for the way that an interface looks has to be the various flavors of the SGI WorkSpace (or whatever it's being called now). NeXT is a close second in this area, followed by Motif, OS/2, Windows, Workbench, Finder, and OpenLook. Note that this is based purely on the appearance of the systems.

The order is somewhat different when the way that an interface feels is considered, with OS/2 coming in first. Workbench comes in second, followed by Motif, NeXT, OpenLook, Windows, and Finder. It should come as no surprise that the multitasking systems do much better in this area.

Skip Sauls
skip@cy.cs.olemiss.edu

## 2770. Advocacy Groups.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-16 14:35:32 UTC
From: I.A.Inman@newcastle.ac.uk
Message-ID: <CGL9v9.BIK@newcastle.ac.uk>
Source record: 20509
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

It's a bit strange really. Most people who post to the Amiga group are PC owners.

Most people who post to the Atari group are Amiga owners.

And the PC owners are sitting pretty, cause they don't have an advocacy group, so no-one can slag them off. Unfair really.

Ian.

# 2771. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-16 19:13:33 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2cb8ot$77s@mojo.eng.umd.edu>
Source record: 20505
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2c9nt0$4bs@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>I've noticed a lot of people say, "bleeh! Your interface sucks,
>it looks butt-ugly, my favourite box is much nicer!"
>
>Do Atari folks dislike Amiga's gray-black-white-blue 3d look?
>

A long time ago, when the Amiga and ST first arrive, Byte magazine interviewed someone who helped developed the Mac's GUI.

When asked what he thought about the Amiga's GUI, he stated that he thought it was very ugly. One of the reasons for this is because the window colors were the same as the background color.

I have the exact same opinion. I've seen screen shots of the Amiga where there are lots of opened windows, but it's hard to separate the windows and the background because they were all the same color. There was only the thin window borders to tell them apart.

By contrast, on the ST/Mac/NeXT, the interior of the window is usually lighter than the background which makes the windows more easier to see.

--Gerry

# 2772. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-16 21:20:31 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.93Nov16212031@lise21.lise.unit.no>
Source record: 20506
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2cb8ot$77s@mojo.eng.umd.edu> gerrymon@eng.umd.edu (Gerry Mon) writes:

A long time ago, when the Amiga and ST first arrive, Byte magazine
interviewed someone who helped developed the Mac's GUI.

When asked what he thought about the Amiga's GUI, he stated that he
thought it was very ugly. One of the reasons for this is because the
window colors were the same as the background color.

I have the exact same opinion. I've seen screen shots of the Amiga
where there are lots of opened windows, but it's hard to separate the
windows and the background because they were all the same color.
There was only the thin window borders to tell them apart.

It seems you haven't actually used an Amiga. Versions 2.0 upwards
allow you to specify different patterns to put on the root and in
windows; version 3.0 allows you to selevt pictures also. Of course,
this is only for Workbench file windows; applications select their own
colour.

Btw, I though BW Macs had the "feature" you describe too... Long time
since I used a Mac, though (thank God ;).

By contrast, on the ST/Mac/NeXT, the interior of the window is usually
lighter than the background which makes the windows more easier to
see.

More easier?
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
\X/-| Finger me for my PGP key | Save the whalers!

# 2773. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-16 22:26:15 UTC
From: Mark 'Mark' Sachs <MBS110@psuvm.psu.edu>
Message-ID: <93320.172615MBS110@psuvm.psu.edu>
Source record: 20507
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article MSGID, gerrymon@eng.umd.edu (Gerry Mon) says:

>A long time ago, when the Amiga and ST first arrive, Byte magazine
>interviewed someone who helped developed the Mac's GUI.

>When asked what he thought about the Amiga's GUI, he stated that he
>thought it was very ugly.

It _was_ ugly. Blue-white-black-orange isn't aesthetic in a million
years, particularily with those big gaudy 1.3 icons and gadgets. On
the other hand I'm still nostalgically fond if it -- it was ugly
in an endearing sort of way, if you understand what I mean.

One of the reasons for this is because the
>window colors were the same as the background color.

>I have the exact same opinion. I've seen screen shots of the Amiga
>where there are lots of opened windows, but it's hard to separate the
>windows and the background because they were all the same color.
>There was only the thin window borders to tell them apart.

Well, on the Amiga Workbench at least you can order it to put a
different color, or even pattern, in the background of disk and drawer
windows. Alternatively, you can put a pattern or picture in the
Workbench screen background, and then the windows (which come without
any sort of background) will stand out from it.

I see what you mean, though. It's small, but I wouldn't mind seeing
this in 3.1.

"You can't expect me to play a game with weird zoning laws, can you?"
[Your blood pressure just went up.] Mark Sachs, aka mbs110@psuvm.psu.edu
DISCLAIMER: Penn State cares about my money, not my opinions.

# 2774. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-17 03:43:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16397@uqcspe.cs.uq.oz.au>
Source record: 20510
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>buttons, boxes and icons. Every program wants its own special
>dialog boxes, with a big green tick in one corner and a big red
>cross in the other. I prefer AmigaDOS's yes-no box, minimalist
>as it is.

GAK. My pet hate. Programmers who use YES/NO dialog boxes should be SHOT!

For example:

```
BAD #1 BAD #2 GOOD
--- --- ----

The file FOO.DOC The file FOO.DOC The file FOO.DOC
has not been saved. has not been saved. has not been saved.
Save now? Quit anyway?
Save Lose it Cancel
YES NO YES NO
```

(Notice how BAD#1 and BAD#2 ask opposite questions)

The problem is that YES/NO dialog boxes force the user to *read* the
message. But by putting the choices on the buttons, rather than
affirmation/negation of the choice described in the dialog text, the
user has instant feedback.

Worst of all is:

```
Are you sure you
want to quit?

YES NO
```

This question should ONLY be asked if there is some danger to the user,
and should be phrased as under GOOD above.

So don't worry, both the YES/NO and the GREEN-TICK/RED-CROSS are pathetic
user interfaces. Having a GREEN-TICK is insulting the user's intelligence:
Do they think we don't understand the word "Yes"? Next it'll be an animated
nodding MPEG of the user... and still be pathetic ui design.

```
--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
\_.-._/ University of Queensland, _// || \\_ Both are Free Software
```

_____ v ___ Brisbane, Australia. ______ |_/ || _| _________________________

# 2775. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-17 09:07:52 UTC
From: ockeloen@fys.ruu.nl
Message-ID: <1993Nov17.090752.15906@fys.ruu.nl>
Source record: 20512

In <2ce88788@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 15 Nov 93 17:02:37, Frank Tempelman wrote:

>FT> |> Will Cubase run?
>FT>
>FT> Yes.

>Cubase v3.0 will run on an ST-emulator running on an Amiga?

And you are proud of this ?, one of the programs the atari makes his
sales off is not OS legal ?

>If that's true, I would like to talk to the guy who did the emulator ... Cubase
>v3.0 is nowhere NEAR being OS-legal ...

second point is that the emulator will emulate the machine (if correct)
and will use the os the same as the real(tm). Im not claiming 3.0 works
but it should if it does its job correctly.

greetings,

Daniel.

# 2776. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-17 10:58:19 UTC
From: farren@netcom.com
Message-ID: <farrenCGMuH8.HJI@netcom.com>
Source record: 20511
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

gerrymon@eng.umd.edu (Gerry Mon) writes:

>I have the exact same opinion. I've seen screen shots of the Amiga
>where there are lots of opened windows, but it's hard to separate the
>windows and the background because they were all the same color.
>There was only the thin window borders to tell them apart.

Get up to date, mon. As of 2.0, windows can have entirely different colors
and patterns than Workbench. You can't compare 1.3 Workbench looks to
Mac Desktop looks.

Besides, all you have to do is to go into the Control Panel, and change
the Desktop pattern to all black, and you've got the same ugly problem
you're talking about, where windows and Desktop look the same.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

# 2777. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-17 17:09:56 UTC
From: pvdh@motship.hacktic.nl
Message-ID: <pvdh.0mgq@motship.hacktic.nl>
Source record: 20516
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Gerry Mon (gerrymon@eng.umd.edu) wrote:

: By contrast, on the ST/Mac/NeXT, the interior of the window is usually
: lighter than the background which makes the windows more easier to
: see.

So, I canmake my amiga do that too.. but I like the Marble workbench and
stonetexture look of my windows much better..

--

Paul van der Heu, The MotherShip Connection running DLG BB/OS
Home of cOmcOn Productions, Amiga Multimedia in a BIG way
FIDO - 2:280/207.0 , UUCP - pvdh@motship.hacktic.nl

Commodore Amiga: 'No Bullshit, Just Excellence!'

# 2778. Re: Atari - 040

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-18 05:49:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ceb0ce2@troed.ct.se>
Source record: 20513

In a message of 17 Nov 93 10:07:52, Daniel Ockeloen wrote:

DO> second point is that the emulator will emulate the machine (if correct)
DO> and will use the os the same as the real(tm). Im not claiming 3.0 works
DO> but it should if it does its job correctly.

That's why I asked .... if the emulator can handle Cubase v3 I'm *IMPRESSED* by
the skill of the programmer ...

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2779. Re: Advocacy Groups.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-18 07:12:35 UTC
From: kodak@mentor.cc.purdue.edu
Message-ID: <kodak.753606755@mentor.cc.purdue.edu>
Source record: 20514
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

I.A.Inman@newcastle.ac.uk (I.A. Inman) writes:

>And the PC owners are sitting pretty, cause they don't have an advocacy
>group, so no-one can slag them off. Unfair really.

comp.os.ms-windows.advocacy
comp.os.os2.advocacy
comp.os.unix.advocacy (being debated in news.groups now, PC Unici discussed)

And probably more.

>Ian.

--
Jason Balicki | kodak@mentor.cc.purdue.edu | Tao. Tao.
Taylight come an' we wan' go home.

# 2780. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-18 09:57:02 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CGoMB2.Bps@newcastle.ac.uk>
Source record: 20515
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov16.123106.11733@infodev.cam.ac.uk>, cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>Well, I've set my workbench up to use the standard 8 colours, apart from active
>windows which aare a sort of light yellow, and which I find looks nicer than the
>blue. I use Helvetica for my window titles, and a smaller point size helvetica
>for icons, which seems to look very elegant and neat, and for the system default
>font I use courier, although I don't really mind topaz (Am I the only person in
>the world who doesn't hate it? :-) )
>I run in a resoloution of 720*534 non interlaced, and occasionally 800*600
>interlaced. Workbench runs in 64 colours, using 32 colours for backdrop pictures
>(mostly dithered JPEG's), and 16 for a marble effect in my windows, although I
>don't hesitate to switch down to 4 or even 2 colours if I am short of memory.
>

800*600 interlaced? Snigger.....

Craig Graham (Falcon 030 - 880*608 non-interlaced @ 256 colours......as standard, no extra hardware)

>------------------------------------------------------------------------------
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>------------------------------------------------------------------------------

Shouldn't you have a decent rez. for your workbench then?????

>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

Why....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\----------------------------------------------------------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

# 2781. Re: Advocacy Groups.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-18 15:20:22 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <CGp19z.41F@ztivax.zfe.siemens.de>
Source record: 20517

In article BIK@newcastle.ac.uk, I.A.Inman@newcastle.ac.uk (I.A. Inman) writes:
>
>It's a bit strange really. Most people who post to the Amiga group are PC
>owners.
>
>Most people who post to the Atari group are Amiga owners.
>

... and Atari owners don't post anywhere, because there are no Atari
owners (Peter Sinclair-Day).

>And the PC owners are sitting pretty, cause they don't have an advocacy group, so
>no-one can slag them off. Unfair really.
>
>Ian.

# 2782. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-18 17:56:32 UTC
From: huttenlo.mar@pcpool1.informatik.uni-ulm.de
Message-ID: <huttenlo.mar.6@pcpool1.informatik.uni-ulm.de>
Source record: 20518
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2c9nt0$4bs@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>buttons, boxes and icons. Every program wants its own special
>dialog boxes, with a big green tick in one corner and a big red
>cross in the other. I prefer AmigaDOS's yes-no box, minimalist
>as it is.

Right! Less can be more.

>Coloured icons are nice, but I prefer the 3d gray-scale look with
>the minimal use of colour. Mostif/X-Windows applications don't
>seem that gaudy, which is a Good Thing (tm) in my opinion.

Alas...

>The only thing I really dislike about AmigaDOS is the standard
>Topaz font is rather naff. I've replaced that with MagicWb's
>non-propotional font.

Thank you! At least you are using 0.3% of MagicWB!! Well, that's something! ;)

Bye

Martin "XEN" Huttenloher
Internet: huttenlo.mar@pcpool1.informatik.uni-ulm.de
Z-Net: XEN@NATHAN.ZER

# 2783. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-18 19:39:20 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov18.193920.27187@infodev.cam.ac.uk>
Source record: 20519
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <CGoMB2.Bps@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
|>
|> In article <1993Nov16.123106.11733@infodev.cam.ac.uk>, cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|> >Well, I've set my workbench up to use the standard 8 colours, apart from active
|> >windows which aare a sort of light yellow, and which I find looks nicer than the
|> >blue. I use Helvetica for my window titles, and a smaller point size helvetica
|> >for icons, which seems to look very elegant and neat, and for the system default
|> >font I use courier, although I don't really mind topaz (Am I the only person in
|> >the world who doesn't hate it? :-) )
|> >I run in a resoloution of 720*534 non interlaced, and occasionally 800*600
|> >interlaced. Workbench runs in 64 colours, using 32 colours for backdrop pictures
|> >(mostly dithered JPEG's), and 16 for a marble effect in my windows, although I
|> >don't hesitate to switch down to 4 or even 2 colours if I am short of memory.
|> >
|>
|> 800*600 interlaced? Snigger.....

800*600, 78Hz interlaced. What update frequency is your Falcon doing at that res?
I can aslo get 784*550 non interlaced. and 800*600 interlaced at over 90Hz
(although not in 256 colours)

|>
|> Craig Graham (Falcon 030 - 880*608 non-interlaced @ 256 colours......as standard,
|> no extra hardware)

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2784. Re: Advocacy Groups.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-18 23:54:35 UTC
From: jprad@faatcrl.faa.gov
Message-ID: <2ch1vrlNNiqg@faatcrl.faa.gov>
Source record: 20520
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

I.A.Inman@newcastle.ac.uk (I.A. Inman) writes:

>It's a bit strange really. Most people who post to the Amiga group are PC
>owners.

>Most people who post to the Atari group are Amiga owners.

>And the PC owners are sitting pretty, cause they don't have an advocacy group,
>so no-one can slag them off. Unfair really.

Not true, check out the comp.os.os2.advocacy group sometime. Every bit as
sensitive as Amigoids in some ways. Especially lately with the announced
halt of WordPerfect development for OS/2.

Which, BTW, was surprizingly similar to what happened with the Amiga some
years ago...

-jack-

# 2785. Re: Advocacy Groups.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-19 02:50:12 UTC
From: nightmare <DP27@music.mus.polymtl.ca>
Message-ID: <18NOV93.23583863.0039@music.mus.polymtl.ca>
Source record: 20521
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2ch1vrINNiqg@faatcrl.faa.gov> jprad@faatcrl.faa.gov (Jack Radigan) writes:
>I.A.Inman@newcastle.ac.uk (I.A. Inman) writes:
>
>
>>It's a bit strange really. Most people who post to the Amiga group are PC
>>owners.
>
>>Most people who post to the Atari group are Amiga owners.
>
>>And the PC owners are sitting pretty, cause they don't have an advocacy group,
>>so no-one can slag them off. Unfair really.
>
> Not true, check out the comp.os.os2.advocacy group sometime. Every bit as
>sensitive as Amigoids in some ways. Especially lately with the announced
>halt of WordPerfect development for OS/2.
>
> Which, BTW, was surprizingly similar to what happened with the Amiga some
>years ago...
>

There's also the *sensitive* comp.os.ms-windows.advocay group. Bash NT
there and you get eaten alive by little B.Gates wannabees.

Adrian
> -jack-
>.
>.

# 2786. Re: More final 1200/Falc words...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-19 09:31:36 UTC
From: s_sschmi@rzw6.rz.uni-ulm.de
Message-ID: <2ci3po$pa7@wega.rz.uni-ulm.de>
Source record: 20522

In article <2bvfouINNebe@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <1993Nov10.183501.28693@wega.rz.uni-ulm.de> s_sschmi@rzw6.rz.uni-ulm.de (Stephan Schmidt) writes:
|> >In article <CG9zuA.KBn@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|> >|> In article <1993Nov5.134548.2431@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|> >|>
|> >|> I used the workbench on the A500 and the A1200 and didn't like them. Cheap,
|> >|> silly looking things trying very hard not to infringe on anyones copyright.
|> >|> The CLI was crap too, though luckily I am good at guessing what people meant
|> >|> to do.
|> >
|> > CLI: try cd dh2:pre#?/pres#?/Magic#? by using an atari shell,
|> > then tell me "crap" again !
|> > Worbench: just use MagicWB
|>
|> :-) Funny, indeed. Try cd u:/g:/usr/too[TAB]/pic[TAB] on the WB shell.
|> BTW, this is bash under MiNT. And YOUR example doesn't work because the
|> Atari hasn't a drive dh2:, just as much as the Amiga hasn't got a drive
|> u:.

You got me this time, *ouch* (using cfn my shell completes (?) dirs/files,too)
But this was not really the point (my fault). Try this in a batch file ;)

Stephan

PS: I tried cd U:.... but it didn`t work :( (What is [TAB] ?? ;)

|>
|> Weregoose
|>
|> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
|> ------------------------------------------------------------------------------
|> - Star Trek: Our Generation -
|> - To boldly kill rats where no man has killed rats before.... -
|>

# 2787. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-19 11:00:46 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CGqJxA.Aur@newcastle.ac.uk>
Source record: 20524
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov18.193920.27187@infodev.cam.ac.uk>, cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>800*600, 78Hz interlaced. What update frequency is your Falcon doing at that res?
>I can aslo get 784*550 non interlaced. and 800*600 interlaced at over 90Hz
>(although not in 256 colours)

Depends really on what monitor you have plugged in - you can set the update frequency yourself to whatever you find comfortable. But I'll have to wait & check for exact figures - I blew up my SVGA monitor whilst pushing the spec. limits a bit to hard.....
>
>-------------------------------------------------------------------------------
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>-------------------------------------------------------------------------------

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\----------------------------------------------------------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

## 2788. Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-19 11:24:42 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2nls@amiganet.xnet.com>
Source record: 20523

Funny, I dont seem to see Jaguar having been released.. What I -DO- see is Atari being very hush-hush and hiding their faces.

Funny, I already see Amiga CD-32 shipping in Europe/N. America for the past month...

```
+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| (This space for rent) |
+-------------------------------------------------------------------------+
```

# 2789. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-19 15:28:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <2ciom4$gtu@cville-srv.wam.umd.edu>
Source record: 20525

In article <cdonley.2nls@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>
>
>Funny, I dont seem to see Jaguar having been released.. What I -DO- see is
>Atari being very hush-hush and hiding their faces.
>

Funny, you missed the major advertisments (hmmm, seems commodore hasn't
run a single ad for CD-32?) in the game publications with the picture
of the Jaguar chasing Sonic and Yoshi...

Or the reviews which claim it is EQUAL to 3DO in graphics (hmmm!)
and the sound must be "heard to be believed"....

Of course, you might have missed all of that by reading Commie-only
publications.

:)

CD-32?

Where?

What stores?

:)

>
>Funny, I already see Amiga CD-32 shipping in Europe/N. America for the past
>month...
>

I have seen absolutely no mention of the CD-32 by anyone. The initial
stock of Jags is sold out, with some dealers jacking up the price as
high as $350. Demand is very high for this box..

($350 is ridiculous, but Atari has hype on their side, methinks)

For those who care, we should have ours (a production model) by next
Saturday... our contact told us that there is some kind of strike
in California affecting UPS and that would affect him getting his
shipment before he can even ship to us... since he's getting his
from someone in NY to sell to us... go figure!

# 2790. Re: Advocacy Groups.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-19 17:22:21 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov19182222@arthur.crpht.lu>
Source record: 20528

> >It's a bit strange really. Most people who post to the Amiga group are PC
> >owners.
> >
> >Most people who post to the Atari group are Amiga owners.
Because they are tired of the MSDOS userd :-)

> ... and Atari owners don't post anywhere, because there are no Atari
> owners (Peter Sinclair-Day).
Well, I sometimes post ... and I happen to have an Atari.

> >And the PC owners are sitting pretty, cause they don't have an advocacy group, so
> >no-one can slag them off. Unfair really.
We should unite and invade ms-windows.advocacy ...

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

## 2791. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-19 17:23:59 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov19.172359.3909@infodev.cam.ac.uk>
Source record: 20526

In article <2ciom4$gtu@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|> In article <cdonley.2nls@amiganet.xnet.com>,
|> Clayton Donley <cdonley@amiganet.xnet.com> wrote:
|> >
|> >
|> >Funny, I dont seem to see Jaguar having been released.. What I -DO- see is
|> >Atari being very hush-hush and hiding their faces.
|> >
|>
|>
|> Funny, you missed the major advertisments (hmmm, seems commodore hasn't
|> run a single ad for CD-32?) in the game publications with the picture
|> of the Jaguar chasing Sonic and Yoshi...

Oh, I must have imagined the ones I saw then.

|>
|> Or the reviews which claim it is EQUAL to 3DO in graphics (hmmm!)
|> and the sound must be "heard to be believed"....
|>
|> Of course, you might have missed all of that by reading Commie-only
|> publications.
|>
|> :)
|>
|> CD-32?
|>
|> Where?
|>
|> What stores?
|>
|> :)

Well, it cant move off the shelves fast enough here. It's in practiaclly every computer shop, and selling like you wouldnt believe (half a million sold all ready I have heard)

|>
|>
|> >
|> >Funny, I already see Amiga CD-32 shipping in Europe/N. America for the past
|> >month...
|> >

At the recent Future Entertainment Show in London, CD32 was there, CD-I was there, 3D0 was there, Sega and Nintendo were there. No Jaguar anywhere. The show guide did talk about it though. There was a comparison of various consoles, and the Jaguar bit was written by the people from one of the Atari mags. They said that despite Atari's hype, and everything they promised, the Jaguar was a disapointment, and the few games it has are, basically, crap.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2792. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-19 17:45:45 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.753731145@nova>
Source record: 20527

cdonley@amiganet.xnet.com (Clayton Donley) writes:

>Funny, I dont seem to see Jaguar having been released.. What I -DO- see is
>Atari being very hush-hush and hiding their faces.

The Atari Jaguar won't appear in retail outlets until after Thanksgiving.
Due to a lot of net.misunderstanding regarding the difference between
SHIPPING and APPEARING IN RETAIL OUTLETS, many people are jumping the gun.

BTW, I haven't seen the CD-32 ANYWHERE. No advertisements, no displays in
stores. Zippo. At least this is the case in the area where I live.

Asking managers of electronics chains and retail outlets regarding the
Jaguar, at least there is recognition of the product.

But if I ask the same people about the CD-32 they have all said:
"Cd-32?"

## 2793. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-19 19:47:32 UTC
From: cs93294@assn023.cs.ualberta.ca
Message-ID: <cs93294.753738452@wolfcreek.cs.ualberta.ca>
Source record: 20529

cdonley@amiganet.xnet.com (Clayton Donley) writes:

>Funny, I dont seem to see Jaguar having been released.. What I -DO- see is
>Atari being very hush-hush and hiding their faces.

>Funny, I already see Amiga CD-32 shipping in Europe/N. America for the past
>month...

it IS released. read the articles. So far atari has followed through almost
to the letter what it was they said they were going to do.. NY and SF first.
and unless you live in those areas, that is why you do not see one. National
goes NEXT year. After that, well... they haven't set any dates for inter-
national as of yet, but I'm sure they will fairly soon. As for the CD-32,
well.. I haven't seen one yet either, so I guess that makes us even..

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

## 2794. Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-19 22:17:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ced45f0@troed.ct.se>
Source record: 20531

In a message of 19 Nov 93 12:24:42, Clayton Donley wrote:

CD>
CD> Funny, I dont seem to see Jaguar having been released.. What I -DO- see is

The Jag is not SUPPOSED to be released yet! The day after thanksgiving is the date to watch out for!

CD>
CD> Funny, I already see Amiga CD-32 shipping in Europe/N. America for the

Yeah .. I went to the local videogames store .. sure they had a Cd32 .. at 4000 SEK (The Jag will be around 2500 SEK btw), they had NO good games (there are only 10 Meg A1200 conversions available) and they earned NOTHING selling them .. (IF they will sell one - they haven't YET!)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2795. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-19 22:19:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ced4666@troed.ct.se>
Source record: 20532

In a message of 19 Nov 93 18:23:59, C.P. Brown wrote:

CB> every
CB> computer shop, and selling like you wouldnt believe (half a million sold
CB> all
CB> ready I have heard)

It doesn't sell at all here, strange, isn't it?

Can you please give us a source for the above lie?

CB> The show
CB> guide did talk about it though. There was a comparison of various
CB> consoles, and
CB> the Jaguar bit was written by the people from one of the Atari mags. They
CB> said
CB> that despite Atari's hype, and everything they promised, the Jaguar was a

Can you please give me a VALID source for the above lie? Like, what mag?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2796. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 02:24:47 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov19202447@great-gray.owlnet.rice.edu>
Source record: 20530

In article <cdonley.2nls@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:

Funny, I dont seem to see Jaguar having been released.. What I -DO- see is Atari being very hush-hush and hiding their faces.

Funny, I already see Amiga CD-32 shipping in Europe/N. America for the past month...
---

Funny, I see an idiot who doesn't know that the Jags are oficially supposed to be in stores around Thanksgiving. That has been the official date as long as I can remember... how come I don't see any CD-32's in America yet? Where are the cd-32 ads in Gamepro (Atari has one for the Jaguar).

About the CD-32 - here's something from rec.video.games.misc that perhaps some people missed here:

---
From SML108@psuvm.psu.edu Fri Nov 5 12:29:27 1993
Organization: Penn State University
Date: Thu, 4 Nov 1993 20:05:57 EST
From: <SML108@psuvm.psu.edu>
Newsgroups: rec.games.video.misc
Subject: The AMAZING David Tiberio Show

Hi, I'm Peter Sinclair Day. You may remember me from such famous Usenet posts as "Mac II Centris eats the Falcon any old day" and "I have no sex life, but I do have a mouse!" and I would like to welcome you

D A V I D T I B E R I O ' S
R E A L L Y I N C R E D I B L E
D I S C O V E R I E S

with your host, David Tiberio: Amiga programmer, fitness guru and all around great guy!

David: Thanks Peter, but I think it's time to remind the audience that Commodore has sold over 12x as many amigas as any single model of Apple computer!

Peter: Well I'll be a scumsucking Atari luvin' 3DO multi-player! I think you're right!

Audience: Applause and laughter

David: Of course I'm right, I have 50 times your intellect!

Peter: That's great Dave, but don't you think it's time to talk about what you brought to the studio to show us today?

David: You're right, but don't make a habit of it!

Peter: Yes Master, can I go insult Atari owners now?

David: Yes, you do that Peter and I will tell the audience about the amazing new Commodore CD32!

Peter: But they already know about the CD-I from that other show!

David: Not the CD-I you unworthy flatulence of a Guru Meditation, the CD32, the amazing new multimedia machine from Commodore Computers that actually uses LASERS!

Audience: Applause

Peter: Lasers?!? Aren't they dangerous?

David: Of course not, these are special hand-carved lasers which are used to read information from a flat storage device developed by Commodore researchers known as the Compact Disc or CD.

Peter: CD? Does it have a high interest rate?

David: What the &$# are you talking about? Anyway, the new Compact Disk stores high quality computer program data for use with the Amazing New Commodore CD32! The CD32 is the most advanced computer system in the world and is the product of over 5,000 man years of research by Commodore into providing the consumer with the ultimate entertainment experience!

Audience: Applause

Peter: But what if all they need is an answering machine for their phone?

David: Well that's the beauty of it! The CD32 has an answering machine built in! It's right here abutted next to the CD drive! Why else do think there's a volume control? And that's not all! If you order a CD32 now, we will throw in Susan Powter's "Stop the Multimedia Madness!" which will show you once and for all that the CD32 is the only true multimedia choice over those other inferior systems such as the CD-I, 3DO, or dare I say it, that Atari Jaguar thing!

Audience: Laughter and boos

Peter: What's the Atari Jaguar? Are they illegally importing endangered species again?

David: It's worse than that! Atari, that loser video game company run by those nasty old ex-commodore moles are trying to scam the public once again by taking old Atari 2600s and placing them into plastic bedpans, spray painting the word Jaguar on the whole thing, and then putting the whole mess into a black box that I know for a fact was designed with migrant labor and trying to pass it off as a multimedia

entertainment machine for the 90s!

Audience: Boos

Peter: Wow, there ought to be a law against bedpans!

David: I know, but we can only change the world one home entertainment market at a time.

Peter: Is the 3DO really 3D?

Audience: Laughter

David: No, it isn't at all! That's yet another marketing lie but that one was started by Trip Hawkins, who also worships the devil! Is it any coincidence that if you take the 7th letter of his last name, the 2nd letter of his last name, the 1st letter of his first name, the the 3rd letter of his first name, and the 6th letter of his last name you get something awfully close to a very bad person?!?

Peter: Oh my God! What are we going to do?

David: Fear not Peter! The secret is out now but I have a warning for anyone out there interested in a 3DO! The 3DO can render 64 million pixels per second. However, it has just been revealed that only 16 million of them are under programmer control. 3DO flunkies claim this is for some high tech trick called interpolated anti-aliasing, but I have discovered the horrifying truth! The 3DO actually uses those 48 million pixels to transmit subliminal messages encouraging you to kill your family and start fires in the mountains of Los Angeles!

Audience: Gasps of shock

Peter: Have they no decency?

Audience: Loud boos

David: No, I'm afraid they don't. But luckily, the new 3DO emulator for the CD32 incorporates a special wavefront filter which removes those harmful subliminal messages from all 3DO software. So if you buy a CD32 you will also be able to safely play 3DO software unlike on other machines!

Audience: Applause

Peter: Hooray for CD32! Hooray for Commodore! But I have another question, are they really 32 CDs in every CD32?

Audience: Applause

David: No Peter, there aren't but it will certainly seem like that every time you play one of the 100,000,000 titles available for the CD32. You see, my research has indicated that the Jaguar and 3DO can at best manage 0.0001% of the support that the CD32 can! Since there are 400 3DO developers and 100 projects in the works for it, this means that there are 400,000,000 CD32 developers out there working on over 100,000,000 titles. Now Peter,

get this, if you were to play each CD32 application for exactly one minute, it would take you almost twenty years to try every exciting, vibrant, full color CD32 application!

Audience: Applause

Peter: Wow! But how will I find time to flame Atari users?

David: Don't worry Peter, with the new CD32, you will be so happy with all of its exciting software that you won't want to flame Atari users!

Peter: Get the F*&! out of here?!?

Audience: Laughter

David: It's true, a charter study by the National Institutes of Health has indicated that regularly daily use of the CD32 raises endorphin levels and prolongs sexual endurance! Finally, declassified deep black research was used to design the powerful CD32 controller which can actually relieve rather than cause carpal tunnel syndrome!

Audience: Applause

Peter: Wow, I MUST buy one of these! How do I do it?

David: Well, the CD32 is not officially available yet in America, but through this special Usenet offer you can get the CD32, Susan Powter's "Stop the Multimedia Madness!", and if you're one of the first 300,000 callers, we'll also include the specil CD32 tooth polishing system. Made of a space age polymer, the CD32 tooth polishing system uses a special enamel enabler to make your teeth their whitest, their brightest! You'll be amazed!

Peter: Wow, can I use my credit card to order the CD32?

David: Yes yes, credit card numbers are fine!

Peter: Golly, I am going to go order mine now. You should too!

David: Well that's all for today folks, remember the new CD32 from Commodore: It may be your only hope against eternal damnation!

Audience: Applause

(The preceding claims do not necessarily reflect the view of any sane human being nor should their presentation be construed as advocacy of the preceding viewpoints. This has been a Paid Advertisement Production)

Remember, the CD32 is the only multimedia machine with a volume control built right in! No more fumbling for that pesky remote!

---

--
---> Kendall Gelner (kendall@rice.edu)

# 2797. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 14:16:35 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2nur@amiganet.xnet.com>
Source record: 20533

>Well, it cant move off the shelves fast enough here. It's in practiaclly every
>computer shop, and selling like you wouldnt believe (half a million sold all
>ready I have heard)
>
>|>
>|>
>|> >
>|> >Funny, I already see Amiga CD-32 shipping in Europe/N. America for the
past
>|> >month...
>|> >
>
>At the recent Future Entertainment Show in London, CD32 was there, CD-I was
>there, 3D0 was there, Sega and Nintendo were there. No Jaguar anywhere. The
show
>
>guide did talk about it though. There was a comparison of various consoles,
and
>the Jaguar bit was written by the people from one of the Atari mags. They said
>that despite Atari's hype, and everything they promised, the Jaguar was a
>disapointment, and the few games it has are, basically, crap.
>

Hahahah, I had to adress this... This was just plain TOO funny... HALF A
MILLION sold already?! BAHAHAHAHAAAAA... I just read a press report from an
interview with Sam Tramiel, president of Atari, and he claims the company is
hopeful to get 500,000 out the door by the END of NEXT YEAR.

I myself would be suprised if they had even MANUFACTURED 1/20th of that figure
by now..

On the other hand, CD^32 in Europe, is selling as fast as Commodore-Amiga can
make them..theyve got a plant in the Phillipines cranking out 22,000 units per
week, and theyve been going full steam since July. You do the math.

+-----------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-----------------------------------------------------------------------------+
| (This space for rent) |
+-----------------------------------------------------------------------------+

# 2798. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 14:20:06 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2nux@amiganet.xnet.com>
Source record: 20534

khaley@nova.gmi.edu (Kevin Haley) writes:

>cdonley@amiganet.xnet.com (Clayton Donley) writes:
>
>
>
>>Funny, I dont seem to see Jaguar having been released.. What I -DO- see is
>>Atari being very hush-hush and hiding their faces.
>
>The Atari Jaguar won't appear in retail outlets until after Thanksgiving.
>Due to a lot of net.misunderstanding regarding the difference between
>SHIPPING and APPEARING IN RETAIL OUTLETS, many people are jumping the gun.
>
>BTW, I haven't seen the CD-32 ANYWHERE. No advertisements, no displays in
>stores. Zippo. At least this is the case in the area where I live.
>
>Asking managers of electronics chains and retail outlets regarding the
>Jaguar, at least there is recognition of the product.
>
>But if I ask the same people about the CD-32 they have all said:
>"Cd-32?"
>
>
>

CD32 wont technically be announced in America until CES in January. Theyre already being sold in Canada, and by all indications, rather quickly.

Pick up any gamer magazine tyhat talks about the next-generation machines, and youll hear talk about CD32, Jag, and 3D0... But everyone already knows 3D0 will be going down the tubes. Theyve already declared a 7 million dollar loss for this quarter.. Thats two quarters in a row where theyve lost big.. Investors will get a clue pretty soon, and pull out.

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| (This space for rent) |
+-------------------------------------------------------------------------+

## 2799. Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 14:30:56 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2nv5@amiganet.xnet.com>
Source record: 20535

```
>
> ** Atari Ships $250 Jaguar System **
>
> Last week, Atari Corp. formally launched its $250 64-bit games mach-
>ine, the Jaguar. Computergram International said the machines will go
>on sale in New York and San Francisco in the next few weeks, in the rest
>of the U.S. early next year, and in Europe later next year. Atari says
>that next year it will offer a $200 CD-ROM drive add-on to play audio
>compact disks and disk-based games. The Jaguar systems are being made
>for Atari by IBM's Charlotte, N.C., operations.
>
> Atari chief Sam Tramiel has told reporters he expects the company to
>sell 40,000 to 50,000 Jaguars before Christmas and at least 500,000 in
>1994. "The critical requirement," comments CI, "is for successful soft-
>ware, and there will only be four games this year, and perhaps two
>dozen next year; the games will cost $40 to $50." The Jaguar ships with
>one game cartridge included.
>

WOWEE!! Atari -HOPES- to have (gasp) 24 GAMES released for the Jag by the end
of next year?! Bahahahahahahahahah

Theres already 3 TIMES as many titles available for CD32 ALREADY! And hell,
were even yet another step ahead of you girls, because the CD32 has a CD-ROM
already on it! We dont have to dish out another $200!

You guys are quite sad. Considering all it takes to develop for CD32 is for
previous Amiga developers to port their software over to CD format, your
machine will absolutely be BURIED by the competition if all your company hopes
to offer is a measly 20 or 30 measly games.

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| (This space for rent) |
+-------------------------------------------------------------------------+
```

# 2800. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 15:36:03 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93324.103603STIRRE31@MAINE.MAINE.EDU>
Source record: 20438

CDONLEY, the quote of "half a million sold" was from a C=
fan talking about the CD-32, not the Jaguar. Also, what is
so funny about Atari only releasing 24 titles next year? After
all, they already have over 30 other developers that will be
working on games for the Jag. Of course it is easy to have
more games ready for the CD-32 since they're just 1200 games.
Kind of sounds like the CDTV, doesn't it? Gee, I hope it
sells as well!
-scott tirrell

# 2801. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 16:00:27 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2cleur$7uk@harbinger.cc.monash.edu.au>
Source record: 20437

Charles Medley (cmedley@wam.umd.edu) wrote:

[...]

: Funny, you missed the major advertisments (hmmm, seems commodore hasn't
: run a single ad for CD-32?) in the game publications with the picture
: of the Jaguar chasing Sonic and Yoshi...

They run ads in Europe and Australia. The Australian ads is a bit
cheesy, with some 40-something pretending to be a little kid, and
his father, the grand-father figure babbling away.

: Or the reviews which claim it is EQUAL to 3DO in graphics (hmmm!)
: and the sound must be "heard to be believed"....

: Of course, you might have missed all of that by reading Commie-only
: publications.

Is EGM commie-only?

: CD-32?

: Where?

: What stores?

In lots of stores across Europe, Australia and New Zealand. It's less
vapouress than the Jaguar, which seems to be rolling out in limited
numbers in late November, early December according to the rumours in
rec.games.video.misc.

: >Funny, I already see Amiga CD-32 shipping in Europe/N. America for the past
: >month...

: I have seen absolutely no mention of the CD-32 by anyone. The initial
: stock of Jags is sold out, with some dealers jacking up the price as
: high as $350. Demand is very high for this box..

Sorry, but you tend to choose what you want to hear. What do you
expect, some rabid-Amiga user to cross post his CD^32 experiences
and rumours on every newsgroup known to man?

: ($350 is ridiculous, but Atari has hype on their side, methinks)

Atari has low volume productin run. It's easy to sell out when you
make small volumes. The Amiga 4000 has been on back-order in most
of Europe and Australia due to Commodore placing more emphasis on
the production of the CD^32 units.

- Jim

# 2802. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 16:11:35 UTC
From: pe@cam-orl.co.uk
Message-ID: <1993Nov20.161135.9058@infodev.cam.ac.uk>
Source record: 20536

In article <cdonley.2nux@amiganet.xnet.com>, cdonley@amiganet.xnet.com (Clayton Donley) writes:
|>
|> Pick up any gamer magazine tyhat talks about the next-generation machines, and
|> youll hear talk about CD32, Jag, and 3D0... But everyone already knows 3D0 will
|> be going down the tubes. Theyve already declared a 7 million dollar loss for
|> this quarter.. Thats two quarters in a row where theyve lost big.. Investors
|> will get a clue pretty soon, and pull out.
|>

Listen: Any new company, no matter what the field - 32-bit games consoles to toilet rolls - will make a loss until it has sold enough product to cover the R&D costs. Established companies may not show a loss during new product development because they should still be selling their older products, but any new company has no existing products to rely on.

If a company wants to design a killer product to annihilate the competition they are going to have to spend a small fortune in R&D and reckon to make a loss for maybe the first 1-2 years. Fortunately there are still some people prepared to take a long term view who realise that, just because a company doesn't immediately start raking in the profits, it doesn't mean they won't do later. In fact, I would be suspicious of any firm that launched an apparently dazzling new product with a huge advertising campaign and yet maintained their usual profit levels, and would wonder what was underneath the surface gloss.

I am no economist, but the above seems like common sense.

Phil Elwell

# 2803. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 16:57:17 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.753814637@nova>
Source record: 20439

cdonley@amiganet.xnet.com (Clayton Donley) writes:

>> Atari chief Sam Tramiel has told reporters he expects the company to
>>sell 40,000 to 50,000 Jaguars before Christmas and at least 500,000 in
>>1994. "The critical requirement," comments CI, "is for successful soft-
>>ware, and there will only be four games this year, and perhaps two
>>dozen next year; the games will cost $40 to $50." The Jaguar ships with
>>one game cartridge included.
>>

>WOWEE!! Atari -HOPES- to have (gasp) 24 GAMES released for the Jag by the end
>of next year?! Bahahahahahahahahah

>Theres already 3 TIMES as many titles available for CD32 ALREADY! And hell,
>were even yet another step ahead of you girls, because the CD32 has a CD-ROM
>already on it! We dont have to dish out another $200!

Once again, I find myself addressing this issue:

The CD32 is based on a system that has been around for years... No wonder
that it's going to be easy for developers to make/convert games for this
system. The Jaguar is NEW.

>You guys are quite sad. Considering all it takes to develop for CD32 is for
>previous Amiga developers to port their software over to CD format, your
>machine will absolutely be BURIED by the competition if all your company hopes
>to offer is a measly 20 or 30 measly games.

And I suppose you would prefer the 8 bit NES over a 32 or 64 bit system
just because its old software base is the largest of any video game
player. By your logic, you would say that if Nintendo slapped a new name
on this old system, and marketed it heavily, it would crush all the
16, 32, and 64 bit competition just because it has a large software base.
Gimme a break. Look back at when Sega first released its systems.
It didn't have a huge pre existing software base. And it was up against
Nintendo, which was pulling all the strings back then. And now look
at the huge success Sega is enjoying. Last I knew, it was outselling
Nintendo. You seem to be trying to knock new systems that aren't
adaptations of older technology. Why are you standing in the way of
progress? You might as well count the 3D0 as dead also, because it
doesn't have the software library of the CD32, which, I might add,
doesn't have as high a recognition factor as the Jaguar or 3D0. Face
the facts. When comparing the CD32 to the Jaguar or 3D0, it comes in
last place in terms of recognition factor. CD32 may have 1,000,000
titles, but if noone knows about it, it's not going to sell.

# 2804. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 20:00:40 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2nwj@amiganet.xnet.com>
Source record: 20440

pe@cam-orl.co.uk (Phil Elwell) writes:

>In article <cdonley.2nux@amiganet.xnet.com>, cdonley@amiganet.xnet.com
(Clayton
>Donley) writes:
>|>
>|> Pick up any gamer magazine tyhat talks about the next-generation machines,
an
>d
>|> youll hear talk about CD32, Jag, and 3D0... But everyone already knows 3D0
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>ll
>|> be going down the tubes. Theyve already declared a 7 million dollar loss
for
>|> this quarter.. Thats two quarters in a row where theyve lost big..
Investors
>|> will get a clue pretty soon, and pull out.
>|>
>
>Listen: Any new company, no matter what the field - 32-bit games consoles to
>toilet rolls - will make a loss until it has sold enough product to cover the
>R&D costs. Established companies may not show a loss during new product
>development because they should still be selling their older products, but any
>new company has no existing products to rely on.
>
>If a company wants to design a killer product to annihilate the competition
>they are going to have to spend a small fortune in R&D and reckon to make
>a loss for maybe the first 1-2 years. Fortunately there are still some people
>prepared to take a long term view who realise that, just because a company
>doesn't immediately start raking in the profits, it doesn't mean they won't do
>later. In fact, I would be suspicious of any firm that launched an apparently
>dazzling new product with a huge advertising campaign and yet maintained their
>usual profit levels, and would wonder what was underneath the surface gloss.
>
>I am no economist, but the above seems like common sense.
>
>Phil Elwell

True, I agree. However, ask anyone from the 12-year old on the street to the
industry big-wigs, and theyll tell you that 3DO is a flop. No one is going to
buy that hardware at that price, and by the time its price comes DOWN enough so
that it can even be considered, the developers will have long since high-tailed
it out to develop for the platforms that WILL succeed.

As a result, youll be stuck with a $700 CD player that can play Stickybear and Fun With Numbers.

It would be different if 3D0 was gettinf rave reviews. It isnt. Theres a difference between recovering initial losses, and having the ABILITY to recover from intitial losses.

Remember the big stink about CD-I a year ago? Didnt exactly take the market by storm, now, did it? Regardless of how much corporate backing it had. To the point now, where I can count the number of CD-I developers on one hand.

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| (This space for rent) |
+-------------------------------------------------------------------------+

# 2805. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 20:03:28 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2nwp@amiganet.xnet.com>
Source record: 20441

EGM (Electronic Gaming Monthly) is an almost exclusively Nintendo/Sega game-players magazine.

EGM listed the Amiga CD32 as taking second place among the best products to roll out this year... 3DO took something like 7th place, and took honors for "The Worst Products" ...

The Jag came in well behind the CD32.

+-----------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-----------------------------------------------------------------------------+
| (This space for rent) |
+-----------------------------------------------------------------------------+

# 2806. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 20:08:06 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2nwz@amiganet.xnet.com>
Source record: 20442

<STIRRE31@MAINE.MAINE.EDU> writes:

>CDONLEY, the quote of "half a million sold" was from a C=
>fan talking about the CD-32, not the Jaguar. Also, what is
>so funny about Atari only releasing 24 titles next year? After
>all, they already have over 30 other developers that will be
>working on games for the Jag. Of course it is easy to have
>more games ready for the CD-32 since they're just 1200 games.
>Kind of sounds like the CDTV, doesn't it? Gee, I hope it
>sells as well!
>-scott tirrell

No, it dosent sound like CDTV.

I find the figure of only >24< games being released for the Jaguar as a HOPEFUL figure completely laughable. Come on, only 24 games released for it (hopefully!) for the entire year of 1994? The expect to dominate the market with 24 silly little games, those of which that HAVE been reviewed, sucked?

The Amiga CD32 already has THREE TIMES AS MANY titles available for it, not even COUNTING whats coming in 1994! CD32 is in a good place--considering that all Amiga game developers have to do is port their software to CD-Rom.. Hell, a stinky old copy of 1987 Battle Chess will work on a CD32, AGA or not.

The CD32 already has massive amounts of titles to fall back on.. And here I see the President of Atari -hoping- that theylle have 24 measly games for it by the end of next year!

I LAUGH.

+-----------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-----------------------------------------------------------------------------+
| (This space for rent) |
+-----------------------------------------------------------------------------+

# 2807. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 22:08:42 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931120.61722.LMCCLURE@delphi.com>
Source record: 20443

"800*600, 78Hz interlaced."

I take it you are not using the standard tooltypes then. I thought the Super72 modes were scanned at a 72Hz rate.

# 2808. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 22:17:14 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931120.62234.LMCCLURE@delphi.com>
Source record: 20444

Part of the problem here seems to be one of perspective, UK vs. US.

C.P. Brown: Trust me, although the CD-32 has been mentioned a few times in the press, so far it has a very low profile over here in the US. Of course, Commodore supposedly will not make any real push for it in the US until the Winter CES (in January '94).

Atari, OTOH, seems to be concentrating the intial Jag effort in the US. In fact, I am unsure whether the postings I have seen of London as a test market site fall under "fact" or "rumor".

Certainly I have seen no word, even from pro-Amiga sources, of definite agreements to market CD-32 through mass merchandisers. Yet, there has been confirmation of the same not just from Atari or rumor, but from managers at mass market outlets in the US, that they will be carrying the Jag once it goes into nationwide release.

## 2809. Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 22:37:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cee9c1c@troed.ct.se>
Source record: 20450

In a message of 20 Nov 93 15:30:56, Clayton Donley wrote:

CD>
CD>
CD> Theres already 3 TIMES as many titles available for CD32 ALREADY! And

The CD32 has almost NO TITLES at all available .. I just talked to a salesman here, and he said that if Commodore believes the CD32 to be a good machine they've obviosuly got some serious brain-malfunctions ..

The CD32 is CRAP, costs TOO MUCH and it has NO GAMES! (All the games available are A1200 games not using the CD storage! LAME!)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2810. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 22:58:45 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov20.225845.25267@infodev.cam.ac.uk>
Source record: 20445

In article <931120.61722.LMCCLURE@delphi.com>, Lonnie McClure <LMCCLURE@delphi.com>
writes:
|> "800*600, 78Hz interlaced."
|>
|> I take it you are not using the standard tooltypes then. I thought the
|> Super72 modes were scanned at a 72Hz rate.
|>

Correct. The 72Hz one doesnt work on my 1942 monitor, so I upped the scan rate a
little to get it working. It looks really good, and any interlace flicker is
hardly noticable.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2811. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 23:19:43 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov20171943@flammulated.owlnet.rice.edu>
Source record: 20446

In article <cdonley.2nv5@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>
> Atari chief Sam Tramiel has told reporters he expects the company to
>sell 40,000 to 50,000 Jaguars before Christmas and at least 500,000 in
>1994. "The critical requirement," comments CI, "is for successful soft-
>ware, and there will only be four games this year, and perhaps two
>dozen next year; the games will cost $40 to $50." The Jaguar ships with
>one game cartridge included.
>

WOWEE!! Atari -HOPES- to have (gasp) 24 GAMES released for the Jag by the end of next year?! Bahahahahahahahahah

Theres already 3 TIMES as many titles available for CD32 ALREADY! And hell, were even yet another step ahead of you girls, because the CD32 has a CD-ROM already on it! We dont have to dish out another $200!
---

But who wants to play old Amiga titles, when the new systems offer so much more!! The only reason I want to buy a console is to get games better than a computer can offer, which the CD-32 can't do, and the Jag and 3DO can.

---
You guys are quite sad. Considering all it takes to develop for CD32 is for previous Amiga developers to port their software over to CD format, your machine will absolutely be BURIED by the competition if all your company hopes to offer is a measly 20 or 30 measly games.
---

I think there will be more than that, as more developers sign on. I also think they underestimate demand for the Jaguar.

One reason there won't be quite so many games is that they will all be new exiting games, unlike old worn out titles that the CD-32 offers. Since all anyone has to do is put an A1200 game on CD to increase the number of titles availiable, of course there will be more titles for it...

One thing I still don't understand - why is Com. stock still hovering around $4 with virtually no activity if they really have sold as many units as you claim?

--
---> Kendall Gelner (kendall@rice.edu)

# 2812. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-20 23:23:41 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov20172341@flammulated.owlnet.rice.edu>
Source record: 20447

In article <2cleur$7uk@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:

In lots of stores across Europe, Australia and New Zealand. It's less vapouress than the Jaguar, which seems to be rolling out in limited numbers in late November, early December according to the rumours in rec.games.video.misc.
---

They are called "Press releases", not "rumors". Atari is right on schedule so far...

---
: >Funny, I already see Amiga CD-32 shipping in Europe/N. America for the past
: >month...

: I have seen absolutely no mention of the CD-32 by anyone. The initial
: stock of Jags is sold out, with some dealers jacking up the price as
: high as $350. Demand is very high for this box..

Sorry, but you tend to choose what you want to hear. What do you expect, some rabid-Amiga user to cross post his CD^32 experiences and rumours on every newsgroup known to man?
---

Well, actually, I do - that's all they seem to live for.

---
: ($350 is ridiculous, but Atari has hype on their side, methinks)

Atari has low volume productin run. It's easy to sell out when you make small volumes. The Amiga 4000 has been on back-order in most of Europe and Australia due to Commodore placing more emphasis on the production of the CD^32 units.
---

They have a low-volume run because they only have 50,000 Tom and Jerry chips - Motorola is scheduled to manufacture 1,000,000 more in 94.

--
---> Kendall Gelner (kendall@rice.edu)

# 2813. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-21 01:19:16 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov20191916@flammulated.owlnet.rice.edu>
Source record: 20448

In article <cdonley.2nwz@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:

No, it dosent sound like CDTV.

I find the figure of only >24< games being released for the Jaguar as a HOPEFUL figure completely laughable. Come on, only 24 games released for it (hopefully!) for the entire year of 1994? The expect to dominate the market with 24 silly little games, those of which that HAVE been reviewed, sucked?

The Amiga CD32 already has THREE TIMES AS MANY titles available for it, not even COUNTING whats coming in 1994! CD32 is in a good place--considering that all Amiga game developers have to do is port their software to CD-Rom.. Hell, a stinky old copy of 1987 Battle Chess will work on a CD32, AGA or not.

The CD32 already has massive amounts of titles to fall back on.. And here I see the President of Atari -hoping- that theylle have 24 measly games for it by the end of next year!

I LAUGH.
---

Hwo do you know there won't be more games? In any case, even if there were 10 times the number of CD-32 titles it wouldn't matter, since the CD-32 is only marginally more powerful than the SNES.

I LAUGH HARDER THAN YOU. HA HA HA <COUGH COUGH>
--
---> Kendall Gelner (kendall@rice.edu)

# 2814. Falcon Owners Group/ATARI UNITED!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-21 05:15:17 UTC
From: ABARBIERO@delphi.com
Message-ID: <931121.00917.ABARBIERO@delphi.com>
Source record: 20449

ATARI UNITED! PRESS RELEASE

For immediate release:

Mountain View, CA--November 21, 1993--As part of its ongoing effort to unite Atari owners with support groups and developers, ATARI UNITED! wishes to announce to North American Atari owners the existence of the Falcon Owners Group. The Falcon Owners Group was originally established in March of 1993 and is based in the United Kingdom. The Falcon Owners Group (FOG) provides support for Falcon owners through several services and discount prices for the Falcon specific shareware library which is handled by a professional outfit and accepts international and credit card orders. The Falcon Owners Group Magazine is produced four times a year and distributed with a high density cover disk. This mini-magazine is a legal page sized compilation of useful information concerning hardware and software for the Atari Falcon030. In the 27-page September issue, reviews of Ishar 2 and new Falcon shareware shared space with some extensive Q&A and an ST software compatibility chart. There are a few noticeable typos in the magazine, and little in the way of graphics, but it is rather well laid out for such a new publication. They also provide two BBS for members in the UK (Tel 0454 317047 or 0454 881095) providing Atari message bases and Falcon030 software downloads. While some of the information presented in the magazine may not be new to those who spend their free time online, FOG exists as an effective repository of Falcon specific information and is nearly a complete stand alone source for a Falcon user. Richard Davey, the Club Chairman, is actively seeking the establishment of a North American branch to the FOG, and anyone interested in founding a US or Canadian site is strongly encouraged to contact FOG and request the information needed to spread Falcon030 support to and from the UK.

The only unfortunate side to all this is that they do not have an Internet address yet and while the Membership is only 16.99 pounds for Europe, people in North America will have to pay 20.00 pounds. They accept Visa and Mastercard, or checks made payable to the 'Falcon Owners Group' and sent to:

FOG
10 Oak Drive
Portishead, Bristol, Avon
BS20 8QS

Tel: 0272 424743

**********

For more information regarding ATARI UNITED! please contact:

Patti Barbiero Gordie Meyer
P.O. Box 691 P.O. Box 1982
Mountain View, CA 94042-0691 or Ames, IA 50010-1982
(415) 903-9787 (515) 232-1627
abarbiero@delphi.com biblinski@delphi.com

**********

To register, please provide the information below, and mail to:

ATARI UNITED!
P.O. Box 691
Mountain View, CA 94042-0691

or email your registration, questions, comments, etc to:

abarbiero@delphi.com

Name (Last, First, MI): _____
Mailing Address: _____
_____
City, State, Zip: _____
Phone Number: _____
Online Address: _____

Computer Model: ___ 520 ST ___ 520 STe ___ TT
___ 1040 ST ___ 1040 STe ___ F030
___ Mega ST ___ Mega STe

Computer Serial Number: _____

User Group (if a member):_____

( ) Yes! Please include me in your list of possible contacts
for isolated Atari TOS owners in my area.

( ) Also please make my name and address available to other
Atari related concerns.

( ) Please keep all information on my registration form
confidential.

# 2815. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-21 07:51:53 UTC
From: william@pinoko.berkeley.edu
Message-ID: <2cn6mp$bek@agate.berkeley.edu>
Source record: 20451

Rickard Troedsson writes
> The CD32 has almost NO TITLES at all available .. I just talked to a
salesman
> here, and he said that if Commodore believes the CD32 to be a good
machine
> they've obviosuly got some serious brain-malfunctions ..
>
> The CD32 is CRAP, costs TOO MUCH and it has NO GAMES! (All the games
available
> are A1200 games not using the CD storage! LAME!)

I might be being picky here, but citing a salesman ?
Salespeople are *not* normally reliable sources of information.
Nor are they particularly unbiased.

In effect, what you said was "I just talked to this person who
couldn't get a real job and he agreed with me!!!!!"

I'm not impressed.

Bill Grosso

# 2816. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-21 14:33:58 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CGuJ4M.AwG@news.Hawaii.Edu>
Source record: 20452

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#The CD32 has almost NO TITLES at all available .. I just talked to a salesman
:#here, and he said that if Commodore believes the CD32 to be a good machine
:#they've obviosuly got some serious brain-malfunctions ..

Gee what's almost NO TITLES? Isn't that an oxymoron(sp?). There are about 5 titles (I think). Let's not also forget that the CD32 can also use CDTV disks, about 85%-90% will work. I don't know if I'd trust a salesman to provide me with very accurate info. If you want to base all your answers to things you hear from salespeople then that's your choice. I usually base mine on what I can learn for myself.

:#The CD32 is CRAP, costs TOO MUCH and it has NO GAMES! (All the games available
:#are A1200 games not using the CD storage! LAME!)

Hmmm.. CD32 is crap. Why? Are you basing this on what a salesperson told you?

Costs too much? I don't know, comparing CD32 with 3DO, the CD32 is cheaper. Comparing CD32 with Jaguar w/ a CD-ROM player, it seems almost the same, though the price of the Jaguar itself has been higher than what the initial price was supposed to be. I'd also guess the CD-ROM player will also be higher than the initial price is supposed to be. So far, the CD32 has been selling for less than the initial price. Oh well, people can make up their own minds as to what price they want to pay.

No games? Hmmm, I guess the two games it came out with are imaginary.

Waitaminute. You said there are no games then you say the games are available are only A1200 games...make up your mind, listening to too many salespeople. I don't see what is so wrong with them being only A1200 games...considering that the CD32 is basically an A1200 with CD-ROM. You can even plug in a keyboard and mouse to the CD32 to get it working as a computer instead of a games console. A person by the name of Fred Fish has done this as an experiment.

The CD32 has an added advantage for developers. Since it is basically an A1200, many programs and games will probably be ported to CD, with more screens and sound included to use up the space on the CD of course. Then of course there are already development tools that exist for the A1200, which is easily used for CD32 development.

There is also the added fact that when, I wonder if I should say if, C= does come out with the expansion card for the A1200/A4000 for the CD then there will be all those Amiga owners of the A1200/A4000 that will be able to run CD32 titles, which means more users to buy CD32 titles.

I'm still waiting to see whether the Jaguar will live up to its hype or not before I make any claims on the Jaguar. The CD32 is available, though very, very limited in the North American continent, while prevalent throughout Europe. The numbers on the CD32 seem to say that it is doing very well, no matter what all the naysayers seem to want to believe. 3DO, is here and the numbers don't look so good as yet.

I don't care what the features are right now from either of these three consoles since the marketplace has shown it doesn't matter what the features are. The only thing that decides whether a product survives is availability, number of users, and cost.

I'll probably wait until mid next year before I decide on which console I'll purchase to replace the Genesis I bought for my nephews a couple of years back. By then, we'll probably see the dust settle a little bit and things become more clear.

--
jimmy@uhunix.uhcc.hawaii.edu

# 2817. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-21 15:11:38 UTC
From: cmedley@wam.umd.edu
Message-ID: <2co0fa$qek@cville-srv.wam.umd.edu>
Source record: 20453

In article <cdonley.2nux@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>khaley@nova.gmi.edu (Kevin Haley) writes:
>
>>cdonley@amiganet.xnet.com (Clayton Donley) writes:
>>
>>
>>
>>>Funny, I dont seem to see Jaguar having been released.. What I -DO- see is
>>>Atari being very hush-hush and hiding their faces.
>>
>>The Atari Jaguar won't appear in retail outlets until after Thanksgiving.
>>Due to a lot of net.misunderstanding regarding the difference between
>>SHIPPING and APPEARING IN RETAIL OUTLETS, many people are jumping the gun.
>>
>>BTW, I haven't seen the CD-32 ANYWHERE. No advertisements, no displays in
>>stores. Zippo. At least this is the case in the area where I live.
>>
>>Asking managers of electronics chains and retail outlets regarding the
>>Jaguar, at least there is recognition of the product.
>>
>>But if I ask the same people about the CD-32 they have all said:
>>"Cd-32?"
>>
>>
>>
>
>
>
>CD32 wont technically be announced in America until CES in January. Theyre
>already being sold in Canada, and by all indications, rather quickly.
>

If it won't be in America until January, then of what relevance is it to
American consumers to hear how well the cd^32 is doing (allegedly, i might
add, as i have yet to see any sources for info on this) when it appears
that over here, from the trade rags to the consumer rags, the Jaguar
appears to be poised to be the only competition for the SNES and
Genesis in the sub-$300 range?

And has anyone considered that the CD^32 may suffer from the same problem
the Amiga has in America? Atari has proven they will market the Jaguar in
America, but I see no indications that Commodore is going to market the
CD^32 here.

# 2818. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-21 15:38:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cef8b80@troed.ct.se>
Source record: 20459

In a message of 21 Nov 93 08:51:53, William E. Grosso wrote:

WE> I might be being picky here, but citing a salesman ?
WE> Salespeople are *not* normally reliable sources of information.
WE> Nor are they particularly unbiased.

Don't you think they wanna sell the system they bought in???

WE> In effect, what you said was "I just talked to this person who
WE> couldn't get a real job and he agreed with me!!!!!"
WE>
WE> I'm not impressed.

No, who's impressed with the CD32 ... 16 bit technology ..

They HAVE the games currently available for the CD32 .. NONE of them uses more than 10 Meg storage, and they ALL are A1200 conversions .. WOW ... "new technology" .. sure .. gimme a REAL 32bit or rather a 64bit system any day!

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2819. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-21 15:46:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cef8d54@troed.ct.se>
Source record: 20458

In a message of 21 Nov 93 15:33:58, Jimmy Chan wrote:

JC> 5 titles (I think). Let's not also forget that the CD32 can also use CDTV
JC> disks, about 85%-90% will work. I don't know if I'd trust a salesman to

Who wants to use CDTV titles????????? Wasn't the CD32 supposed to be "new
technology" with "awsome 32bit games" ... sure .. CDTV .. 32 colors in 320*200
...

JC> Hmmm.. CD32 is crap. Why? Are you basing this on what a salesperson
JC> told
JC> you?

Nope, an A1200 may be a good GAMES-COMPUTER, but it's NO WHERE NEAR the new
console standards ... that is .. where's the special hardware for:
scaling/rotating/stretching/zooming/morphing/gouraud-shading/shading/r-endering
.....

WHERE!!!!!!!!

JC> Costs too much? I don't know, comparing CD32 with 3DO, the CD32 is
JC> cheaper. Comparing CD32 with Jaguar w/ a CD-ROM player, it seems almost

The Jag happens to be quite a LOT better!

JC> the same, though the price of the Jaguar itself has been higher than what
JC> the initial price was supposed to be. I'd also guess the CD-ROM player

Bull ... the Jag is $200, just as Atari said .. WITH an included game that
becomes $250 ....

JC> No games? Hmmm, I guess the two games it came out with are imaginary.

What games? The lousy A1200 conversions? They're NOT Cd32 games if you ask me!

JC> Waitaminute. You said there are no games then you say the games are
JC> available are only A1200 games...make up your mind, listening to too many
JC> salespeople. I don't see what is so wrong with them being only A1200
JC> games...considering that the CD32 is basically an A1200 with CD-ROM. You

Exactly .. Commodore couldn't afford making a decent CD-Console, they just took
their low-end games-computer and tried to market it as a new "awsome 32bit CD
technology" ... geezuz ...

JC> can even plug in a keyboard and mouse to the CD32 to get it working as a
JC> computer instead of a games console. A person by the name of Fred Fish
JC> has
JC> done this as an experiment.

Sure, do the same to a Jaguar - then choose. (Don't you think people will use the Jaguar's expansion port??)

JC> There is also the added fact that when, I wonder if I should say if, C=
JC> does come out with the expansion card for the A1200/A4000 for the CD then
JC> there will be all those Amiga owners of the A1200/A4000 that will be able
JC> to run CD32 titles, which means more users to buy CD32 titles.

Yeah .. Commodore has promised to come out with a DSP for their computers too .. remember? WHERE IS IT!

JC> throughout Europe. The numbers on the CD32 seem to say that it is doing
JC> very well, no matter what all the naysayers seem to want to believe. 3DO,

Have you seen any sources for those numbers? Amigoids have been claiming the A1200 to have sold 250000 units here a long time ago, and the CD32 to gave sold 500000 ... when I asked them about their source I got NO REPLY ...

Can you say: "Lies"?

JC> I don't care what the features are right now from either of these three
JC> consoles since the marketplace has shown it doesn't matter what the
JC> features are. The only thing that decides whether a product survives is
JC> availability, number of users, and cost.

The SNES can rotate (Mode 7) .. the Mega-CD got this feature too ... the CD32 hasn't ... it's VERY good for doing good 3D effects ...

(The Jag can do it, and a whole lot more .. )

BTW, stores aren't earning any money selling the CD32 - no profit - do you think they WAN'T to sell it then?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2820. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-21 20:25:38 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov21.202538.40492@rchland.ibm.com>
Source record: 20454

In article <2ced45f0@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 19 Nov 93 12:24:42, Clayton Donley wrote:
|>
|> CD>
|> CD> Funny, I dont seem to see Jaguar having been released.. What I -DO- see is
|>
|> The Jag is not SUPPOSED to be released yet! The day after thanksgiving is the
|> date to watch out for!
|>
|> CD>
|> CD> Funny, I already see Amiga CD-32 shipping in Europe/N. America for the
|>
|> Yeah .. I went to the local videogames store .. sure they had a Cd32 .. at 4000
|> SEK (The Jag will be around 2500 SEK btw), they had NO good games (there are
|> only 10 Meg A1200 conversions available) and they earned NOTHING selling them
|> ... (IF they will sell one - they haven't YET!)

I like the Jaguar. But again, master Rickard jumps in, makes a quick conclusion, and looks like a true j*rk. Hey? How do you know whether the companies have made money or not on CD-32 games?

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2821. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-21 20:31:03 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov21.203103.39536@rchland.ibm.com>
Source record: 20456

In article <2cee9c1c@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 20 Nov 93 15:30:56, Clayton Donley wrote:
|>
|> CD>
|> CD>
|> CD> Theres already 3 TIMES as many titles available for CD32 ALREADY! And
|>
|> The CD32 has almost NO TITLES at all available .. I just talked to a salesman
|> here, and he said that if Commodore believes the CD32 to be a good machine
|> they've obviosuly got some serious brain-malfunctions ..

Ah, don't worry. It is selling a lot, and that counts. Considering
that you are the one who seems to have a brain-malfunction, maybe you just
misunderstood the salesman.

|>
|> The CD32 is CRAP, costs TOO MUCH and it has NO GAMES! (All the games available
|> are A1200 games not using the CD storage! LAME!)

Another lie Rickard? What about Microcosm from Psygnosis?

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2822. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-21 20:32:01 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov21.203201.29099@rchland.ibm.com>
Source record: 20455

In article <2cn6mp$bek@agate.berkeley.edu>, william@pinoko.berkeley.edu (William E. Grosso) writes:
|> Rickard Troedsson writes
|> > The CD32 has almost NO TITLES at all available .. I just talked to a
|> salesman
|> > here, and he said that if Commodore believes the CD32 to be a good
|> machine
|> > they've obviosuly got some serious brain-malfunctions ..
|> >
|> > The CD32 is CRAP, costs TOO MUCH and it has NO GAMES! (All the games
|> available
|> > are A1200 games not using the CD storage! LAME!)
|>
|> I might be being picky here, but citing a salesman ?
|> Salespeople are *not* normally reliable sources of information.
|> Nor are they particularly unbiased.
|>
|> In effect, what you said was "I just talked to this person who
|> couldn't get a real job and he agreed with me!!!!!"
|>
|> I'm not impressed.

Exactly. But remember that if Rickard sez it, it must be true, right?

|> Bill Grosso
|>
|>
NNNNNNNNNNNNNNOOOOOOOOOOOOOOOOOOOOOOTTTTTTTTTTT!!!

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2823. CD-32 and Jaguar Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-21 20:38:46 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov21.203846.42233@rchland.ibm.com>
Source record: 20457

Well, guys, I love the Amiga and all that but those that bash
the Jaguar: can we wait to actually take a look at it and even
play it a little bit?

I mean, so far it looks like the Jaguar can do things that the CD-32
just can't. Of course, the CD-32 has a double-speed CD-ROM which is
good indeed, but it still doesn't mean the Jaguar is bad either.

For the US market it is definitively true that C= hasn't shown
anything yet (they will officially anounce it in January) and is good
that magazines like Computing Gaming World liked it quite a bit. Atari
has already started limited marketing in the US.

Over Europe, is the other way around, and the CD-32 has already been
selling quite well.

Time will tell, and the Jaguar needs more support- but it is starting
to get it- Virgin Games, Interplay, Microprose and Accolade announced
support for it.

Let's wait and see. I love my Amiga, but I don't consider myself
blind. The Jaguar looks good and ATARI for the very first time in
ages seems to have been doing (so far) an excellent job. Let's wait
and see...

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

PS: I agree that it defintively looks like ATARI has hyped the Jaguar
quite a bit (and some people around here). But looks like even
taking out the hype, the Jaguar has what it takes.

The CD-32 could do awesome role-playing games, let's see what
they do with it.

# 2824. Re: Advocacy Groups.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-21 23:13:41 UTC
From: Richard@hell.hacktic.nl
Message-ID: <Richard.02wp@hell.hacktic.nl>
Source record: 20332
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

I.A. Inman (I.A.Inman@newcastle.ac.uk) wrote:

: It's a bit strange really. Most people who post to the Amiga group are PC
: owners.

: Most people who post to the Atari group are Amiga owners.

: And the PC owners are sitting pretty, cause they don't have an advocacy group, so
: no-one can slag them off. Unfair really.

: Ian.

They allready have a difficult life while owning a PC, so it would be
very un-human to nag them even more. :-)

# 2825. Re: CD-32 and Jaguar Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-21 23:44:14 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93325.184414STIRRE31@MAINE.MAINE.EDU>
Source record: 20460

```
Again, what is the source for the CD-32's sale figures?
-scott tirrell
```

# 2826. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 03:24:18 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov22.032418.46100@rchland.ibm.com>
Source record: 20463

In article <2cef8d54@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 21 Nov 93 15:33:58, Jimmy Chan wrote:
|>
[stuff deleted]
|>
|> Bull ... the Jag is $200, just as Atari said .. WITH an included game that
|> becomes $250 ....

I can't believe how ignorant you have become. ATARI originally said $200 WITH the included game. They said they had you rise it more because the game was costing more than they expected. Thanks.

|> JC> No games? Hmmm, I guess the two games it came out with are imaginary.
|>
|> What games? The lousy A1200 conversions? They're NOT Cd32 games if you ask me!

They got CD quality sound you know...

[stuff deleted]

|> Have you seen any sources for those numbers? Amigoids have been claiming the
|> A1200 to have sold 250000 units here a long time ago, and the CD32 to gave sold
|> 500000 ... when I asked them about their source I got NO REPLY ...

About the A1200-> Stefan Boberg - Team 17 game Amiga developer. He has more information about you and I combined (or should I say only 'I' as it shows that you are basically clueless).

|>
|> Can you say: "Lies"?

Yes, if we consider you to be the liar.

[stuff deleted]

|> The SNES can rotate (Mode 7) .. the Mega-CD got this feature too ... the CD32
|> hasn't ... it's VERY good for doing good 3D effects ...
|>
|> (The Jag can do it, and a whole lot more .. )

True to a certain extent, although I would like to see how the Sega CD 'does it'.

|> BTW, stores aren't earning any money selling the CD32 - no profit - do you
|> think they WAN'T to sell it then?

How do you know that?

```
|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
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|>

--
------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 2827. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 03:33:44 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2o7n@amiganet.xnet.com>
Source record: 20461

```
>One thing I still don't understand - why is Com. stock still hovering
>around $4 with virtually no activity if they really have sold as many
>units as you claim?
>
>--
>---> Kendall Gelner (kendall@rice.edu)
```

CBU (NYSE) trades differently than Commodore-Amiga, Inc. Which is HQ'ed in Germany, and doing QUITE well.

```
+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| (This space for rent) |
+-------------------------------------------------------------------------+
```

# 2828. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 03:46:08 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2o7w@amiganet.xnet.com>
Source record: 20462

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 21 Nov 93 15:33:58, Jimmy Chan wrote:
>

The A1200 may be a good GAMES-COMPUTER, but it's NO WHERE NEAR the new
>console standards ... that is .. where's the special hardware for:
>scaling/rotating/stretching/zooming/morphing/gouraud-shading/shading/r-ender
ing
>.....
>
>WHERE!!!!!!!

What are you, a fucking idiot? Have you seen any Amiga eurodemos in the past 5 YEARS?! the Amiga has ALWAYS been able to do REALTIME scaling AND rotation of graphic images. Hell, even a Genesis can zoom/scale/stretch its graphics. Guess what? Most if not ALL games development for the Genesis is done on the Amiga, because the hardware beneath both is so similar.

The Amiga community has already HAD "specialized" graphics chips, and has had them for YEARS.

>
>JC> Costs too much? I don't know, comparing CD32 with 3DO, the CD32 is
>JC> cheaper. Comparing CD32 with Jaguar w/ a CD-ROM player, it seems almost
>
>The Jag happens to be quite a LOT better!

Oh? Wheres the Jag's CD-ROM player, then? We already have one.

>
>JC> the same, though the price of the Jaguar itself has been higher than what
>JC> the initial price was supposed to be. I'd also guess the CD-ROM player
>
>Bull ... the Jag is $200, just as Atari said .. WITH an included game that
>becomes $250 ....
>
>JC> No games? Hmmm, I guess the two games it came out with are imaginary.
>
>What games? The lousy A1200 conversions? They're NOT Cd32 games if you ask me!

"Lousy A1200 conversions" .. Hahah, something tells me that youde take that last staement back and slap yourself if you actually PLAYED an A1200 game. Guess you havent.

>
>JC> Waitaminute. You said there are no games then you say the games are

>JC> available are only A1200 games...make up your mind, listening to too many
>JC> salespeople. I don't see what is so wrong with them being only A1200
>JC> games...considering that the CD32 is basically an A1200 with CD-ROM. You
>
>Exactly .. Commodore couldn't afford making a decent CD-Console, they just
took
>their low-end games-computer and tried to market it as a new "awsome 32bit CD
>technology" ... geezuz ...
>
>JC> can even plug in a keyboard and mouse to the CD32 to get it working as a
>JC> computer instead of a games console. A person by the name of Fred Fish
>JC> has
>JC> done this as an experiment.
>
>Sure, do the same to a Jaguar - then choose. (Don't you think people will use
>the Jaguar's expansion port??)

Wrong. See, thats called "vaporware". There DOSENT EXIST a keyboard, mouse, CD rom, and whatnot expansion for the Jaguar. These things, and more (modem, external 3.5" drive, MPEG module) are ALREADY available for CD32.

>
>JC> There is also the added fact that when, I wonder if I should say if, C=
>JC> does come out with the expansion card for the A1200/A4000 for the CD then
>JC> there will be all those Amiga owners of the A1200/A4000 that will be able
>JC> to run CD32 titles, which means more users to buy CD32 titles.
>
>Yeah .. Commodore has promised to come out with a DSP for their computers too
>.. remember? WHERE IS IT!

Available in Spring '94. Youre forgiven for being an idiot.

>
>JC> throughout Europe. The numbers on the CD32 seem to say that it is doing
>JC> very well, no matter what all the naysayers seem to want to believe. 3DO,
>
>Have you seen any sources for those numbers? Amigoids have been claiming the
>A1200 to have sold 250000 units here a long time ago, and the CD32 to gave
sold
>500000 ... when I asked them about their source I got NO REPLY ...
>
>Can you say: "Lies"?

Can you say, "Idiot"? The plant in the Phillipines manufactures 22,000 CD^32 units PER WEEK...They CANNOT keep up with the demand for them! Its been like this since July.

Every week, since July, 22,000 units. Its not November 21. You do the math.

>
>JC> I don't care what the features are right now from either of these three
>JC> consoles since the marketplace has shown it doesn't matter what the

>JC> features are. The only thing that decides whether a product survives is
>JC> availability, number of users, and cost.
>
>The SNES can rotate (Mode 7) .. the Mega-CD got this feature too ... the CD32
>hasn't ... it's VERY good for doing good 3D effects ...
>
>(The Jag can do it, and a whole lot more .. )
>
>BTW, stores aren't earning any money selling the CD32 - no profit - do you
>think they WAN'T to sell it then?
>
>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+
>

+-------------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------------+
| (This space for rent) |
+-------------------------------------------------------------------------------+

## 2829. Talking about jealousy and insecurity

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 06:01:47 UTC
From: jjindda@uclink.berkeley.edu
Message-ID: <2cpkkb$psd@agate.berkeley.edu>
Source record: 20464

One thing I don't understand is why
all these commodore and 3do people come to this group and talk trash.

Geez! Be content and shut up!!!

oh, BTW, I plan to buy Jaguar no matter what you or media or some comp whiz say.

## 2830. Re: Atari Jaguar: when?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 10:02:08 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGw17K.FMB@barclays.co.uk>
Source record: 20465

In article <2c8biu$ek0@usenet.rpi.edu>, bossoj@alum01.its.rpi.edu (Joseph Charles Bossolini) writes:
|> In article <2c882f$rhh@wsinis04.info.win.tue.nl>,
|> Jeroen Rik van Zutphen <jeroen@wsinis04.info.win.tue.nl> wrote:
|> >Hi,
|> >
|> >can anybody tell me the worl-wide release date for the Jag?

|> The Atari Jaguar 64-bit video-game started arriving in stores in
|> NYC and San Francisco today (Nov. 15). Nationwide roll-out of
|> the game will come in January 1994, after the holiday season.
|> I believe European roll-out is expected at the same time.
|>
|> Joe
|> bossoj@rpi.edu
There will be limited supplies in the UK before xmas through Virgin, HMV and some others. Source - Virgin, Atari UK, various mags.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 2831. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 12:04:27 UTC
From: veijalai@kyy.cc.lut.fi
Message-ID: <CGw6vG.xv@lut.fi>
Source record: 20466

cdonley@amiganet.xnet.com (Clayton Donley) writes:

>WOWEE!! Atari -HOPES- to have (gasp) 24 GAMES released for the Jag by the end
>of next year?! Bahahahahahahahahah
>Theres already 3 TIMES as many titles available for CD32 ALREADY! And hell,
>were even yet another step ahead of you girls, because the CD32 has a CD-ROM
>already on it! We dont have to dish out another $200!
>You guys are quite sad. Considering all it takes to develop for CD32 is for
>previous Amiga developers to port their software over to CD format, your
>machine will absolutely be BURIED by the competition if all your company hopes
>to offer is a measly 20 or 30 measly games.
>+-------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
>| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
>+-------------------------------------------------------------------------+
>| (This space for rent) |
>+-------------------------------------------------------------------------+

What's wrong woth you? I don't see Jag as a threat to CD32... Why can't
both systems co-exist peacefully? every jag sold == so much less money
for those japanese firms that have turned the majority of the
younger generation into mindless zombies with Mario-caps etc...
--
_ C=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
_ // K.Veijalainen |"Microsoft-the people that invented Windows =
\X/ veijalai@cc.lut.fi | and changed the face of computing forever."=
Amiga C=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

# 2832. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 12:43:05 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov22134306@arthur.crpht.lu>
Source record: 20469

> The A1200 may be a good GAMES-COMPUTER, but it's NO WHERE NEAR the new
> >console standards ... that is .. where's the special hardware for:
> >scaling/rotating/stretching/zooming/morphing/gouraud-shading/shading/r-ender
> ing
>
> What are you, a fucking idiot? Have you seen any Amiga eurodemos in the past 5
> YEARS?! the Amiga has ALWAYS been able to do REALTIME scaling AND rotation of
> graphic images. Hell, even a Genesis can zoom/scale/stretch its graphics. Guess
Wow, this is great. I never saw a 320x200 4 bitplane picture rotated on an
Amiga. What chip is doing the calculations? Can this chip also do a Mode7
projection to get a 3D landscape effect?

Thanks for the info.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2833. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 13:53:50 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1565@usdtsg.DaytonOH.NCR.COM>
Source record: 20467

In article <cdonley.2nls@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>
>
>Funny, I dont seem to see Jaguar having been released.. What I -DO- see is
>Atari being very hush-hush and hiding their faces.
>
>
>Funny, I already see Amiga CD-32 shipping in Europe/N. America for the past
>month...

Dude, keep up with the news. The Jaguar was rolled out, should
start appearing the New York and L.A. in around a week, and will roll
out nationally (and internationally?) in the beginning of next year.
This has been known for awhile...

Even saw a Jaguar commercial on TV on Saturday :-O

Rob

# 2834. Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 14:26:50 UTC
From: ernie@tartarus.uwa.edu.au
Message-ID: <2cqi7a$k19@uniwa.uwa.edu.au>
Source record: 20468
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

> I guess we'll find out when the first A5000 leaves the factory. :-)

Oh but it already has!

The Acorn A5000 has been selling for over a year and a half now and is a
great machine, let me tell you! :-)

cheers,
ernie.

--
name: Ernie Ong
addr: ernie@tartarus.uwa.edu.au
mesg: Get smart.
Be ARM powered.

# 2835. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 15:57:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf0e152@troed.ct.se>
Source record: 20391

In a message of 21 Nov 93 21:25:38, Ricardo Hernandez Muchado wrote:

RH> I like the Jaguar. But again, master Rickard jumps in, makes a quick
RH> conclusion, and looks like a true j*rk. Hey? How do you know whether
RH> the companies have made money or not on CD-32 games?

Why not start with reading my posts?

The stores earns NOTHING selling the CD32 .. NO PROFIT.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2836. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 15:57:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf0e170@troed.ct.se>
Source record: 20392

In a message of 21 Nov 93 21:31:03, Ricardo Hernandez Muchado wrote:

RH> Ah, don't worry. It is selling a lot, and that counts. Considering
RH> that you are the one who seems to have a brain-malfunction, maybe you just
RH> misunderstood the salesman.

Figures?

RH> Another lie Rickard? What about Microcosm from Psygnosis?

It's not available here.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2837. Re: CD-32 and Jaguar Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 15:58:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf0e1c0@troed.ct.se>
Source record: 20393

In a message of 22 Nov 93 00:44:14, <stirre31@maine.Maine.Edu> wrote:

<> Again, what is the source for the CD-32's sale figures?

Exactly .. sofar no source whatsoever for either the cd32 sales or the A1200
sales ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2838. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 17:32:12 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2cqt2sINNpoh@tom.rz.uni-passau.de>
Source record: 20470

In article <cdonley.2nv5@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>Theres already 3 TIMES as many titles available for CD32 ALREADY! And hell,
>were even yet another step ahead of you girls, because the CD32 has a CD-ROM
>already on it! We dont have to dish out another $200!

a) Those 'many titles' are also available on disk, well, most of them are.
b) The CD^32 is by no means a NEW product, it's just a repackaged A1200
(Atari tried this with the XEGS and failed).
c) For a video game, ROMs are usually better than CDs, because they
are faster (in fact, I like the NEO*GEO of a friend more than the CD^32),
even though the CD^32 is cheaper.

And I am still wondering: WHY should anyone who is already owner of an Amiga
buy a CD^32? Remember that C= themselves asked the games companies to make
their CD games compatible with ALL AGA machines (including the 4000/040).

And for all the other ones: there is SEGA, and there is NINTENDO, and even
here in Germany I haven't seen the CD^32 in any shop yet (including
Galaxy, Munich, where they even have the 3DO and the NEO*GEO, and
hopefully the Jaguar next thursday, imported directly from the U.S.).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2839. Re: CD-32 and Jaguar Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 17:41:30 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.753990090@nova>
Source record: 20471

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> Well, guys, I love the Amiga and all that but those that bash
>the Jaguar: can we wait to actually take a look at it and even
> play it a little bit?

> I mean, so far it looks like the Jaguar can do things that the CD-32
>just can't. Of course, the CD-32 has a double-speed CD-ROM which is
>good indeed, but it still doesn't mean the Jaguar is bad either.

> For the US market it is definitively true that C= hasn't shown
>anything yet (they will officially anounce it in January) and is good
>that magazines like Computing Gaming World liked it quite a bit. Atari
>has already started limited marketing in the US.

> Over Europe, is the other way around, and the CD-32 has already been
>selling quite well.

> Time will tell, and the Jaguar needs more support- but it is starting
>to get it- Virgin Games, Interplay, Microprose and Accolade announced
>support for it.

> Let's wait and see. I love my Amiga, but I don't consider myself
>blind. The Jaguar looks good and ATARI for the very first time in
>ages seems to have been doing (so far) an excellent job. Let's wait
>and see...

I agree. There are a lot of people bashing these systems, and they haven't
even had a good look at them yet. Still, I think it's interesting to
see some of these arguments. ;)

>PS: I agree that it defintively looks like ATARI has hyped the Jaguar
> quite a bit (and some people around here). But looks like even
> taking out the hype, the Jaguar has what it takes.

I agree here also. The Jag titles have recieved mixed results, but these
titles are very early releases and we should wait and give developers
time to learn to harness the full potential of the Jag.

## 2840. Atari jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 18:01:15 UTC
From: jrt3@aber.ac.uk
Message-ID: <1993Nov22.180115.25859@aber.ac.uk>
Source record: 20406

I recently read that Atari has finally released their 64bit console.
Do any one have the specs for it. I just interested in what sort of hardware
it using.

Thanx

# 2841. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 18:12:21 UTC
From: cmedley@wam.umd.edu
Message-ID: <2cqve5$9st@cville-srv.wam.umd.edu>
Source record: 20473

In article <cdonley.2nv5@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>>
>> ** Atari Ships $250 Jaguar System **
>>
>> Last week, Atari Corp. formally launched its $250 64-bit games mach-
>>ine, the Jaguar. Computergram International said the machines will go
>>on sale in New York and San Francisco in the next few weeks, in the rest
>>of the U.S. early next year, and in Europe later next year. Atari says
>>that next year it will offer a $200 CD-ROM drive add-on to play audio
>>compact disks and disk-based games. The Jaguar systems are being made
>>for Atari by IBM's Charlotte, N.C., operations.
>>
>> Atari chief Sam Tramiel has told reporters he expects the company to
>>sell 40,000 to 50,000 Jaguars before Christmas and at least 500,000 in
>>1994. "The critical requirement," comments CI, "is for successful soft-
>>ware, and there will only be four games this year, and perhaps two
>>dozen next year; the games will cost $40 to $50." The Jaguar ships with
>>one game cartridge included.
>>
>
>
>WOWEE!! Atari -HOPES- to have (gasp) 24 GAMES released for the Jag by the end
>of next year?! Bahahahahahahahahah
>

That's just Atari. That number doesn't include licensees.

>
>Theres already 3 TIMES as many titles available for CD32 ALREADY! And hell,
>were even yet another step ahead of you girls, because the CD32 has a CD-ROM
>already on it! We dont have to dish out another $200!
>

All of them made by Commodore's very competent in-house team of software
engineers who just got laid off, right? :)

>You guys are quite sad. Considering all it takes to develop for CD32 is for
>previous Amiga developers to port their software over to CD format, your
>machine will absolutely be BURIED by the competition if all your company hopes
>to offer is a measly 20 or 30 measly games.

Well, believe what you want to. :)

# 2842. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 18:23:33 UTC
From: cmedley@wam.umd.edu
Message-ID: <2cr035$a3q@cville-srv.wam.umd.edu>
Source record: 20472

In article <cdonley.2o7w@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>
>>In a message of 21 Nov 93 15:33:58, Jimmy Chan wrote:
>>
>
>The A1200 may be a good GAMES-COMPUTER, but it's NO WHERE NEAR the new
>>console standards ... that is .. where's the special hardware for:
>>scaling/rotating/stretching/zooming/morphing/gouraud-shading/shading/r-ender
>ing
>>.....
>>
>>WHERE!!!!!!!
>
>What are you, a fucking idiot? Have you seen any Amiga eurodemos in the past 5
>YEARS?! the Amiga has ALWAYS been able to do REALTIME scaling AND rotation of
>graphic images. Hell, even a Genesis can zoom/scale/stretch its graphics. Guess
>what? Most if not ALL games development for the Genesis is done on the Amiga,
>because the hardware beneath both is so similar.
>
>The Amiga community has already HAD "specialized" graphics chips, and has had
>them for YEARS.

Everyoen has had "specialized graphics chips" but the original poster was
just pointing out that the Amiga doesn't have a custom chips designed to
accelerate some of the more useful graphics functions when you step
beyond blitting and change resolutions on a scanline.

Sure you could use the 680x0 to do that, but let's go back to our old
Falcon vs. A1200 debate... how much do you really want to make the CPU
work do to something? The same people who nitpicked that the Falcon
would need 2% CPU time to play back 16-bit samples in 8 channels are
the same ones now claiming it is no problem if the CD32 has to use
it's CPU to do graphics functions whereas the Jaguar doesn't.

I find this incredibly hypocritical.

The bottom line is quality, and I haven't seen a single game for
the CD-32 with widespread name recognition. The console, in America
at least, does not exist and no one knows about it.

So while it may be a hot topic in Europe, it's dead here.

# 2843. Re: Talking about jealousy and insecurity

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 20:55:26 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2oem@amiganet.xnet.com>
Source record: 20474

jjindda@uclink.berkeley.edu (Joon Sung Choi) writes:

>One thing I don't understand is why
>all these commodore and 3do people come to this group and talk trash.
>
>Geez! Be content and shut up!!!
>
>oh, BTW, I plan to buy Jaguar no matter what you or media or some comp whiz
>say.

"Ill continue to send money to PTL =regardless= of wether them Satan
worshippin' HEATHENS in th' I-R-S convict our po' Jim & Tammy Fae of
tax-evashun!!!!"

Sound familliar, guys?

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| (This space for rent) |
+-------------------------------------------------------------------------+

# 2844. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 20:58:50 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2oes@amiganet.xnet.com>
Source record: 20475

kesseler@arthur.crpht.lu (Georges Kesseler) writes:

>
>> The A1200 may be a good GAMES-COMPUTER, but it's NO WHERE NEAR the new
>> >console standards ... that is .. where's the special hardware for:
>>
>scaling/rotating/stretching/zooming/morphing/gouraud-shading/shading/r-ender
>> ing
>>
>> What are you, a fucking idiot? Have you seen any Amiga eurodemos in the past
5
>
>> YEARS?! the Amiga has ALWAYS been able to do REALTIME scaling AND rotation
of
>> graphic images. Hell, even a Genesis can zoom/scale/stretch its graphics.
Gues
>s
>Wow, this is great. I never saw a 320x200 4 bitplane picture rotated on an
>Amiga. What chip is doing the calculations? Can this chip also do a Mode7
>projection to get a 3D landscape effect?
>
>Thanks for the info.
>
>--
>Georges Kesseler
>Office: kesseler@crpht.lu
>Private: kesseler@restena.lu
>IRC: Gunstick

Not quite sure what you mean.

However, I -have- seen for a FACT, several Eurodemos running on stock,
unaccellerated (68000/7) Amigas with the old ECS chipset, taking graphic images
and rotating/zooming in and out of them in real time..

As it zooms into the graphic image, it rotates, you zoom out, its still
rotating.. Its quite cool.

Now, considering that the old Amigas have like 1/4th the CPU speed and 50% less
bandwidth horsepower as the CD^32's AGA chipset, it would be only true to say
that CD32 could do it better, AND faster.

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+

```
| (This space for rent) |
+-----------------------------------------------------------------------------+
```

# 2845. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 21:02:20 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2oey@amiganet.xnet.com>
Source record: 20476

cmedley@wam.umd.edu (Charles Medley) writes:

>In article <cdonley.2nv5@amiganet.xnet.com>,
>Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>>>
>>> ** Atari Ships $250 Jaguar System **
>>>
>>> Last week, Atari Corp. formally launched its $250 64-bit games mach-
>>>ine, the Jaguar. Computergram International said the machines will go
>>>on sale in New York and San Francisco in the next few weeks, in the rest
>>>of the U.S. early next year, and in Europe later next year. Atari says
>>>that next year it will offer a $200 CD-ROM drive add-on to play audio
>>>compact disks and disk-based games. The Jaguar systems are being made
>>>for Atari by IBM's Charlotte, N.C., operations.
>>>
>>> Atari chief Sam Tramiel has told reporters he expects the company to
>>>sell 40,000 to 50,000 Jaguars before Christmas and at least 500,000 in
>>>1994. "The critical requirement," comments CI, "is for successful soft-
>>>ware, and there will only be four games this year, and perhaps two
>>>dozen next year; the games will cost $40 to $50." The Jaguar ships with
>>>one game cartridge included.
>>>
>>
>>
>>WOWEE!! Atari -HOPES- to have (gasp) 24 GAMES released for the Jag by the end
>>of next year?! Bahahahahahahahahah
>>
>
>
>That's just Atari. That number doesn't include licensees.

Wrong. That figure includes ALL companies developing for the Jaguar. The fact
reamins, there are only a measly 4 titles available for it right now, as
opposed to the CD^32's >>30+<< titles now available.

>
>
>>
>>Theres already 3 TIMES as many titles available for CD32 ALREADY! And hell,
>>were even yet another step ahead of you girls, because the CD32 has a CD-ROM
>>already on it! We dont have to dish out another $200!
>>
>
>
>All of them made by Commodore's very competent in-house team of software

>engineers who just got laid off, right? :)

Wrong again, idiot. Ill supply you with a list of them if you want. Commodore dosent make games.

>
>
>>You guys are quite sad. Considering all it takes to develop for CD32 is for
>>previous Amiga developers to port their software over to CD format, your
>>machine will absolutely be BURIED by the competition if all your company
hopes
>>to offer is a measly 20 or 30 measly games.
>
>
>Well, believe what you want to. :)

No. Believing what id like to believe would make me a Jag user. I look for the facts, and I chose to believe those. Thats why I own an Amiga.

>

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| (This space for rent) |
+-------------------------------------------------------------------------+

# 2846. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 22:22:25 UTC
From: thedens@boi.hp.com
Message-ID: <CGwzHE.5Cv@boi.hp.com>
Source record: 20477

Clayton Donley (cdonley@amiganet.xnet.com) wrote:
: >
[stuff deleted]
: WOWEE!! Atari -HOPES- to have (gasp) 24 GAMES released for the Jag by the end
: of next year?! Bahahahahahahahahah

: Theres already 3 TIMES as many titles available for CD32 ALREADY!
Yea! lame ports of 16 bit software. What an incentive to buy.

: And hell,
: were even yet another step ahead of you girls, because the CD32 has a CD-ROM
: already on it! We dont have to dish out another $200!

If Atari has learned one thing from SEGA it is to release the hardware when you have software to run on it. And I do not consider ports of 16 bit games to be the software that I expect on this generation of machines.

: You guys are quite sad. Considering all it takes to develop for CD32 is for
: previous Amiga developers to port their software over to CD format, your
: machine will absolutely be BURIED by the competition if all your company hopes
: to offer is a measly 20 or 30 measly games.

Well if these are games that due justice to the hardware in the Jag then the CD32 will die a quick death. I will admit that C= ships well in europe. Part of that may be that in some segments of consumer electronics they are years behind and that a system with a dinky 68020 would impress them.
: +-------------------------------------------------------------------------+
: |Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
: | cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
: +-------------------------------------------------------------------------+
: | (This space for rent) |
: +-------------------------------------------------------------------------+
rent this space to someone in America that give a crap about CD32

dave

I work for HP, but my opinions are my own.

# 2847. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 22:44:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf140e2@troed.ct.se>
Source record: 20400

In a message of 22 Nov 93 04:46:08, Clayton Donley wrote:

CD> What are you, a fucking idiot? Have you seen any Amiga eurodemos in the
CD> past 5
CD> YEARS?! the Amiga has ALWAYS been able to do REALTIME scaling AND rotation
CD> of
CD> graphic images. Hell, even a Genesis can zoom/scale/stretch its graphics.
CD> Guess
CD> what? Most if not ALL games development for the Genesis is done on the
CD> Amiga,
CD> because the hardware beneath both is so similar.
CD>
CD> The Amiga community has already HAD "specialized" graphics chips, and has
CD> had
CD> them for YEARS.

Are you for real?

I've been coding demos and demo-techniques since I got my first computer - from the above one can EASILY see you have NO IDEA what it takes to do what I wrote ...

Genesis zoom/scale/stretch graphics? Not the Genesis available from Sega!

CD> Oh? Wheres the Jag's CD-ROM player, then? We already have one.

Try GamePro October if you wanna see it, it's ready for sale, Atari just don't wanna release it until Dracula and Space Pirates are ready ..

CD> "Lousy A1200 conversions" .. Hahah, something tells me that youde take
CD> that
CD> last staement back and slap yourself if you actually PLAYED an A1200 game.
CD> Guess you havent.

Nope, I've been playing SNES games .. I don't wanna GO BACK!

CD> Wrong. See, thats called "vaporware". There DOSENT EXIST a keyboard,
CD> mouse, CD
CD> rom, and whatnot expansion for the Jaguar. These things, and more (modem,
CD> external 3.5" drive, MPEG module) are ALREADY available for CD32.

MPEG module READY for the CD32? Where can I buy it?

CD> Available in Spring '94. Youre forgiven for being an idiot.

Haha .. last time I heard about the Commodore DSP it was SPRING -93!

CD> Can you say, "Idiot"? The plant in the Phillipines manufactures 22,000
CD> CD^32
CD> units PER WEEK...They CANNOT keep up with the demand for them! Its been
CD> like
CD> this since July.
CD>
CD> Every week, since July, 22,000 units. Its not November 21. You do the
CD> math.

Sure ... I live in Sweden - the CD32 doesn't sell at all here.

CD> >BTW, stores aren't earning any money selling the CD32 - no profit - do
CD> you
CD> >think they WAN'T to sell it then?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2848. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 22:46:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf14156@troed.ct.se>
Source record: 20402

In a message of 22 Nov 93 04:24:18, Ricardo Hernandez Muchado wrote:

RH> I can't believe how ignorant you have become. ATARI originally said
RH> $200 WITH the included game. They said they had you rise it more because
RH> the game was costing more than they expected. Thanks.

Proof?

RH> They got CD quality sound you know...

:-) .. yeah .. which they will have to turn off every time they're loading from
disc ...

RH> About the A1200-> Stefan Boberg - Team 17 game Amiga developer. He has
RH> more
RH> information about you and I combined (or should I say only 'I' as it shows
RH> that you are basically clueless).

Yep .. no figures/sources from you either .. seems NOONE can back the
sales-claims up ..

RH> Yes, if we consider you to be the liar.

Proof?

RH> True to a certain extent, although I would like to see how the Sega CD
RH> 'does it'.

Same as the SNES; special hardware ... (a DSP really)

RH> |> BTW, stores aren't earning any money selling the CD32 - no profit - do
RH> you
RH> |> think they WAN'T to sell it then?
RH>
RH> How do you know that?

'coz I happen to know quite a few .. :-)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2849. Re: CD-32 and Jaguar Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 22:47:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf1419e@troed.ct.se>
Source record: 20403

In a message of 22 Nov 93 18:41:30, Kevin Haley wrote:

KH> >PS: I agree that it defintively looks like ATARI has hyped the Jaguar
KH> > quite a bit (and some people around here). But looks like even
KH> > taking out the hype, the Jaguar has what it takes.
KH>
KH> I agree here also. The Jag titles have recieved mixed results, but these
KH> titles are very early releases and we should wait and give developers
KH> time to learn to harness the full potential of the Jag.

Look at Super Mario Bros for the SNES .... :-) .. Luckily games improve .. hehe
..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 2850. CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-22 23:21:07 UTC
From: cmedley@wam.umd.edu
Message-ID: <2crhh3$i3p@cville-srv.wam.umd.edu>
Source record: 20478

In article <cdonley.2oey@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>cmedley@wam.umd.edu (Charles Medley) writes:
>
>>>
>>>
>>>WOWEE!! Atari -HOPES- to have (gasp) 24 GAMES released for the Jag by the end
>>>of next year?! Bahahahahahahahahah
>>>
>>
>>
>>That's just Atari. That number doesn't include licensees.
>
>
>Wrong. That figure includes ALL companies developing for the Jaguar. The fact
>reamins, there are only a measly 4 titles available for it right now, as
>opposed to the CD^32's >>30+<< titles now available.
>

And where did you get that bit of wisdom? The original posting doesn't
say one way or the other. Back it up or retract it, and I demand that you
show some proof if you're going to claim I'm wrong.

Show me where Atari claims that only 24 titles will be released during all
of 1994 for the Jaguar and I'll shut up.

Otherwise, why not consider getting a life? :)

>
>>>
>>>Theres already 3 TIMES as many titles available for CD32 ALREADY! And hell,
>>>were even yet another step ahead of you girls, because the CD32 has a CD-ROM
>>>already on it! We dont have to dish out another $200!
>>>
>>
>>
>>All of them made by Commodore's very competent in-house team of software
>>engineers who just got laid off, right? :)
>
>
>Wrong again, idiot. Ill supply you with a list of them if you want. Commodore
>dosent make games.
>

Which is exactly why the CD-32 will fail. Who is going to produce for it?
or is it just goin to rely on ports of games from the A1200 and A4000?

And now for the "idiot" question for all the Cd-32 advocates:

if all the games are being ported from the AGA machines, and those are normally distributed on floppy (I don't remember the A1200 shipping with a Cd-rom, do you?) then why would a company spend the money to add on to a game to really max out all of that added storage on the CD-32 until there are CD-32 units selling in huge quantities?

And if all the games are A1200 ports... why not just buy an A1200 for the same price since the games won't be any different? All that CD-ROM storage means nothing if the game is identical to the 1200 version, and might actually be slower than the 1200 version if the title is hard disk installable.

So come on, Mr. Idiot, and tell me why the 1200 is so much worse than a CD-32 that in a side-by-side comparison, I'd want a CD-32. :)

# 2851. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 00:34:38 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov23.003438.20016@infodev.cam.ac.uk>
Source record: 20482

In article <CGwzHE.5Cv@boi.hp.com>, thedens@boi.hp.com (Dave Thedens) writes:

|> Well if these are games that due justice to the hardware in the Jag then the
|> CD32 will die a quick death. I will admit that C= ships well in europe. Part
|> of that may be that in some segments of consumer electronics they are years
|> behind and that a system with a dinky 68020 would impress them.

Yes, right. That in the same way that people in the states tend to be obsessed with PC clowns, whilst over here, systems such as the Amiga and Archimedes do well, because people take time to find things out, and don't believe everything they see on 15 second slots of commercially-overloaded-with-hype TV ads. The idea that the European consumer electronics market is 'technologically behinf' is raather ludicrous. Look at NTSC, for example. Compared to PAL, the picture quality is foul, and AFAIK NTSC doesn't carry a teletext signal, which is a really good feature to be missing out on. Take CD... It was available here before it was available in the US. I think you'll find that people in Europe generally make purchasing decisions based ability rather than hype. That is why the Amiga is the most popular home-computer here, and why Amiga Format sells more copies per month in the UK than any other 'male interest' magazine (excluding the top-shelf variety).

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2852. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 00:36:33 UTC
From: leigh@twain.ucs.umass.edu
Message-ID: <2crluh$53o@nic.umass.edu>
Source record: 20479

Clayton Donley (cdonley@amiganet.xnet.com) wrote:

: Theres already 3 TIMES as many titles available for CD32 ALREADY! And hell,
: were even yet another step ahead of you girls, because the CD32 has a CD-ROM
: already on it! We dont have to dish out another $200!

: You guys are quite sad. Considering all it takes to develop for CD32 is for
: previous Amiga developers to port their software over to CD format, your
: machine will absolutely be BURIED by the competition if all your company hopes
: to offer is a measly 20 or 30 measly games.

Well, I would rather have 20 or 30 measly games than a million shitty Amiga
games. A plethora of simply awful games can hurt a system much more than
stupid Amigaoids would like to think. I would like quality, not quantity.
There is no guarantee that all the Jag games will be good quality, but what
I have seen of the CD32 is downright garbage. It's an outdated system with
outdated hardware and outdated games. Its only future is in Europe.

Remember, this is our friend Clayton Donley who masturbates to his Amiga,
posting idiotic and uninformed posts about the game machines, gourad shading,
etc. He is so ignorant that he actually gives us an even _worse_ image of
Amigaoids.

Clayton: Your posts are a waste of bandwidth. Shut up.

--
Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
------------------------------------------------------- || /\ || //
If you would hallucinate the comprehension of the matter || //\\ ||<<
more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\

# 2853. Re: Talking about jealousy and insecurity

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 00:38:18 UTC
From: leigh@twain.ucs.umass.edu
Message-ID: <2crm1q$53o@nic.umass.edu>
Source record: 20480

Clayton Donley (cdonley@amiganet.xnet.com) wrote:

: "Ill continue to send money to PTL =regardless= of wether them Satan
: worshippin' HEATHENS in th' I-R-S convict our po' Jim & Tammy Fae of
: tax-evashun!!!!"

: Sound familliar, guys?

What a dumbass.

--
Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
---------------------------------------------------------- || /\ || //
If you would hallucinate the comprehension of the matter || //\\ ||<<
more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\

# 2854. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 00:44:22 UTC
From: leigh@twain.ucs.umass.edu
Message-ID: <2crmd6$53o@nic.umass.edu>
Source record: 20481

Clayton Donley (cdonley@amiganet.xnet.com) wrote:

: I LAUGH.

Stupidity can induce this.

--
Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
------------------------------------------------------ || /\ || //
If you would hallucinate the comprehension of the matter || //\\ ||<<
more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\

# 2855. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 00:47:21 UTC
From: leigh@twain.ucs.umass.edu
Message-ID: <2crmip$53o@nic.umass.edu>
Source record: 20483

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:

: Exactly. But remember that if Rickard sez it, it must be true, right?

Could be worse. Could be Mr. Donley.

--
Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
------------------------------------------------------ || /\ || //
If you would hallucinate the comprehension of the matter || //\\ ||<<
more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\

# 2856. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 00:58:04 UTC
From: leigh@twain.ucs.umass.edu
Message-ID: <2crn6s$53o@nic.umass.edu>
Source record: 20484

Clayton Donley (cdonley@amiganet.xnet.com) wrote:

:The Amiga community has already HAD "specialized" graphics chips, and has had
:them for YEARS.

But they're certainly not in the league of the 3DO and Jaguar.

: >The Jag happens to be quite a LOT better!
: Oh? Wheres the Jag's CD-ROM player, then? We already have one.

How does a CD-ROM instantaneoulsy make the CD32 better? You yourself have
already said that most of the CD32 titles will be quick Amiga ports. I would
have to say that that is _hardly_ using the cd-rom to its capacity.

Besides, the Jag _will_ have a cd-rom sometime next year. The Jag already
kicks the CD32's ass, and when the cd-rom comes its games will _severly_ kick
the CD32's ass.

: "Lousy A1200 conversions" .. Hahah, something tells me that youde take that
: last staement back and slap yourself if you actually PLAYED an A1200 game.
: Guess you havent.

I'll second what the last guy said. Amiga games are lousy. At least compared
to REAL CONSOLE games.

: Wrong. See, thats called "vaporware". There DOSENT EXIST a keyboard, mouse, CD
: rom, and whatnot expansion for the Jaguar. These things, and more (modem,
: external 3.5" drive, MPEG module) are ALREADY available for CD32.

History has shown over and over that people simply don't buy a game machine
with the intention to turn it into a computer. I consider this feature stupid
and useless.

[some possibly accurate (!!!) statements deleted]

:| (This space for rent) |

Yeah. The space in your head.

--
Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
------------------------------------------------------ || /\ || //
If you would hallucinate the comprehension of the matter || //\\ ||<<
more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\

# 2857. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 01:00:23 UTC
From: leigh@twain.ucs.umass.edu
Message-ID: <2crnb7$53o@nic.umass.edu>
Source record: 20485

Clayton Donley (cdonley@amiganet.xnet.com) wrote:

: I look for the
: facts, and I chose to believe those. Thats why I own an Amiga.

I guess that makes you about as blind as they get.

--
Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
------------------------------------------------------ || /\ || //
If you would hallucinate the comprehension of the matter || //\\ ||<<
more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\

## 2858. To 3do and cd32 owners....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 01:27:24 UTC
From: jjindda@uclink.berkeley.edu
Message-ID: <2crots$clo@agate.berkeley.edu>
Source record: 20486

To all those who own CD32, 3do, or whatsoever and come in here and talk trash about Jaguar. Well I wish you a luck
Hope you have as many scractches as possible on yer CDs.
h

## 2859. Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 02:13:46 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2oh7@amiganet.xnet.com>
Source record: 20387

500,000 CD^32s have already been sold in Europe.. Commodore has a plant in the Phillipines that has been running 22,000 units per week since mid July, and according to Commodore, theyre still having problems meeting the demand. Do the math, 22,000 units per week since mid July--its now late November. About half a million units.

Your "64 bit multimedia system" (bahaha) is a 64-bit graphics processor, which the CD32 already has the equivalent of with ITS set of SEVERAL specialized high-speed graphics chips, the software (30+ titles already available as opposed to the Jaguar's >>>4<<< titles..) that the Jaguar WISHES it has (and the President of Atari -hopes- he'll have by the end of 1994!) .. We also have a double-speed multisession CDROM in EVERY CD^32 unit, which is still vaporware for the Jag.. Id be impressed if ALL of the Jag were wired at 64-bit, but the sad truth is that the only thing 64-bit about the Jaguar is its graphics chip. The rest of the unit is at 16-bit. Im afraid youve been duped by marketing twits..

If Commodore decided to lie to its markets like Atari needs to, Commodore could get away with calling CD^32 a "64 bit game machine" because certain segments of the graphics hardware have a 64-bit wide direct path to memory. The rest of the console, however, remains 32-bits wide, as opposed to the Jaguar's 16. What makes you think that Atari will sell its Falcon 030... A machine with a 32-bit CPU on a 16-bit bus for over $1000... And turn around and sell a GAME CONSOLE, with what they claim is 4x the bandwidth increase, and better graphics for $250? You have GOT to be kidding. Hello? Hello? Reality check..

Remember the Turbo-Grafx 16? How Nintendo would crow night and day about it being a "16 bit game machine" , when infact, it still has shitty 8-bit sound, and 8-bit graphics..How Nintendo made the graphics chip in the Turbo-Grafx 16 with an extra >>> 2 PIXELS <<< horizontally, JUST so they could say it had HIGHER RESOLUTION than the old 8-bit Nintendo? The only thing "16 bit" about it was the 65816 CPU, which ran at 2.8 Mhz, and was barely a step above the 6502 chip found in a Commodore 64.. Atari is trying to pull off the same thing by calling their Jaguar a "64-bit game machine". Im not disputing the fact that for its price, the Jaguar is a nice system. I DO, however, argue the fact that the Jaguar is a full 64-bit system. Youll see, once the reviews are written, and all the dust has settled... And youll feel like an idiot not only for spending $250 for a console doomed to a quick failue, but because you believed all the hype.

The fact of the matter is, that CD32 offers -right now- what the Jag only HOPES it can someday have...Realtime scaling, and rotation of graphic images, high speed blitter operations, gouraud shading and transparency done in realtime (Just take a look at a couple good Amiga eurodemos, ive seen a stock Amiga 500 with 1/4th the CPU power of a CD32, and even with the OLD graphics

chipset, animate a 120-facet transparent multicolor vector object in realtime, 50 frames per second!) A wide assortment of titles available, a double speed CD rom, full-motion video, the ability to add on a modem, keyboard, and whatever you like...a huge development base of pre-existing high quality Amiga games and software to draw upon, and the official thumbs-up from 3.5 million Amiga users worldwide. All of these things are -ALREADY AVAILABLE- for the CD32.. Not "have been announced" or "in the works" .. AVAILABLE..Weve already hit a home run with the machine, sonny. The Jag already has two strikes against in, in that initial reviews are less-than-good.. Electronic Gaming Monthly, a largely Genesis/SNES gamer-magazine placed CD32 as 2nd place in the Top 10 picks for Best New Hardware of the Year.. Guess where the Jag was? 7th, I believe.. 3DO came in as "The Worst New Hardware".

Pick up this months issue of AmigaWorld, the CD32 is right smack on the front cover. I encourage you to read up on its stats.

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| (This space for rent) |
+-------------------------------------------------------------------------+

# 2860. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 02:22:28 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2ohp@amiganet.xnet.com>
Source record: 20388

>Which is exactly why the CD-32 will fail. Who is going to produce for it?
>or is it just goin to rely on ports of games from the A1200 and A4000?
>

You must be really stupid. Any AGA-chipset machine (INCLUDING the CD32) can play ANY Amiga game ever RELEASED, EVER... Everything from 1987 Battle Chess to 1993 Body Blows ][..And considering its cheaper for game developers to release their software on CDROM than it is for them to release on a cartridge ala Jaguar, which do you think will be more attractive to developers?

>
>And now for the "idiot" question for all the Cd-32 advocates:
>
>if all the games are being ported from the AGA machines, and those are
>normally distributed on floppy (I don't remember the A1200 shipping with
>a Cd-rom, do you?) then why would a company spend the money to add on to
>a game to really max out all of that added storage on the CD-32 until
>there are CD-32 units selling in huge quantities?

Who says they have to use all 550 megs? Duuuuh.. Youll notice that most CD-ROM games only occupy 5-10 megabytes of a 550 megabyte CD.

>
>And if all the games are A1200 ports... why not just buy an A1200 for the
>same price since the games won't be any different? All that CD-ROM
>storage means nothing if the game is identical to the 1200 version,
>and might actually be slower than the 1200 version if the title is
>hard disk installable.
>

Amiga 1200's cost 3 times as much, for a reason. Amiga 1200's are COMPUTERS. Amiga CD^32s are GAME CONSOLES. Get the picture? You must be afully stupid to think that a CD32 game would be slower than an A1200 version.. The CD32 comes with a CD-ROM (You know, the thing Jag owners can only dream of?) that can read off the disc at 300 KB per second..The CD^32 also has 2 megabytes of high-speed 32-bit-wide memory..The Jag is stuck with nice 'n slow 16-bit memory. I dont see your point--Oh, thats right, I forgot... Youre an idiot, therefore you have no point.

+-----------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-----------------------------------------------------------------------------+
| (This space for rent) |
+-----------------------------------------------------------------------------+

# 2861. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 02:25:13 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2oi0@amiganet.xnet.com>
Source record: 20389

leigh@twain.ucs.umass.edu (Leigh A. Knowlton) writes:

>Clayton Donley (cdonley@amiganet.xnet.com) wrote:
>
>: Theres already 3 TIMES as many titles available for CD32 ALREADY! And hell,
>: were even yet another step ahead of you girls, because the CD32 has a CD-ROM
>: already on it! We dont have to dish out another $200!
>
>: You guys are quite sad. Considering all it takes to develop for CD32 is for
>: previous Amiga developers to port their software over to CD format, your
>: machine will absolutely be BURIED by the competition if all your company
hopes
>
>: to offer is a measly 20 or 30 measly games.
>
>Well, I would rather have 20 or 30 measly games than a million shitty Amiga
>games. A plethora of simply awful games can hurt a system much more than
>stupid Amigaoids would like to think. I would like quality, not quantity.
>There is no guarantee that all the Jag games will be good quality, but what
>I have seen of the CD32 is downright garbage. It's an outdated system with
>outdated hardware and outdated games. Its only future is in Europe.
>
>Remember, this is our friend Clayton Donley who masturbates to his Amiga,
>posting idiotic and uninformed posts about the game machines, gourad shading,
>etc. He is so ignorant that he actually gives us an even _worse_ image of
>Amigaoids.
>
>Clayton: Your posts are a waste of bandwidth. Shut up.
>
>--
>Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
>------------------------------------------------------ || /\ || //
>If you would hallucinate the comprehension of the matter || //\\ ||<<
>more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\

Oh, I see.. A console like the CD32, which is capable of displaying 4 TIMES as
many colors at even HIGHER resolutions than the Jaguar is "crappy and outdated"

To say nothing of the fact that a CD32 can animate at that resoltuon, full
screen, in 262,144 colors. Yeah, I see your point. Your point is, youre a
completely clueless moron.

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|

```
+-------------------------------------------------------------------------+
| (This space for rent) |
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```

# 2862. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 02:26:10 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2oi6@amiganet.xnet.com>
Source record: 20390

leigh@twain.ucs.umass.edu (Leigh A. Knowlton) writes:

>Clayton Donley (cdonley@amiganet.xnet.com) wrote:
>
>: I LAUGH.
>
>Stupidity can induce this.
>
>--
>Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
>------------------------------------------------------ || /\ || //
>If you would hallucinate the comprehension of the matter || //\\ ||<<
>more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\

Yeah, ive noticed yours often tends to make me laugh the hardest.

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| (This space for rent) |
+-------------------------------------------------------------------------+

# 2863. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 03:31:20 UTC
From: syum@ucrengr.ucr.edu
Message-ID: <2cs068$281@galaxy.ucr.edu>
Source record: 20394

In article <cdonley.2ohp@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>Who says they have to use all 550 megs? Duuuuh.. Youll notice that most CD-ROM
>games only occupy 5-10 megabytes of a 550 megabyte CD.

You'll notice most CD^32 games use 5-10 megabytes of a 550 meg CD,
because they are just "ports" (copies) of the same Amiga software
that is available on floppies, except pressed on CDs. Stupid,
if you ask me. Then again, Clayton Donley is familiar with
the concept of stupidity. He's the expert.

>+--------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
>| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
>+--------------------------------------------------------------------------+
>| (This space for rent) |
>+--------------------------------------------------------------------------+

--
Sunny D. Yum (syum@ucrengr.ucr.edu) | Atari JAGUAR is coming!
Any opinions expressed are mine alone | December 10th is DOOMsday!

# 2864. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 03:33:50 UTC
From: syum@ucrengr.ucr.edu
Message-ID: <2cs0au$28i@galaxy.ucr.edu>
Source record: 20395

```
In article <cdonley.2ohp@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>+--------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
>| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
>+--------------------------------------------------------------------------+
>| (This space for rent) |
>+--------------------------------------------------------------------------+
^^^^^^^^^^^^^^^^^^^^

The empty space in his head, no doubt; plenty of space for rent there.

Get a life.

--
Sunny D. Yum (syum@ucrengr.ucr.edu) | Atari JAGUAR is coming!
Any opinions expressed are mine alone | December 10th is DOOMsday!
```

# 2865. Re: Talking about jealousy and insecurity

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 05:38:28 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2cs7kk$jo4@darkstar.UCSC.EDU>
Source record: 20396

In <cdonley.2oem@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>"Ill continue to send money to PTL =regardless= of wether them Satan
>worshippin' HEATHENS in th' I-R-S convict our po' Jim & Tammy Fae of
>tax-evashun!!!!"

>Sound familliar, guys?

Yeah, sounds like a CD^32 owner...

~Chris
>+--------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
>| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
>+--------------------------------------------------------------------------+
>| (This space for rent) |
>+--------------------------------------------------------------------------+

# 2866. Re: Clayton Donnely...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 05:50:33 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2cs8b9$jrv@darkstar.UCSC.EDU>
Source record: 20397

I only wish that we could spread his posts oln the ground, then we'd have enough fertilizer to feed the world 10 times over... sigh.

Is there a net.compost award? If so, I have a good nominee in mind...

~Chris

# 2867. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 06:55:35 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov23005535@great-gray.owlnet.rice.edu>
Source record: 20404

In article <cdonley.2oes@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley)
writes:
>
>> The A1200 may be a good GAMES-COMPUTER, but it's NO WHERE NEAR the new
>> >console standards ... that is .. where's the special hardware for:
>>
>scaling/rotating/stretching/zooming/morphing/gouraud-shading/shading/r-ender
>> ing
>>
>> What are you, a fucking idiot? Have you seen any Amiga eurodemos in the past
5
>
>> YEARS?! the Amiga has ALWAYS been able to do REALTIME scaling AND rotation
of
>> graphic images. Hell, even a Genesis can zoom/scale/stretch its graphics.
Gues
>s
>Wow, this is great. I never saw a 320x200 4 bitplane picture rotated on an
>Amiga. What chip is doing the calculations? Can this chip also do a Mode7
>projection to get a 3D landscape effect?
>

Not quite sure what you mean.

However, I -have- seen for a FACT, several Eurodemos running on stock,
unaccellerated (68000/7) Amigas with the old ECS chipset, taking graphic images
and rotating/zooming in and out of them in real time..

As it zooms into the graphic image, it rotates, you zoom out, its still
rotating.. Its quite cool.
-----------------------------
Hmm... a few images, eh?

Imagine yourself in front of a { jag, 3DO - pick one }. You see one
image being scaled and rotated before you.

All of the sudden, the image splits and there are two. Then 20. Then
100. Then over a thousand, and you've lost track of the images. Some
of them are transparent, some show the lights of distant moons shining
on them. Some are being pulled and distorted in ways that are beyond
your comprehension.

Then you look back at the Amiga. The image splits into two, then
four, and... GURU.

---
Now, considering that the old Amigas have like 1/4th the CPU speed and 50% less bandwidth horsepower as the CD^32's AGA chipset, it would be only true to say that CD32 could do it better, AND faster.
---

Ok, it could perhaps rotate/scale 4 bitmaps at once!! Wow I must by one before they are sold out by hordes of eager youngsters clawing themselves to get a machine with sub SNES graphics capabilities.
--
---> Kendall Gelner (kendall@rice.edu)

# 2868. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 07:04:16 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov23010416@great-gray.owlnet.rice.edu>
Source record: 20405

In article <cdonley.2ohp@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
)
)>
)>And now for the "idiot" question for all the Cd-32 advocates:
)>
)>if all the games are being ported from the AGA machines, and those are
)>normally distributed on floppy (I don't remember the A1200 shipping with
)>a Cd-rom, do you?) then why would a company spend the money to add on to
)>a game to really max out all of that added storage on the CD-32 until
)>there are CD-32 units selling in huge quantities?
)
)Who says they have to use all 550 megs? Duuuuh.. Youll notice that most CD-ROM
)games only occupy 5-10 megabytes of a 550 megabyte CD.
)

Well, the CD-32 ones do... most others at least put gratutious music in.

)
)>
)>And if all the games are A1200 ports... why not just buy an A1200 for the
)>same price since the games won't be any different? All that CD-ROM
)>storage means nothing if the game is identical to the 1200 version,
)>and might actually be slower than the 1200 version if the title is
)>hard disk installable.
)>
)
)Amiga 1200's cost 3 times as much, for a reason. Amiga 1200's are COMPUTERS.
)Amiga CD^32s are GAME CONSOLES. Get the picture? You must be afully stupid to
)think that a CD32 game would be slower than an A1200 version.. The CD32 comes
)with a CD-ROM (You know, the thing Jag owners can only dream of?) that can read
)off the disc at 300 KB per second..The CD^32 also has 2 megabytes of high-speed
)32-bit-wide memory..The Jag is stuck with nice 'n slow 16-bit memory. I dont
)see your point--Oh, thats right, I forgot... Youre an idiot, therefore you have
)no point.

Well, why do the Amiga people keeps screaming how fantasic it is that
you can get a keyboard and mouse and so on for the CD-32 - they seem
more excited about that prospect than anything else. reminds me of
the Coleco Adam in its waning years.

You also forgot to mention that the memory is accessed 64 bits at a
time. By your stupendifying logic, that means the Jag is twice as
good as a CD-32! Hooray!

Besides, isn't an A1200 about $400 or so? Why not get that and a
CD-ROM, then at least you get a computer.

--
---> Kendall Gelner (kendall@rice.edu)

# 2869. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 07:10:26 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov23011026@great-gray.owlnet.rice.edu>
Source record: 20407

In article <cdonley.2oi0@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donkey)
writes:
)
)
)Oh, I see.. A console like the CD32, which is capable of displaying 4 TIMES as
)many colors at even HIGHER resolutions than the Jaguar is "crappy and outdated"
)

No, the CD-32 which can only display 262,144 colors while the Jag can
display 16 million or so at once, is the looser here...

)
)To say nothing of the fact that a CD32 can animate at that resoltuon, full
)screen, in 262,144 colors. Yeah, I see your point. Your point is, youre a
)completely clueless moron.
)

I doubt it is powerful enough to do half of a "squishy bears"
multimedia title, much less a game more complex than Tetris.

Hmm, pulling out all stops, I attempt to find an argument that is
understandable to Claybrain... suddenly, from the depths of the mind,
an answer...

I know you are, but what am I? NYAA
--
---> Kendall Gelner (kendall@rice.edu)

# 2870. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 07:30:23 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CGxouo.L25@news.Hawaii.Edu>
Source record: 20398

Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
:#a) Those 'many titles' are also available on disk, well, most of them are.

I'd say about 1/2 to about 3/4 are available on disk. Though one must
remember that the ports to CD-ROM usually come with more things added.

:#b) The CD^32 is by no means a NEW product, it's just a repackaged A1200
:# (Atari tried this with the XEGS and failed).

Not, a New product true but still the first 32-bit game console..8-).

:#c) For a video game, ROMs are usually better than CDs, because they
:# are faster (in fact, I like the NEO*GEO of a friend more than the CD^32),
:# even though the CD^32 is cheaper.

Catridges are only better in the fact they are faster at access. In everything
else they are worse. A CD-ROM has more storage, the more storage, the more
information that can be stored. CD-ROMs are also cheaper to produce than
catridges, in quantity. Cheaper to produce means cheaper software for
users. Looking at the market you will generally see that CD-ROM games are
cheaper than its catridge based versions, with exceptions. Let's not
forget that with a CD-ROM you can have CD quality sound to accompany your
games. Then there is the capability to use other CD products, such as
music CDs, PhotoCD, movie CDs and CDs formats that other computer platforms
utilize.

I also like Neo-Geo but there is no way I'm going to pay big bucks for
those games. Much less the money that one has to dish out for the console
itself. My pockets aren't that deep for a game console.

:#And I am still wondering: WHY should anyone who is already owner of an Amiga
:#buy a CD^32? Remember that C= themselves asked the games companies to make
:#their CD games compatible with ALL AGA machines (including the 4000/040).

Why not? Not every Amiga owner has an A4000 or A1200. There is still a
large base of Amiga owners that have an A3000T or below. Buying a CD32
will be like getting an A1200. Those that have the A4000 or the A1200 will
most like get the adapter card to run CD32 titles on a CD-ROM player.

:#And for all the other ones: there is SEGA, and there is NINTENDO, and even
:#here in Germany I haven't seen the CD^32 in any shop yet (including
:#Galaxy, Munich, where they even have the 3DO and the NEO*GEO, and
:#hopefully the Jaguar next thursday, imported directly from the U.S.).

Don't know what kind of shops those are in Germany but, here in the U.S.
I've already seen advertisements for CD32 for sale from a mailorder firm in
Canada, and another from a U.S. mailorder firm named Tenex. Just got my

catalog from Tenex this weekend.

There is one thing I still don't quite understand about Atari. Since the major supporters of Atari are in Europe why are they releasing the Jaguar in U.S.? I'd think that Atari would release the Jaguar concurrently or at least first in Europe and then later to the U.S. The name of Atari is still recognized there but in the U.S. it's a little worse off than C=.

--

jimmy@uhunix.uhcc.hawaii.edu

# 2871. Re: Talking about jealousy and insecurity

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 07:37:56 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CGxp78.L7p@news.Hawaii.Edu>
Source record: 20399

Joon Sung Choi (jjindda@uclink.berkeley.edu) wrote:
:#One thing I don't understand is why
:#all these commodore and 3do people come to this group and talk trash.

Well, probably to find out more about the Jaguar. Though with some people bashing the CD32 with Jaguar specs before the Jaguar was available was totally ridiculous. Now that the Jaguar has at least made the market we'll see. Like I said before, I'll probably wait til about mid next year before I come to a decision on which system I buy whether it be 3DO, CD32 or Jaguar since by then the dust will have cleared a little.

:#Geez! Be content and shut up!!!

Why? Isn't this advocacy?

:#oh, BTW, I plan to buy Jaguar no matter what you or media or some comp whiz say.

That's nice.

--

jimmy@uhunix.uhcc.hawaii.edu

## 2872. Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 07:55:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf1c1f0@troed.ct.se>
Source record: 20351

In a message of 23 Nov 93 03:13:46, Clayton Donley wrote:

CD> 500,000 CD^32s have already been sold in Europe.. Commodore has a plant in

Source? If you can't find a reliable source all of your postings will from now on be considered as LIES.

CD> Your "64 bit multimedia system" (bahaha) is a 64-bit graphics processor,
CD> which
CD> the CD32 already has the equivalent of with ITS set of SEVERAL specialized
CD> high-speed graphics chips, the software (30+ titles already available as

HHHHHHHHHAAAAAAAAAHHHHHHHHAAAAAAAAAaAAA!

You actually believe the lousy 16-bit BliTTER (or whatever it's called) in the CD32 is ANYWHERE NEAR the performance of the Jag's 64-bit RISC?

LAUGHTER .. man ... you must be a joke ....

CD> for the Jag.. Id be impressed if ALL of the Jag were wired at 64-bit, but
CD> the
CD> sad truth is that the only thing 64-bit about the Jaguar is its graphics
CD> chip.
CD> The rest of the unit is at 16-bit. Im afraid youve been duped by marketing
CD> twits..

Take a look at the block diagram... 64-bit datapath through the whole machine ... all of TOM's internal RISC's are connected at 64-bit .. aswell as the DRAM .... the DSP (sound) is connected at 32, aswell as the CD-ROM ... the ONLY 16-bit path in the whole Jaguar is the one to the 68000, which according to Sam Tramiel is mostly used as an advanced joystick controller. (And I believe HIM a lot more than YOU .. :-)

CD> If Commodore decided to lie to its markets like Atari needs to, Commodore
CD> could
CD> get away with calling CD^32 a "64 bit game machine" because certain
CD> segments of
CD> the graphics hardware have a 64-bit wide direct path to memory. The rest

Which? Where?

CD> and 8-bit graphics..How Nintendo made the graphics chip in the Turbo-Grafx

8-bit graphics .. 8bit = 256 colours ... just like the CD32 then ..

CD> it can someday have...Realtime scaling, and rotation of graphic images,
CD> high
CD> speed blitter operations, gouraud shading and transparency done in

CD> realtime

LAUGHTER .... man .. take of the blindfold ..

CD> (Just take a look at a couple good Amiga eurodemos, ive seen a stock
CD> Amiga 500 with 1/4th the CPU power of a CD32, and even with the OLD
CD> graphics
CD> chipset, animate a 120-facet transparent multicolor vector object in
CD> realtime,
CD> 50 frames per second!) A wide assortment of titles available, a double

So? That's called TRICKS .. and are VERY often used in DEMOS .. but never in
GAMES .. can you guess why?

CD>
CD>
CD> Pick up this months issue of AmigaWorld, the CD32 is right smack on the
CD> front

Do you have to buy an Amiga-mag to see the CD32? I bought GamePro .. :-)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2873. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 07:55:12 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CGxq01.LJM@news.Hawaii.Edu>
Source record: 20401

sunny yum (syum@ucrengr.ucr.edu) wrote:
:#You'll notice most CD^32 games use 5-10 megabytes of a 550 meg CD,
:#because they are just "ports" (copies) of the same Amiga software
:#that is available on floppies, except pressed on CDs. Stupid,
:#if you ask me. Then again, Clayton Donley is familiar with
:#the concept of stupidity. He's the expert.

Well I won't say much about Donley since most of that is in his opinion but as for a game only taking up only 5-10 MB, well the rest is probably used for sound and whatever. Some games will be ports there is no doubt about that but most if not all these ports will come with extra levels, screens, etc. I forget which game it was, but C= had made a mistake by shipping early CD32s with only the A1200 version on the disk. The later CD32s came out with the correct CD32 version which had CD quality sound that wasn't included in the A1200 version. I don't remember if there were more things other than sound that was missing. By the time the CD32 was ready to ship, the CD32 version wasn't ready as yet from the developers so, C= had the A1200 version shipped.

Another developer had stated their Pinball Illusions or with it Fantasies, whatever, will come out more levels for the CD32 version than the Amiga version.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 2874. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 07:58:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf1c2b8@troed.ct.se>
Source record: 20352

In a message of 23 Nov 93 03:22:28, Clayton Donley wrote:

(This guy is really funny, we should give him the net-wacko-award .. :-)

CD> You must be really stupid. Any AGA-chipset machine (INCLUDING the CD32)
CD> can
CD> play ANY Amiga game ever RELEASED, EVER... Everything from 1987 Battle
CD> Chess to
CD> 1993 Body Blows ][..And considering its cheaper for game developers to
CD> release
CD> their software on CDROM than it is for them to release on a cartridge ala
CD> Jaguar, which do you think will be more attractive to developers?

:-) .. I know that kids don't wanna buy a console -93 to play battlechess -87
.. that's why the CD32 NEVER will be a hit ..

CD> Who says they have to use all 550 megs? Duuuuh.. Youll notice that most
CD> CD-ROM
CD> games only occupy 5-10 megabytes of a 550 megabyte CD.

Laughter .. since the Jaguar can store >50Mb on Cartridge you do agree that the
Jaguar doesn't even need the CD-ROM to surpass the CD32 ... :-)

CD> Amiga 1200's cost 3 times as much, for a reason. Amiga 1200's are
CD> COMPUTERS.
CD> Amiga CD^32s are GAME CONSOLES. Get the picture? You must be afully stupid

A1200 and CD32 are the same price here.
CD> comes
CD> with a CD-ROM (You know, the thing Jag owners can only dream of?) that can
CD> read

A harddisk is faster than a CD-ROM ...

CD> high-speed

64-bit, sorry, but did yuo have a SOURCE for "16-bit" ?

CD> dont
CD> see your point--Oh, thats right, I forgot... Youre an idiot, therefore you
let me guess .. you are a comedian, right?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2875. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 08:00:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf1c32a@troed.ct.se>
Source record: 20353

In a message of 23 Nov 93 03:25:13, Clayton Donley wrote:

CD>
CD>
CD> Oh, I see.. A console like the CD32, which is capable of displaying 4
CD> TIMES as
CD> many colors at even HIGHER resolutions than the Jaguar is "crappy and
CD> outdated"

Jag: 768*576 in 32bit colour, that's a 16.7 mil col palette, and an 8-bit
alphaplane.

CD32: Animations and pictures, 262.000 col, in games: 256.

Where did you get the rest of your lies from?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2876. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 09:48:06 UTC
From: <>
Message-ID: <2csm8m$1gpj@info2.rus.uni-stuttgart.de>
Source record: 20408

In article <cdonley.2oh7@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>500,000 CD^32s have already been sold in Europe.. Commodore has a plant in the
>Phillipines that has been running 22,000 units per week since mid July, and
>according to Commodore, theyre still having problems meeting the demand. Do
>the math, 22,000 units per week since mid July--its now late November. About
>half a million units.

Come to Stuttgart (in Germany)!
I know a dealer which has tons of CD32s' and only sold ONE in 2 months.
You can imagine that he's getting very bored with this system...
Where do you get those stupid figures (and why do you belive them?).

I have cut off the rest of your post, because ther is no true information
in it. Poor boy.

>Pick up this months issue of AmigaWorld, the CD32 is right smack on the front
>cover. I encourage you to read up on its stats.

The leading games-magazine in Germany ("Power Play") had a CD32-articel with
the following headline: "CD32 Top oder Flop?" (which means: "CD32 on top or
sucks?"). At the end of the article it comes clear: CD32 probably is
a "FLOP" as the CDTV was. Sorry, but that's the truth you should face now.

Ciao, Heiko.

+-----------------------------------------------------------------------------+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+-----------------------------------------------------------------------------+

# 2877. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 09:53:59 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.88.2CF1DDB7@dhhalden.no>
Source record: 20409

Somebody, plleeaassee give this guy a life. What a poor excuse for a human beeing.

How is it possible to say that CD32 is technical better than the Jaguar?

If it is the amount and not the quality of the software that is the question, so let us all go and buy a C64 or a NES ..........

You all know that future (and the first) titles for the Jaguar will crush the CD32 !!!

# ## # Proud owner of: Falcon030 14/120 +++
# ## # Tower: 2 x 425MB
# ## #
# ## # EMAIL: Rogeraw@dhhalden.no
## ## ##
### ## ### snailmail: Roger A. Wahlgren
### ## ### Sandvn. 5, 1719 Greaker
### ## ### Norway

Everything posted on the net, is my own opinions, and not of DIGICORP norway, the official ATARI distributor in Norway !!

# 2878. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 10:45:08 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov23114508@arthur.crpht.lu>
Source record: 20411

> >> YEARS?! the Amiga has ALWAYS been able to do REALTIME scaling AND rotation
> of
> >> graphic images. Hell, even a Genesis can zoom/scale/stretch its graphics.
> Gues
> >s
> >Wow, this is great. I never saw a 320x200 4 bitplane picture rotated on an
> >Amiga. What chip is doing the calculations? Can this chip also do a Mode7
> >projection to get a 3D landscape effect?
> >
>
> Not quite sure what you mean.
>
> However, I -have- seen for a FACT, several Eurodemos running on stock,
> unaccellerated (68000/7) Amigas with the old ECS chipset, taking graphic images
> and rotating/zooming in and out of them in real time..
That's exactly what I mean.
How many colors did that picture have? One? I wonder how you could rotate a 4
plane picture.
>
> As it zooms into the graphic image, it rotates, you zoom out, its still
> rotating.. Its quite cool.
I would like to see that demo. Where can I get it?
Remember that demo-writing the the art of cheating a lot. Most demo-routines
are completely unusable for games. That's why demos always look far better
(technically speaking) than games.

> Now, considering that the old Amigas have like 1/4th the CPU speed and 50% less
> bandwidth horsepower as the CD^32's AGA chipset, it would be only true to say
> that CD32 could do it better, AND faster.
With that you get ONE picture rotating. With SNES you get ONE picture rotating
AND projected in 3D (well u can do more...). With 3DO/Jaguar you get loads of
pictures rotated and 3D-projected.

Advantage of the cd32: you can have a series of pictures directly read in from
the CD. But is there a CinePak/Mpeg decoder build in in ~standard~ ?

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2879. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 10:56:25 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov23115625@arthur.crpht.lu>
Source record: 20412

> Amiga 1200's cost 3 times as much, for a reason. Amiga 1200's are COMPUTERS.
> Amiga CD^32s are GAME CONSOLES. Get the picture? You must be afully stupid to
> think that a CD32 game would be slower than an A1200 version.. The CD32 comes
> with a CD-ROM (You know, the thing Jag owners can only dream of?) that can read
Hey, man! The CD-rom will be released soon...

> off the disc at 300 KB per second..The CD^32 also has 2 megabytes of high-speed
> 32-bit-wide memory..The Jag is stuck with nice 'n slow 16-bit memory. I dont
> see your point--Oh, thats right, I forgot... Youre an idiot, therefore you have
> no point.
Oh you bloody fucking idiot (sorry for the language)
Here is the correct figure:
The Jaguar also has 2 megabytes of high-speed 64-bit-wide memory..The CD32 is
stuck with nice 'n slow 32-bit memory. I dont see your point--Oh, thats right,
I forgot... Youre an idiot, therefore you have no point.

>
> +-----------------------------------------------------------------------------+
> |Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
> | cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
> +-----------------------------------------------------------------------------+
> | (This space for rent) |
> +-----------------------------------------------------------------------------+
^^^^^^^^ Place an ad ther 'Idiot to sell'

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2880. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 11:01:24 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov23120124@arthur.crpht.lu>
Source record: 20413

> Oh, I see.. A console like the CD32, which is capable of displaying 4 TIMES as
> many colors at even HIGHER resolutions than the Jaguar is "crappy and outdated"
>
>
> To say nothing of the fact that a CD32 can animate at that resoltuon, full
> screen, in 262,144 colors. Yeah, I see your point. Your point is, youre a
> completely clueless moron.
Hmm, i think our beloved Idiot has got something terribly wrong. Now he claims
that 262,144 is 4 times more than 16 Million.

Mr. Idiot, we are talking about consoles here! You shurly have the Falcon-docs
instead of the Jaguar one's :-)
Go and inform yourself a bit before posting!

Thanks.

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2881. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 11:02:37 UTC
From: pm@nnsgs86.lon40.nt.com
Message-ID: <2csqkd$l04@bnsgd245.bnr.co.uk>
Source record: 20410

In article <CGwzHE.5Cv@boi.hp.com> thedens@boi.hp.com (Dave Thedens) writes:
>
>Well if these are games that due justice to the hardware in the Jag then the
>CD32 will die a quick death. I will admit that C= ships well in europe. Part
>of that may be that in some segments of consumer electronics they are years
>behind and that a system with a dinky 68020 would impress them.

And what exactly are these segments of consumer electronics that are years
behind? In fact I could argue the opposite that we are years ahead in some
areas.

For example do you had near CD quality digital stereo sound transmissions
with your terestial TV broadcasts? We've had it here in the UK for the
last 4-5 years. High resolution with no co-channel interference unlike some
inferior archaic analogue AM stereo sound systems I could mention :)

I guess we've become acustomed to getting the best so the CD32 should do
well.

--
Peter Mitchell - Senior Design Engineer. |
Dept.92941, Northen Telecom Europe PLC, | Amiga 4000/040 - 25/120/6
Oakliegh Road South, London N11 1HB. | Amiga 500/68000 - 7/120/3
peter.mitchell@lon40.nt.com |

# 2882. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 11:21:42 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov23122142@arthur.crpht.lu>
Source record: 20414

Here we go again, Mr. Idiot gets all wrong again :-)

> Your "64 bit multimedia system" (bahaha) is a 64-bit graphics processor, which
> the CD32 already has the equivalent of with ITS set of SEVERAL specialized
The CD32 has to blit through a narrow 32 bit bus, whereas the Jaguar can blit
throug a 64 bit bus. That makes twice the speed.

> for the Jag.. Id be impressed if ALL of the Jag were wired at 64-bit, but the
> sad truth is that the only thing 64-bit about the Jaguar is its graphics chip.
Well, the SNES is 16 bit. Why??? Because of it's 8 bit CPU? No, because of
it's 16 bit grafix DSP. We are here in the games-console market, were evrything
is mesured in the highest available bits.

> The rest of the unit is at 16-bit. Im afraid youve been duped by marketing
> twits..
Ah, fine, the 68000 is the rest of the unit :-)

> console, however, remains 32-bits wide, as opposed to the Jaguar's 16. What
> makes you think that Atari will sell its Falcon 030... A machine with a 32-bit
> CPU on a 16-bit bus for over $1000... And turn around and sell a GAME CONSOLE,
> with what they claim is 4x the bandwidth increase, and better graphics for
> $250? You have GOT to be kidding. Hello? Hello? Reality check..
NO THEY ARE NOT KIDDING!!!!
This Jaguar for a price less than a 24bit grafix-card is reality!

> Remember the Turbo-Grafx 16? How Nintendo would crow night and day about it
> was the 65816 CPU, which ran at 2.8 Mhz, and was barely a step above the 6502
> chip found in a Commodore 64.. Atari is trying to pull off the same thing by
> calling their Jaguar a "64-bit game machine". Im not disputing the fact that
> for its price, the Jaguar is a nice system. I DO, however, argue the fact that
> the Jaguar is a full 64-bit system. Youll see, once the reviews are written,
> and all the dust has settled... And youll feel like an idiot not only for
> spending $250 for a console doomed to a quick failue, but because you believed
> all the hype.
You only believe what you are used to. You can't believe that it's possible to
do a fast console for only $250, so this simply must not be. Welcome to
the spanish inquisition :-)

> The fact of the matter is, that CD32 offers -right now- what the Jag only HOPES
> it can someday have...Realtime scaling, and rotation of graphic images, high
> speed blitter operations, gouraud shading and transparency done in realtime
> (Just take a look at a couple good Amiga eurodemos, ive seen a stock
> Amiga 500 with 1/4th the CPU power of a CD32, and even with the OLD graphics
> chipset, animate a 120-facet transparent multicolor vector object in realtime,
> 50 frames per second!) A wide assortment of titles available, a double speed CD
This is only the normal demo-cheating !!! I did it too. I worked out a dual

playfield with digisound and overscan and fullscreen distortions and scrolling
in 16 colors on a stock ST with only a 8Mhz68000 and NO blitter, NO digisound
hardware, NO hardscrolling/distorting and NO overscan register!
WOW that's a powerful computer! Where is the ST now???

> rom, full-motion video, the ability to add on a modem, keyboard, and whatever
> you like...a huge development base of pre-existing high quality Amiga games and
> software to draw upon, and the official thumbs-up from 3.5 million
> Amiga users worldwide. All of these things are -ALREADY AVAILABLE- for the
> CD32.. Not "have been announced" or "in the works" .. AVAILABLE..Weve already
> hit a home run with the machine, sonny. The Jag already has two strikes
> against in, in that initial reviews are less-than-good.. Electronic Gaming
> Monthly, a largely Genesis/SNES gamer-magazine placed CD32 as 2nd place in
> the Top 10 picks for Best New Hardware of the Year.. Guess where the Jag was?
> 7th, I believe.. 3DO came in as "The Worst New Hardware".
That makes clearly out that that mag is bullshit. 3DO should have come out
as best (or second best) hardware.

> Pick up this months issue of AmigaWorld, the CD32 is right smack on the front
> cover. I encourage you to read up on its stats.
I'll do that.

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2883. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 13:25:18 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov23.132518.3814@infodev.cam.ac.uk>
Source record: 20415

In article <2cs068$281@galaxy.ucr.edu>, syum@ucrengr.ucr.edu (sunny yum) writes:
|> In article <cdonley.2ohp@amiganet.xnet.com>,
|> Clayton Donley <cdonley@amiganet.xnet.com> wrote:
|> >Who says they have to use all 550 megs? Duuuuh.. Youll notice that most CD-ROM
|> >games only occupy 5-10 megabytes of a 550 megabyte CD.
|>
|> You'll notice most CD^32 games use 5-10 megabytes of a 550 meg CD,
|> because they are just "ports" (copies) of the same Amiga software
|> that is available on floppies, except pressed on CDs. Stupid,
|> if you ask me. Then again, Clayton Donley is familiar with
|> the concept of stupidity. He's the expert.

Look at the software that comes with the CD-32. In particular, Diggers. This is a CD-32 title that was later ported to the A1200, and the AZ1200 version is a cut down version using less storage space. Also, why should all games use 600+ Megabytes? I don't partiucually want the situation that exists on the PC, where games such as wing commander take up huge amounts of harddisk space with lots of pretty graphics, and then have very little gameplay. How would you make classics such as Tetris fill a 600MB CD, because IMO Tetris is a much better game than Wing Commander. Look at the recently released Frontier. The executable is 600K long, and this is probably going to go down in history as one of the best games of all time (like it's predecessor, Elite, which incedentally ran on a 32K 6502 based system). The nice thing about having a CD storage medium is that you can have long CD quality soundtracks, as well as lots of really nice graphics, whitout sacrificing gameplay. (If you havent seen a CD-32 animate directly from CD, I'd advise you to go and haave a look, because even without the MPEG module, it's amazing. With the MPEG module, you get full 25fps PAL video, which is superior in quality to VHS by a long way, and also includes CD sound. This is another nice thing about the CD-32. Not only is it a great games console, and can easilly be expanded to a full computer (Microbotics already have an expansion providing up to 8 MEGS of 32 BIT FastRAM, as well as interfaces for floppies, etc), but it also makes a superb audio, video and MPEG CD player, and IMO is worth having just for that.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2884. Re: CD-32 and Jaguar Nonsense

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 13:38:06 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2oqx@amiganet.xnet.com>
Source record: 20418

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 22 Nov 93 00:44:14, <stirre31@maine.Maine.Edu> wrote:
>
><> Again, what is the source for the CD-32's sale figures?
>
>Exactly .. sofar no source whatsoever for either the cd32 sales or the A1200
>sales ..
>
>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+
>

What are you, an idiot? Commodore has already SAID theyve SOLD 500,000 UNITS.

+-----------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-----------------------------------------------------------------------------+
| (This space for rent) |
+-----------------------------------------------------------------------------+

# 2885. Re: Jaguar is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 13:39:07 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2or3@amiganet.xnet.com>
Source record: 20419

syum@ucrengr.ucr.edu (sunny yum) writes:

>In article <cdonley.2ohp@amiganet.xnet.com>,
>Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>>+--------------------------------------------------------------------------
--+
>>|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I
|
>>| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami
dealer|
>>+--------------------------------------------------------------------------
--+
>>| (This space for rent)
|
>>+--------------------------------------------------------------------------
--+
> ^^^^^^^^^^^^^^^^^^^^
>
>The empty space in his head, no doubt; plenty of space for rent there.
>
>Get a life.
>
>--
>Sunny D. Yum (syum@ucrengr.ucr.edu) | Atari JAGUAR is coming!
>Any opinions expressed are mine alone | December 10th is DOOMsday!

Its not my fault your hardware is an overhyped, undersupported old mule. Blame
Atari.

+--------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+--------------------------------------------------------------------------+
| (This space for rent) |
+--------------------------------------------------------------------------+

# 2886. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 13:40:13 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CGy5z4.Gtu@cbnews.cb.att.com>
Source record: 20416

In article <cdonley.2oey@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>
>Wrong. That figure includes ALL companies developing for the Jaguar. The fact
>reamins, there are only a measly 4 titles available for it right now, as
>opposed to the CD^32's >>30+<< titles now available.

But...the Jag's not even out yet! You'd damn well BETTER have more games!
And are they NEW games, or existing games pressed onto a CD?

```
>+--------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
>| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
>+--------------------------------------------------------------------------+
>| (This space for rent) |
>+--------------------------------------------------------------------------+
```

Tom

```
--
+--------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is no time. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+--------------------------------------------------------------------------+
```

# 2887. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 13:43:51 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2or9@amiganet.xnet.com>
Source record: 20420

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>In article <cdonley.2oes@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton
D
>onley) writes:
> >
> >> The A1200 may be a good GAMES-COMPUTER, but it's NO WHERE NEAR the new
> >> >console standards ... that is .. where's the special hardware for:
> >>
> >
>scaling/rotating/stretching/zooming/morphing/gouraud-shading/shading/r-ender
> >
> >> ing
> >>
> >> What are you, a fucking idiot? Have you seen any Amiga eurodemos in the
pa
>st
> 5
> >
> >> YEARS?! the Amiga has ALWAYS been able to do REALTIME scaling AND
rotation
> >
> of
> >> graphic images. Hell, even a Genesis can zoom/scale/stretch its
graphics.
> Gues
> >s
> >Wow, this is great. I never saw a 320x200 4 bitplane picture rotated on an

> >Amiga. What chip is doing the calculations? Can this chip also do a Mode7
> >projection to get a 3D landscape effect?
> >
> >
> >
> Not quite sure what you mean.
> >
> However, I -have- seen for a FACT, several Eurodemos running on stock,
> unaccellerated (68000/7) Amigas with the old ECS chipset, taking graphic
imag
>es
> and rotating/zooming in and out of them in real time..
> >
> As it zooms into the graphic image, it rotates, you zoom out, its still
> rotating.. Its quite cool.
>------------------------------

>Hmm... a few images, eh?
>
>Imagine yourself in front of a { jag, 3DO - pick one }. You see one
>image being scaled and rotated before you.
>
>All of the sudden, the image splits and there are two. Then 20. Then
>100. Then over a thousand, and you've lost track of the images. Some
>of them are transparent, some show the lights of distant moons shining
>on them. Some are being pulled and distorted in ways that are beyond
>your comprehension.
>
>Then you look back at the Amiga. The image splits into two, then
>four, and... GURU.
>
>------------------------------
> Now, considering that the old Amigas have like 1/4th the CPU speed and 50%
le
>ss
> bandwidth horsepower as the CD^32's AGA chipset, it would be only true to
say
>
> that CD32 could do it better, AND faster.
>------------------------------
>
>Ok, it could perhaps rotate/scale 4 bitmaps at once!! Wow I must by
>one before they are sold out by hordes of eager youngsters clawing
>themselves to get a machine with sub SNES graphics capabilities.
>--
>---> Kendall Gelner (kendall@rice.edu)

More idiocy..The CD32 has a planar-to-chunky pixel mode convertor in the
hardware, so such things would be even EASIER to do.

+-----------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-----------------------------------------------------------------------------+
| (This space for rent) |
+-----------------------------------------------------------------------------+

## 2888. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 13:46:24 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CGy69D.H2r@cbnews.cb.att.com>
Source record: 20417

In article <cdonley.2oi0@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>leigh@twain.ucs.umass.edu (Leigh A. Knowlton) writes:
>
>>Clayton Donley (cdonley@amiganet.xnet.com) wrote:
>>
>>: Theres already 3 TIMES as many titles available for CD32 ALREADY! And hell,
>>: were even yet another step ahead of you girls, because the CD32 has a CD-ROM
>>: already on it! We dont have to dish out another $200!
>>
>>: You guys are quite sad. Considering all it takes to develop for CD32 is for
>>: previous Amiga developers to port their software over to CD format, your
>>: machine will absolutely be BURIED by the competition if all your company
>hopes
>>
>>: to offer is a measly 20 or 30 measly games.
>>
>>Well, I would rather have 20 or 30 measly games than a million shitty Amiga
>>games. A plethora of simply awful games can hurt a system much more than
>>stupid Amigaoids would like to think. I would like quality, not quantity.
>>There is no guarantee that all the Jag games will be good quality, but what
>>I have seen of the CD32 is downright garbage. It's an outdated system with
>>outdated hardware and outdated games. Its only future is in Europe.
>>
>>Remember, this is our friend Clayton Donley who masturbates to his Amiga,
>>posting idiotic and uninformed posts about the game machines, gourad shading,
>>etc. He is so ignorant that he actually gives us an even _worse_ image of
>>Amigaoids.
>>
>>Clayton: Your posts are a waste of bandwidth. Shut up.
>>
>>--
>>Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
>>------------------------------------------------------ || /\ || //
>>If you would hallucinate the comprehension of the matter || //\\ ||<<
>>more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\
>
>
>
>Oh, I see.. A console like the CD32, which is capable of displaying 4 TIMES as
>many colors at even HIGHER resolutions than the Jaguar is "crappy and outdated"

You are a complete idiot. The Jaguar has no limit on colors but the number of
pixels on the screen, which is 414,720.

>To say nothing of the fact that a CD32 can animate at that resoltuon, full

Suuuuuuure it can.

>screen, in 262,144 colors. Yeah, I see your point. Your point is, youre a
>completely clueless moron.

At least you took this to .advocacy...

>
>+-------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
>| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
>+-------------------------------------------------------------------------+
>| (This space for rent) |
>+-------------------------------------------------------------------------+

Tom

--
+-------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is no time. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+-------------------------------------------------------------------------+

# 2889. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 13:46:29 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2orf@amiganet.xnet.com>
Source record: 20422

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>In article <cdonley.2ohp@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton
D
>onley) writes:
>)
>)>
>)>And now for the "idiot" question for all the Cd-32 advocates:
>)>
>)>if all the games are being ported from the AGA machines, and those are
>)>normally distributed on floppy (I don't remember the A1200 shipping with
>)>a Cd-rom, do you?) then why would a company spend the money to add on to
>)>a game to really max out all of that added storage on the CD-32 until
>)>there are CD-32 units selling in huge quantities?
>)
>)Who says they have to use all 550 megs? Duuuuh.. Youll notice that most
CD-ROM
>)games only occupy 5-10 megabytes of a 550 megabyte CD.
>)
>
>Well, the CD-32 ones do... most others at least put gratutious music in.
>
>)
>)>
>)>And if all the games are A1200 ports... why not just buy an A1200 for the
>)>same price since the games won't be any different? All that CD-ROM
>)>storage means nothing if the game is identical to the 1200 version,
>)>and might actually be slower than the 1200 version if the title is
>)>hard disk installable.
>)>
>)
>)Amiga 1200's cost 3 times as much, for a reason. Amiga 1200's are COMPUTERS.
>)Amiga CD^32s are GAME CONSOLES. Get the picture? You must be afully stupid to
>)think that a CD32 game would be slower than an A1200 version.. The CD32 comes
>)with a CD-ROM (You know, the thing Jag owners can only dream of?) that can
read
>
>)off the disc at 300 KB per second..The CD^32 also has 2 megabytes of
high-speed
>
>)32-bit-wide memory..The Jag is stuck with nice 'n slow 16-bit memory. I dont
>)see your point--Oh, thats right, I forgot... Youre an idiot, therefore you
have
>

>)no point.
>
>Well, why do the Amiga people keeps screaming how fantasic it is that
>you can get a keyboard and mouse and so on for the CD-32 - they seem
>more excited about that prospect than anything else. reminds me of
>the Coleco Adam in its waning years.
>
>You also forgot to mention that the memory is accessed 64 bits at a
>time. By your stupendifying logic, that means the Jag is twice as
>good as a CD-32! Hooray!
>
>Besides, isn't an A1200 about $400 or so? Why not get that and a
>CD-ROM, then at least you get a computer.
>
>--
>---> Kendall Gelner (kendall@rice.edu)

Hahahah, the Jag's memory is addressed 64 bits at a time? bRrrWhoHEHAHAHA!!! Yeah right, youve got 64-bit-wide memory on the "Gaguar" now? Yeah, RIGHT. Too bad the cost of that much 64-bit memory goes for like TWICE as much money as the entire Jaguar goes for.

The Jag's memory is 16-bit. Sorry to burst your bubble, percy, but thats just how it is. Why? In order for the 68000 to access it, it must have a 16-bit path. A 68000 cannot address 32-bit memory, period.

+-----------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-----------------------------------------------------------------------------+
| (This space for rent) |
+-----------------------------------------------------------------------------+

# 2890. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 13:48:07 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2orl@amiganet.xnet.com>
Source record: 20421

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>In article <cdonley.2oi0@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton
D
>onkey) writes:
>)
>)
>)Oh, I see.. A console like the CD32, which is capable of displaying 4 TIMES
as
>)many colors at even HIGHER resolutions than the Jaguar is "crappy and
outdated"
>
>)
>
>No, the CD-32 which can only display 262,144 colors while the Jag can
>display 16 million or so at once, is the looser here...

MORE idiocy... the Jaguar can display at most, 65536 colors simultaneously from
a pallete of 16.7 million..

The CD32 can display >262144< colors AND animate at that resolution, from a
pallete of 16.7 million.

Jag loses. Neeext...

>
>)
>)To say nothing of the fact that a CD32 can animate at that resoltuon, full
>)screen, in 262,144 colors. Yeah, I see your point. Your point is, youre a
>)completely clueless moron.
>)
>
>I doubt it is powerful enough to do half of a "squishy bears"
>multimedia title, much less a game more complex than Tetris.
>
>Hmm, pulling out all stops, I attempt to find an argument that is
>understandable to Claybrain... suddenly, from the depths of the mind,
>an answer...
>
>I know you are, but what am I? NYAA
>--
>---> Kendall Gelner (kendall@rice.edu)

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|

(This space for rent)

# 2891. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 14:29:38 UTC
From: cmedley@wam.umd.edu
Message-ID: <2ct6oi$9kv@cville-srv.wam.umd.edu>
Source record: 20423

In article <cdonley.2ohp@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>>Which is exactly why the CD-32 will fail. Who is going to produce for it?
>>or is it just goin to rely on ports of games from the A1200 and A4000?
>>
>
>You must be really stupid. Any AGA-chipset machine (INCLUDING the CD32) can
>play ANY Amiga game ever RELEASED, EVER... Everything from 1987 Battle Chess to
>1993 Body Blows ][..And considering its cheaper for game developers to release
>their software on CDROM than it is for them to release on a cartridge ala
>Jaguar, which do you think will be more attractive to developers?
>
>
>>
>>And now for the "idiot" question for all the Cd-32 advocates:
>>
>>if all the games are being ported from the AGA machines, and those are
>>normally distributed on floppy (I don't remember the A1200 shipping with
>>a Cd-rom, do you?) then why would a company spend the money to add on to
>>a game to really max out all of that added storage on the CD-32 until
>>there are CD-32 units selling in huge quantities?
>
>Who says they have to use all 550 megs? Duuuuh.. Youll notice that most CD-ROM
>games only occupy 5-10 megabytes of a 550 megabyte CD.
>

So what's the big advantage of CD then? The fact that it is slower than
the cartridge makes it better? :) Oh, it's cheaper to produce, huh? Is
it just me, or has anyone else noticed that CD games for 3DO and Sega cost
as much as cartridge games? Heck, CD costs less to produce than audio
cassette, but guess what... go to your local music store, and CD costs
a few dollars more.

Duh! :)

"It's not what is cheaper to make, but what price the market will bear!"

So what you're saying is that... it's ok that CD-32 games don't use all
that vast CD-32 storage because... well... it's cheaper than cart, but
are any of the games below the $40-$50 price point set for Jaguar carts?
And what is on the CD versions that isn't in the A1200 version on floppy?

>>
>>And if all the games are A1200 ports... why not just buy an A1200 for the
>>same price since the games won't be any different? All that CD-ROM
>>storage means nothing if the game is identical to the 1200 version,

>>and might actually be slower than the 1200 version if the title is
>>hard disk installable.
>>
>
>Amiga 1200's cost 3 times as much, for a reason. Amiga 1200's are COMPUTERS.
>Amiga CD^32s are GAME CONSOLES. Get the picture? You must be afully stupid to
>think that a CD32 game would be slower than an A1200 version.. The CD32 comes
>with a CD-ROM (You know, the thing Jag owners can only dream of?) that can read
>off the disc at 300 KB per second..The CD^32 also has 2 megabytes of high-speed
>32-bit-wide memory..The Jag is stuck with nice 'n slow 16-bit memory. I dont
>see your point--Oh, thats right, I forgot... Youre an idiot, therefore you have
>no point.
>

Amiga 1200 sells in this country for $350-$380.
You say "Amigas 1200s cost 3x as much for a reason"...
Well, that means the CD-32 is selling for $100, right? Or did your mother
wean you a bit too soon?

The bottom line is... you don't have any facts to back up your argument.
The CD-32 is playing games that were designed to be run off floppies and
won't utilize the CD-ROM drive to its fullest (and in fact, the games
will require that you wait and wait and wait during those fast 300k
load times (gee, i guess that compares favorably to an A1200 IDE drive
for you to like it so much, huh? :) ).

So in my neck of the woods, let me lay the word upon you:

Amiga 1200 w/2MB no HD is $380.
The MSRP on CD-32 is over $325 last I heard.

So, moron, did you take "new math"... and come up with 3 x 325 < 380? :)

>+-------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
^
|------ got a math coprocessor and can't multiply! :)

# 2892. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 14:40:31 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CGy8ro.lyt@cbnews.cb.att.com>
Source record: 20425

In article <cdonley.2orl@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>
>>In article <cdonley.2oi0@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton
>D
>>onkey) writes:
>>)
>>)
>>)Oh, I see.. A console like the CD32, which is capable of displaying 4 TIMES
>as
>>)many colors at even HIGHER resolutions than the Jaguar is "crappy and
>outdated"
>>
>>)
>>
>>No, the CD-32 which can only display 262,144 colors while the Jag can
>>display 16 million or so at once, is the looser here...
>
>MORE idiocy... the Jaguar can display at most, 65536 colors simultaneously from
>a pallete of 16.7 million..

Your an asshole, and you're wrong. The Jaguar can display 16.7 mil. out of
16.7 mil, (in other words, as many colors as the resolution provides pixels.)

The Jaguar has a 64-bit data bus. The Tom chip, which includes a 64-bit
RISC processor, among other things, has 64-bit access to memory.

>The CD32 can display >262144< colors AND animate at that resolution, from a
>pallete of 16.7 million.
>
>Jag loses. Neeext...

You're the only loser here. And your CD32.

Tom

--
+---------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is no time. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---------------------------------------------------------------------------+

# 2893. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 14:45:42 UTC
From: cmedley@wam.umd.edu
Message-ID: <2ct7mm$a7i@cville-srv.wam.umd.edu>
Source record: 20426

In article <CGxq01.LJM@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>sunny yum (syum@ucrengr.ucr.edu) wrote:
>:#You'll notice most CD^32 games use 5-10 megabytes of a 550 meg CD,
>:#because they are just "ports" (copies) of the same Amiga software
>:#that is available on floppies, except pressed on CDs. Stupid,
>:#if you ask me. Then again, Clayton Donley is familiar with
>:#the concept of stupidity. He's the expert.
>
>Well I won't say much about Donley since most of that is in his opinion but
>as for a game only taking up only 5-10 MB, well the rest is probably used
>for sound and whatever. Some games will be ports there is no doubt about
>that but most if not all these ports will come with extra levels, screens,
>etc. I forget which game it was, but C= had made a mistake by shipping
[ stuff deleted ]

Well, here's my point:

Donley claims the Jag is not as good as CD-32 because it lacks a CD-ROM.
Never mind that you can add one later, and still come close to CD-32's
price, with the prospect of even better performance....

Now, let's say Donley is right, and the CD-ROM is "all that"... well,
what good is that device if the games being ported are all able to
fit on a cartridge anyways? I've seen 3DO games, and in the case of
the title that comes with it (Crash 'N Burn), I know Sega or SNES would
be hard pressed to put something like that on a cart. The Jaguar's
carts are higher capacity, and could do it (or at worse, come very close!)
and have no "load time" involved.

So I'm wondering... what good is this advantage until software comes
out that demands the added storage?

Price isn't a factor... the games cost as much as cart titles.
Speed is slower than a cart.
Storage... well... if it's not being used, it's a waste.

I'm not saying CD-32 is a bad system, only that it's ridiculous for
anyone to claim it can stomp on the Jaguar.

(in fact, i really don't think it will be able to compete with Jag
in the marketplace because of the keywords "64-bit" and the 24-bit
video...)

>
>Another developer had stated their Pinball Illusions or with it Fantasies,
>whatever, will come out more levels for the CD32 version than the Amiga
>version.

>

Not to be too inflammatory, but if only one title shows marked improvement
over the A1200 version, what is the purpose of CD-32?

# 2894. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 14:49:23 UTC
From: cmedley@wam.umd.edu
Message-ID: <2ct7tj$a7q@cville-srv.wam.umd.edu>
Source record: 20428

In article <1993Nov23.132518.3814@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>In article <2cs068$281@galaxy.ucr.edu>, syum@ucrengr.ucr.edu (sunny yum) writes:
>|> In article <cdonley.2ohp@amiganet.xnet.com>,
>|> Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>|> >Who says they have to use all 550 megs? Duuuuh.. Youll notice that most CD-ROM
>|> >games only occupy 5-10 megabytes of a 550 megabyte CD.
>|>
>|> You'll notice most CD^32 games use 5-10 megabytes of a 550 meg CD,
>|> because they are just "ports" (copies) of the same Amiga software
>|> that is available on floppies, except pressed on CDs. Stupid,
>|> if you ask me. Then again, Clayton Donley is familiar with
>|> the concept of stupidity. He's the expert.
>
>Look at the software that comes with the CD-32. In particular, Diggers. This is a
>CD-32 title that was later ported to the A1200, and the AZ1200 version is a cut

Because if I am paying $200 extra for a CD-ROM system, it should give me
something more than what can fit on a cartridge.

:)

I don't think any game that uses 600MB is going to be made anytime soon,
making CD nice as a medium for growth... but... reality also states that
people's expectations for a CD game are going to be higher. If the Jag's
cart games are as good as or better than CD-32's CD-ROM games... what
do you think a consumer is going to think of CD-32?

>down version using less storage space. Also, why should all games use 600+
>Megabytes? I don't partiucually want the situation that exists on the PC, where
>games such as wing commander take up huge amounts of harddisk space with lots of
>pretty graphics, and then have very little gameplay. How would you make classics
>such as Tetris fill a 600MB CD, because IMO Tetris is a much better game than
>Wing Commander. Look at the recently released Frontier. The executable is 600K
>long, and this is probably going to go down in history as one of the best games
>of all time (like it's predecessor, Elite, which incedentally ran on a 32K 6502
>based system). The nice thing about having a CD storage medium is that you can
>have long CD quality soundtracks, as well as lots of really nice graphics,
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Living in the United States of America, I won't be able to do that until
next year. :)
As for CD sound... well... that's fine if you don't mind having the song play
over and over and knowing it won't be able to play while the game LOADS,
for example.

## 2895. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 14:55:35 UTC
From: cmedley@wam.umd.edu
Message-ID: <2ct897$afu@cville-srv.wam.umd.edu>
Source record: 20424

Is this turning into a British vs. America taste war? I mean, geez, if you want to get down to it, both Atari and Commodore are U.S. companies who can't compete against the big boys here, and so they try to whip up a frenzy over seas. Period.

I don't think the Europeans are any different in their buying practices because they still buy those PC clones, and still buy SNES and Genesis.

## 2896. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 14:58:35 UTC
From: cmedley@wam.umd.edu
Message-ID: <2ct8er$ag7@cville-srv.wam.umd.edu>
Source record: 20427

In article <cdonley.2oi0@amiganet.xnet.com>,
>
>
>Oh, I see.. A console like the CD32, which is capable of displaying 4 TIMES as
>many colors at even HIGHER resolutions than the Jaguar is "crappy and outdated"
>

Jaguar is 720x480 with 24 bit video. So tell me, is the CD-32 doing 1024x768
with 96-bit video? :) How are you gonna pull that off on an NTSC TV? :)

And what the heck is 96-bit video?

Please remove your hand from your underwear slowly before you answer.

# 2897. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 15:00:30 UTC
From: cmedley@wam.umd.edu
Message-ID: <2ct8ie$agk@cville-srv.wam.umd.edu>
Source record: 20429

In article <cdonley.2orl@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>>display 16 million or so at once, is the looser here...
>
>MORE idiocy... the Jaguar can display at most, 65536 colors simultaneously from
>a pallete of 16.7 million..
>

El-wrongo, my idiot companion.

Jag does complete, true, 24-bit video. That's about 16-bits more than the
A1200. And that's even with the HAM8 stunt.

:)

Payback sure is a bitch, ain't it?

:)

# 2898. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 15:10:35 UTC
From: cmedley@wam.umd.edu
Message-ID: <2ct95b$apr@cville-srv.wam.umd.edu>
Source record: 20430

In article <cdonley.2oh7@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>500,000 CD^32s have already been sold in Europe.. Commodore has a plant in the
>Phillipines that has been running 22,000 units per week since mid July, and
>according to Commodore, theyre still having problems meeting the demand. Do
>the math, 22,000 units per week since mid July--its now late November. About
>half a million units.

A high quality plant in the Phillipines... far superior manufacturing method
than the IBM/Motorola deal Atari has, huh? :)

And let's look at quality and quantity... how many defects per 1000 units
with this production method?

And if so many peopel have CD-32... where are they on Internet? Or are we
to assume they aren't capable of using it? :)

There were 1600+ messages in rec.games.video.misc on my site as of yesterday.
Over 70% were related to the Jag and 3DO. less than 1% were related to
the CD-32.

Woooweee.

>
>Your "64 bit multimedia system" (bahaha) is a 64-bit graphics processor, which
>the CD32 already has the equivalent of with ITS set of SEVERAL specialized
>high-speed graphics chips, the software (30+ titles already available as
>opposed to the Jaguar's >>>4<<< titles..) that the Jaguar WISHES it has (and
>the President of Atari -hopes- he'll have by the end of 1994!) .. We also have
>a double-speed multisession CDROM in EVERY CD^32 unit, which is still vaporware

I bet this moron doesn't even know what "multi-session" means for a CD-ROM. :)

And the 30 titles are straight ports of A1200 games, making the console
useless for those who'd care about it... prior Amiga owners...

>for the Jag.. Id be impressed if ALL of the Jag were wired at 64-bit, but the
>sad truth is that the only thing 64-bit about the Jaguar is its graphics chip.
>The rest of the unit is at 16-bit. Im afraid youve been duped by marketing
>twits..
>

The unit is 64 bit graphics/blitter/risc cpu, 32 bit sound/dsp, 16/32 68000.

>If Commodore decided to lie to its markets like Atari needs to, Commodore could
>get away with calling CD^32 a "64 bit game machine" because certain segments of
>the graphics hardware have a 64-bit wide direct path to memory. The rest of the
>console, however, remains 32-bits wide, as opposed to the Jaguar's 16. What

>makes you think that Atari will sell its Falcon 030... A machine with a 32-bit
>CPU on a 16-bit bus for over $1000... And turn around and sell a GAME CONSOLE,
>with what they claim is 4x the bandwidth increase, and better graphics for
>$250? You have GOT to be kidding. Hello? Hello? Reality check..
>

Commode would do well to do SOME kind of marketing. No one in the USA knows the

And for those who want to really flame this moron... he doesn't eve know
that TurboGrafx-16 was made by NEC Technologies and not Nintendo!

hehehehehheehhehhe... read this and laugh... this is f*cking hilarious!

CD-32 exists except the people involved in this argument. :)

>Remember the Turbo-Grafx 16? How Nintendo would crow night and day about it
>being a "16 bit game machine" , when infact, it still has shitty 8-bit sound,
>and 8-bit graphics..How Nintendo made the graphics chip in the Turbo-Grafx 16
>with an extra >>> 2 PIXELS <<< horizontally, JUST so they could say it had
>HIGHER RESOLUTION than the old 8-bit Nintendo? The only thing "16 bit" about it
>was the 65816 CPU, which ran at 2.8 Mhz, and was barely a step above the 6502
>chip found in a Commodore 64.. Atari is trying to pull off the same thing by
>calling their Jaguar a "64-bit game machine". Im not disputing the fact that
>for its price, the Jaguar is a nice system. I DO, however, argue the fact that
>the Jaguar is a full 64-bit system. Youll see, once the reviews are written,
>and all the dust has settled... And youll feel like an idiot not only for
>spending $250 for a console doomed to a quick failue, but because you believed

# 2899. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 16:24:34 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov23172434@arthur.crpht.lu>
Source record: 20431

> >Ok, it could perhaps rotate/scale 4 bitmaps at once!! Wow I must by
> >one before they are sold out by hordes of eager youngsters clawing
> >themselves to get a machine with sub SNES graphics capabilities.
> >--
> >---> Kendall Gelner (kendall@rice.edu)
>
>
> More idiocy..The CD32 has a planar-to-chunky pixel mode convertor in the
> hardware, so such things would be even EASIER to do.

The chunky converte does not compensate for the missing grafix power. Look at
the PC's. Suppose the CD32 has the power of a 486-66 with localbus grafixcard.
Now look at the texturmapping games on PC. Are they nice? Yes.
Are they fluid... ermm well. Do the have many polygons at once? No.
On 3DO/Jaguar, this answer is always YES. See the difference?

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2900. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 16:38:25 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov23173825@arthur.crpht.lu>
Source record: 20432

Hello!!! Here we go once again, Mr. Idiot got even more wrong:

> Hahahah, the Jag's memory is addressed 64 bits at a time? bRrrWhoHEHAHAHA!!!
> Yeah right, youve got 64-bit-wide memory on the "Gaguar" now? Yeah, RIGHT. Too
> bad the cost of that much 64-bit memory goes for like TWICE as much money as
> the entire Jaguar goes for.
Oh wow, here we have a specimen of a race who does not knwo what a 64bit
organized memory looks like. It's like a car.
Normal people, when they want to drive with 8 tyres side by side on a road they
would take 4 cars and put them side by side on the road.
Mr. Idiot doesn't do it like that. He will do an buy a 8 wheel per axis car
and drive with that on the road. Oh my god, how silly!!!

> The Jag's memory is 16-bit. Sorry to burst your bubble, percy, but thats just
> how it is. Why? In order for the 68000 to access it, it must have a 16-bit
> path. A 68000 cannot address 32-bit memory, period.
Imagine that it might be possible that Atari had the really improbable
occurance of an idea which could solve this problem. And so it happens that
when the 68000 accesses RAM this request goes through the ram controller which
is in the non existent 64 bit chip and is converted to a normal 16bit acces
to the RAM. Well in fact it's a 64 bit access where u use one of the 4 words
to send it to the 68000. Which word is taken is decided with the 3 lower
adress bits of the 68000's requested adress.
Don't start to talk about bus contention!!! There is a lot of bus contention in
the Jaguar. That's why the bus is so fast, so that it keeps going even when
everyone is accessing the RAM intensively.
This is so evident I did think that everybody knows that.

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2901. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 16:42:15 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov23174215@arthur.crpht.lu>
Source record: 20433

```
[CD32 lover's statements deleted]
>
> --
> Chris Brown

Ahhh, that was a far better posting than the usual ones from the 'other one'.
Thanks.

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

# 2902. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 16:50:52 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov23.165052.13746@infodev.cam.ac.uk>
Source record: 20434

In article <2ct8ie$agk@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:

|> Jag does complete, true, 24-bit video. That's about 16-bits more than the
|> A1200. And that's even with the HAM8 stunt.

Did you ever do basic Maths? 262144 is 2^18. 24 - 18 = 6, not 16. (Oh, and if you really want to get picky, HAM8 can actually display 16777216 colours, and HAM6 can display 65536 colours)
Oh and don't give me any drivel about HAM being hopelessley banded and useless, because a while ago, I stated (in this newsgroup) that I would mail some HAM8 pictures to anyone who wanted to SEE for themselves thaat it is almost 24 bit quality. Strangely enough, no-one replied. If you're all so convinced, what are you afraid of?

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2903. Re: Atari jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 16:50:55 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov23175055@arthur.crpht.lu>
Source record: 20435

In article <1993Nov22.180115.25859@aber.ac.uk> jrt3@aber.ac.uk (Jason Robert Tokarz) writes:

> I recently read that Atari has finally released their 64bit console.
> Do any one have the specs for it. I just interested in what sort of hardware
> it using.
>
> Thanx
>

I post for you and all other who are right now discussing this subject the standard ascii diagram. If you look close enough you will instantanly see what the machine can do.

Georges.

-------8<----------

Here's an ASCII version of the block diagram posted with aeo_se_j.zip to atari.archive.

1 = 16 bit bus
3 = 32 bit bus
6 = 64 bit bus

```
....JERRY.......... BUS
: : 6
: ------- : 6 ....TOM........
: ----- | DSP | : 6 : :
sound <------|SOUND|| + |3333336 : ---- : ------
: ----- |8K SRAM| : 6 : |DRAM| : | |
: ------- : 666666|MEM |6666666666| DRAM |
: |TIMERS | : 6 : |CTRL| : | |
: |UART | : 6 : ---- : ------
joystick <------------>|JSTICKS| : 6 : --------- :
: |CLOCKS | : 6 : |OBJECT |--------> to video
: ------- : 666666|PROCESSOR| :
:.................: 6 : --------- :
6 : :
------- 6 : :
| 68000 |11111116 : ------- :
| | 666666| GPU | :
------- 6 : |4K SRAM| :
6 : ------- :
--------- 6 : :
|CARTRIDGE| 6 : ------- :
| CD-ROM |3333333666666|BLITTER| :
--------- 6 : ------- :
```

```
6 :............:
6
```

```
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

# 2904. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 16:54:33 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov23175433@arthur.crpht.lu>
Source record: 20436

> >No, the CD-32 which can only display 262,144 colors while the Jag can
> >display 16 million or so at once, is the looser here...
>
> MORE idiocy... the Jaguar can display at most, 65536 colors simultaneously from
> a pallete of 16.7 million..
Interesting, where do you get this info from ?

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2905. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 16:58:06 UTC
From: kendall@boreal.owlnet.rice.edu
Message-ID: <KENDALL.93Nov23105806@boreal.owlnet.rice.edu>
Source record: 20342

In article <CGxouo.L25@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:

There is one thing I still don't quite understand about Atari. Since the
major supporters of Atari are in Europe why are they releasing the Jaguar
in U.S.? I'd think that Atari would release the Jaguar concurrently or
at least first in Europe and then later to the U.S. The name of Atari is
still recognized there but in the U.S. it's a little worse off than C=.
---

Because America is a huge market for games, and Atari has a good shot
at capturing a lot of the market. It is true that they are no longer
well known, but they are advertising and undobtedly man yof the
parents who will be buying the game systems will at least remember
Atari from the 2600 days.

--
---> Kendall Gelner (kendall@rice.edu)

# 2906. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 17:01:00 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov23180100@arthur.crpht.lu>
Source record: 20339

> The leading games-magazine in Germany ("Power Play") had a CD32-articel with
> the following headline: "CD32 Top oder Flop?" (which means: "CD32 on top or
> sucks?"). At the end of the article it comes clear: CD32 probably is
> a "FLOP" as the CDTV was. Sorry, but that's the truth you should face now.

How was the jaguar rated? I remember something with 'too many colors' :-)

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2907. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 17:26:05 UTC
From: cmedley@wam.umd.edu
Message-ID: <2cth3d$ebf@cville-srv.wam.umd.edu>
Source record: 20337

In article <1993Nov23.165052.13746@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>In article <2ct8ie$agk@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley)
writes:
>
>|> Jag does complete, true, 24-bit video. That's about 16-bits more than the
>|> A1200. And that's even with the HAM8 stunt.
>
>Did you ever do basic Maths? 262144 is 2^18. 24 - 18 = 6, not 16. (Oh, and if you
>really want to get picky, HAM8 can actually display 16777216 colours, and HAM6

Yes, I did basic math... and here's the facts:

The Jaguar uses 24 bits for each pixel.
The Amiga 1200 and CD-32 use 8 bits (maximum) per pixel.

24 - 8 = 16.

Now, if they pull tricks to "simulate" having more bitplanes, that's nice,
but the number of bits per pixel is the same.

So please, butt out unless you're going to demonstrate that the AGA chipset
is using more than 8 bits to represent one pixel.

>can display 65536 colours)
>Oh and don't give me any drivel about HAM being hopelessley banded and useless,
>because a while ago, I stated (in this newsgroup) that I would mail some HAM8
>pictures to anyone who wanted to SEE for themselves thaat it is almost 24 bit
>you afraid of?
>quality. Strangely enough, no-one replied. If you're all so convinced, what are

Running out of disk space. :)

(I've got gcc-2.5.2 and a ton of other stuff on my account, and I'm not
clearing it out to view a HAM8 pic, ya know. :) )

# 2908. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 17:28:35 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93327.122835STIRRE31@MAINE.MAINE.EDU>
Source record: 20341

To CDONLEY:
How can you believe that the two dozen titles excludes
3rd Party developers? Atari has over 30 signed up.
Do you really think that these developers payed around
$9000 to develope Jag games, but have no intention on
releasing any within a year. Think again.
-scott tirrell
P.S. The reason I use an ST now is because I owned and
used both the Amiga and the ST.

## 2909. HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 17:34:22 UTC
From: cmedley@wam.umd.edu
Message-ID: <2cthiu$ek2@cville-srv.wam.umd.edu>
Source record: 20338

All this talk of HAM8 is interesting... here's my personal opinion, and I am curious to see what the Amiga users think of this...

When doing professional audio, most musicians don't use MiniDisc or DCC because they use lossy compression schemes. Never mind that few people can hear the difference, because when you overdub or attempt to do some kind of multitracking with 2 of them, you will get loss.

Now imagine this:

A user has a beautiful HAM8 image. If that user touches it up, or say, adds another image "on top" of it, the internal data representation of the added image, even if it is cut and pasted on top of the original HAM8 image, if it is cut back out, may or may not be the same because the pixel data may have been changed to make it work in the context of the original HAM 8 image. So take someone who does a lot of video work, who may wish to cut and paste between scenes, and I can see very easily where, without careful planning, there is some "loss" involved here.

To be fair, most images are stored in the "lossy" JPEG format, but there is still a proliferation of TARGA and other 24-bit compatable formats where the premium is on the accurate representation of the data, NOT the size of the file. That being the case, I think that while HAM 8 has its uses, I believe that it is not a true substitute for a true 24-bit display, especially when you consider how operations on a HAM8 screen may (or optimistically, may not) alter the representation.

# 2910. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 18:43:20 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2ctlk8$lft@harbinger.cc.monash.edu.au>
Source record: 20340

Dave Thedens (thedens@boi.hp.com) wrote:

[...]

: If Atari has learned one thing from SEGA it is to release the hardware when you
: have software to run on it. And I do not consider ports of 16 bit games to be
: the software that I expect on this generation of machines.

I hate to tell you this, but quite a few of the new "Jaguar" games are
going to be rehashes of old arcade games. These are mainly 8-bit
classics. They might be old, but probably are still fun. New doesn't
always mean better. I can name quite a few "latest games" that are
pretty naff.

I'm trying to collect an old Atari 800, Commodore 64, Vic-20 and
Vectrex to add to my game collection. There's still quite a bit of
fun to be had with yesterday's hardware.

: : You guys are quite sad. Considering all it takes to develop for CD32 is for
: : previous Amiga developers to port their software over to CD format, your
: : machine will absolutely be BURIED by the competition if all your company hopes
: : to offer is a measly 20 or 30 measly games.

: Well if these are games that due justice to the hardware in the Jag then the
: CD32 will die a quick death. I will admit that C= ships well in europe. Part
: of that may be that in some segments of consumer electronics they are years
: behind and that a system with a dinky 68020 would impress them.

I think the first generation of games on any platform are going to be
rather weak. The first PC CD-ROM games were just hehashes of floppy/
hard-drive based games. The SNES 3rd party games weren't a lot better
the the NES games to start off with.

Time will tell how much the developers are going to spend (time and money
wise) developing titles for the CD^32, Jaguar and 3DO. There's a lot
of developers signed up, but very few good new titles on the shelves.

The CD^32 hardware is good compared to what's available in the stores
(in Australia and Europe at least), which are mainly the Super Nintendo
System and Sega Genesis/MegaDrive. It will be interesting to see who
wins the marketing battle.

I don't think we'll see a definite winner until mid-year 94, as Atari
are only making 50,000 unit this year, which doesn't really mean a whole
lot of owners buying games. I don't think many recreational games
sell over 50,000 anyway. Some best sellers sell 100,000+ (Ultima 7, a
few Amiga games in the UK).

I personally wouldn't throw my money on any platform until I can see
lots of software I like on the shelves.

- Jim

# 2911. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 19:23:20 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2ctnv8$fqf@mojo.eng.umd.edu>
Source record: 20343

In article <cdonley.2orf@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>
>Hahahah, the Jag's memory is addressed 64 bits at a time? bRrrWhoHEHAHAHA!!!
>Yeah right, youve got 64-bit-wide memory on the "Gaguar" now? Yeah, RIGHT. Too
>bad the cost of that much 64-bit memory goes for like TWICE as much money as
>the entire Jaguar goes for.
>
>
>The Jag's memory is 16-bit. Sorry to burst your bubble, percy, but thats just
>how it is. Why? In order for the 68000 to access it, it must have a 16-bit
>path. A 68000 cannot address 32-bit memory, period.
>

Wrong! You clearly do not know what you are talking about. It isn't hard to design extra circuitry to allow a 68000 to talk to 64-bit wide memory. When properly done, this memory appears to the 68000 as extremely fast 16-bit wide memory while the other chips (true 64-bits) can access this memory at the full 64-bits.

Think about it. If someone can make a 32-bit 68030 talk to 16-bit wide memory (as in the Falcon and Mac LC II), then it should be possible to do the opposite (i.e. allow a 16-bit 68000 to talk to 64-bit wide memory).

By the way, are you for real? I hope you realize that your actions are having the opposite effect. Because of you, I'm sure a lot of people won't even consider a CD32 now...

--Gerry

# 2912. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 20:31:47 UTC
From: cmedley@wam.umd.edu
Message-ID: <2ctrvj$j11@cville-srv.wam.umd.edu>
Source record: 20344

In article <2ctlk8$lft@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Dave Thedens (thedens@boi.hp.com) wrote:
>
>[...]
>
>: If Atari has learned one thing from SEGA it is to release the hardware when you
>: have software to run on it. And I do not consider ports of 16 bit games to be
>: the software that I expect on this generation of machines.
>
>I hate to tell you this, but quite a few of the new "Jaguar" games are
>going to be rehashes of old arcade games. These are mainly 8-bit
>classics. They might be old, but probably are still fun. New doesn't
>always mean better. I can name quite a few "latest games" that are
>pretty naff.

What you're missing is that the ports from A1200-->CD32 are literally
ports of games, with no enhancments (or very few at best!) whereas the
ports for Jaguar that "rehash" old titles are redone, and recoded to
show off the Jaguar.

For example, look at Tempest 2000. This game will offer both a clone
of the original arcade game and an enhanced game that is different. This
will probably satisfy die hards who always wanted this vector monster
while also wowing those who never saw the original.

# 2913. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 22:23:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf28d72@troed.ct.se>
Source record: 20369

In a message of 23 Nov 93 14:48:07, Clayton Donley wrote:

CD> MORE idiocy... the Jaguar can display at most, 65536 colors simultaneously
CD> from
CD> a pallete of 16.7 million..

Source?

The Jaguar has 32-bit graphics ... 24 bit + 8 bit alpha plane .. if you don't
know what that is go flush yourself down the nearest toilet ..

CD> The CD32 can display >262144< colors AND animate at that resolution, from
CD> a
CD> pallete of 16.7 million.

Yep, but not while playing.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2914. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 22:27:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf28e56@troed.ct.se>
Source record: 20370

In a message of 23 Nov 93 17:50:52, C.P. Brown wrote:

CB>
CB> Did you ever do basic Maths? 262144 is 2^18. 24 - 18 = 6, not 16. (Oh, and
CB> if you
CB> really want to get picky, HAM8 can actually display 16777216 colours, and
CB> HAM6

How many bits does HAM8 use?

8

That's 8-bit graphics.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2915. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 23:10:03 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2ow4@amiganet.xnet.com>
Source record: 20345

kesseler@arthur.crpht.lu (Georges Kesseler) writes:

>
>> >> YEARS?! the Amiga has ALWAYS been able to do REALTIME scaling AND
rotation
>> of
>> >> graphic images. Hell, even a Genesis can zoom/scale/stretch its graphics.
>> Gues
>> >s
>> >Wow, this is great. I never saw a 320x200 4 bitplane picture rotated on an
>> >Amiga. What chip is doing the calculations? Can this chip also do a Mode7
>> >projection to get a 3D landscape effect?
>> >
>>
>> Not quite sure what you mean.
>>
>> However, I -have- seen for a FACT, several Eurodemos running on stock,
>> unaccellerated (68000/7) Amigas with the old ECS chipset, taking graphic
image
>s
>> and rotating/zooming in and out of them in real time..
>That's exactly what I mean.
>How many colors did that picture have? One? I wonder how you could rotate a 4
>plane picture.

Hah! 4096 color images, ive seen one demo do, but normally the
realtime-rotation demos feature 32 color logos. I can rotate a 1-bitplane
graphic imagine in a paint program, thats nothing to spout about.

>>
>> As it zooms into the graphic image, it rotates, you zoom out, its still
>> rotating.. Its quite cool.
>I would like to see that demo. Where can I get it?
>Remember that demo-writing the the art of cheating a lot. Most demo-routines
>are completely unusable for games. That's why demos always look far better
>(technically speaking) than games.

Sometimes they do. Often times what I see in Amiga eurodemos' I end up seeing
popped up in games about 6 months later...Copper plasma, Glenz-vectors,
realtime rotation & zoom..

>
>> Now, considering that the old Amigas have like 1/4th the CPU speed and 50%
les
>s
>> bandwidth horsepower as the CD^32's AGA chipset, it would be only true to

say
>> that CD32 could do it better, AND faster.
>With that you get ONE picture rotating. With SNES you get ONE picture rotating
>AND projected in 3D (well u can do more...). With 3DO/Jaguar you get loads of
>pictures rotated and 3D-projected.

Did I infer that that was all an Amiga could do, is just one? Ive got a demo on my hard drive that allows the user to mouse-control the rotation of a cube, with each side of the cube having a different graphic image.. The rotation of the cube is controlled in realtime, 50 FPS. This, on a machine 1/4th the CPU horsepower of a CD32, and 1/2 the graphics bandwidth. An Amiga is an Amiga, my friend.. :)

>
>Advantage of the cd32: you can have a series of pictures directly read in from
>the CD. But is there a CinePak/Mpeg decoder build in in ~standard~ ?

Who needs MPEG to do that? all an Amiga CD32 has to do is load an .ANIM8 file into its 2 meg of highspeed 32-bit wide memory, and play the animation directly out of that, in 262144 colors..Meanwhile, since the CD32 can multitask internally, it can pull up more graphics data from the CD and have -IT- ready to go when its time to be played. Ive been doing that on my Amiga 2000 already for years.

>
>Georges.
>--
>Georges Kesseler
>Office: kesseler@crpht.lu
>Private: kesseler@restena.lu
>IRC: Gunstick

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| Ooooh, my OS has a first name...its A-M-I-G-A.... |
+-------------------------------------------------------------------------+

# 2916. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 23:11:54 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2owa@amiganet.xnet.com>
Source record: 20346

kesseler@arthur.crpht.lu (Georges Kesseler) writes:

>
>> Amiga 1200's cost 3 times as much, for a reason. Amiga 1200's are COMPUTERS.
>> Amiga CD^32s are GAME CONSOLES. Get the picture? You must be afully stupid
to
>> think that a CD32 game would be slower than an A1200 version.. The CD32
comes
>> with a CD-ROM (You know, the thing Jag owners can only dream of?) that can
rea
>d
>Hey, man! The CD-rom will be released soon...
>
>> off the disc at 300 KB per second..The CD^32 also has 2 megabytes of
high-spee
>d
>> 32-bit-wide memory..The Jag is stuck with nice 'n slow 16-bit memory. I dont
>> see your point--Oh, thats right, I forgot... Youre an idiot, therefore you
hav
>e
>> no point.
>Oh you bloody fucking idiot (sorry for the language)
>Here is the correct figure:
>The Jaguar also has 2 megabytes of high-speed 64-bit-wide memory..The CD32 is
>stuck with nice 'n slow 32-bit memory. I dont see your point--Oh, thats right,

Hahah, mind telling me how your 16-bit 68000 plans on addressing >>64 bit WIDE
memory<< (hah, even IF it existed!, which it dosent) much less 32-bit wide?

Whats your point?

I forgot... Youre an idiot, therefore you have no point.

```
+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| Ooooh, my OS has a first name...its A-M-I-G-A.... |
+-------------------------------------------------------------------------+
```

# 2917. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-23 23:13:10 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2owg@amiganet.xnet.com>
Source record: 20347

kesseler@arthur.crpht.lu (Georges Kesseler) writes:

>
>> Oh, I see.. A console like the CD32, which is capable of displaying 4 TIMES
as
>
>> many colors at even HIGHER resolutions than the Jaguar is "crappy and
outdated
>"
>>
>>
>> To say nothing of the fact that a CD32 can animate at that resoltuon, full
>> screen, in 262,144 colors. Yeah, I see your point. Your point is, youre a
>> completely clueless moron.
>Hmm, i think our beloved Idiot has got something terribly wrong. Now he claims

>that 262,144 is 4 times more than 16 Million.
>
>Mr. Idiot, we are talking about consoles here! You shurly have the Falcon-docs
>instead of the Jaguar one's :-)
>Go and inform yourself a bit before posting!
>
>Thanks.
>
>Georges.
>--
>Georges Kesseler
>Office: kesseler@crpht.lu
>Private: kesseler@restena.lu
>IRC: Gunstick

Your Jag has a PALETTE of 16.7 million. It cant display all of them at one
time. Only 65536.

The CD32 also has a PALLETE of 16.7 million, however, it can display 4x as many
colors simultaneously, and animate them, where the Jaguar cannot. 262,144
colors.

Go inform yourself before breathing any longer.

```
+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| Ooooh, my OS has a first name...its A-M-I-G-A.... |
+-------------------------------------------------------------------------+
```

# 2918. Re: HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 00:03:34 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov24.000334.1145@infodev.cam.ac.uk>
Source record: 20350

In article <2cthiu$ek2@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|>
|> All this talk of HAM8 is interesting... here's my personal opinion, and I
|> am curious to see what the Amiga users think of this...
|>
|> When doing professional audio, most musicians don't use MiniDisc or
|> DCC because they use lossy compression schemes. Never mind that few
|> people can hear the difference, because when you overdub or attempt
|> to do some kind of multitracking with 2 of them, you will get loss.
|>
|> Now imagine this:
|>
|> A user has a beautiful HAM8 image. If that user touches it up, or
|> say, adds another image "on top" of it, the internal data representation
|> of the added image, even if it is cut and pasted on top of the original
|> HAM8 image, if it is cut back out, may or may not be the same because
|> the pixel data may have been changed to make it work in the context
|> of the original HAM 8 image. So take someone who does a lot of video
|> work, who may wish to cut and paste between scenes, and I can see very
|> easily where, without careful planning, there is some "loss" involved
|> here.

A valid point. You get an effect similar to that of continually compressing and decompressing a JPEG, in that the picture slowly degrades in quality. What a lot of packges do is work with 24 bits internally, and use HAM as a display method.

|>
|>
|> To be fair, most images are stored in the "lossy" JPEG format, but there
|> is still a proliferation of TARGA and other 24-bit compatable formats
|> where the premium is on the accurate representation of the data, NOT
|> the size of the file. That being the case, I think that while HAM 8
|> has its uses, I believe that it is not a true substitute for a true
|> 24-bit display, especially when you consider how operations on a
|> HAM8 screen may (or optimistically, may not) alter the representation.

HAM is very good for displaying rendered/digitised pictures and animations (in the same way that JPEG and MPEG are good at storing them cheaply), because of it's memory usage and bandwidth. The best way to use it, as I've said, is to perform all your operations on a virtual 24 bit display, then just use HAM to display that data, rather than working directly on the HAM image in memory.

--
Chris Brown

---

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen

---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2919. Jaguar Add

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 00:13:24 UTC
From: foster@rufus.nsc.com
Message-ID: <1993Nov24.001324.21945@berlioz.nsc.com>
Source record: 20122

Yes, I did see a real live television add for the Atari Jaguar on Monday Nov. 22nd.

It had this group of teen age kids getting into an elevator and stopping at the 16th floor to see Sega and Nes and then proceeding to the 64th floor to see the Atari jaguar. With "Four times the playing power".

I know a few people who work at atari and the said that there will be three titles available with the release of the machine this Wednesday.

I have put down a 10% deposit at the Good Guys to pick mine up on Wednesday or Friday depending on when my San Jose outlet gets theirs from the main distributors.

My friends at atari me said that the beginning 50,000 units have already been sold, ( to stores that is ), so you consumers can still get yours.

Anyway, Just some info.

Paul

# 2920. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 00:27:06 UTC
From: syum@ucrengr.ucr.edu
Message-ID: <2cu9oq$c6k@galaxy.ucr.edu>
Source record: 20348

In article <2ct897$afu@cville-srv.wam.umd.edu>,
Charles Medley <cmedley@wam.umd.edu> wrote:
>
>Is this turning into a British vs. America taste war?

No, no war at all. Its Clayton Donely vs. the world. Unfortunately,
almost 99% of Clayton's statemets are purely ficticious! Of course
he won't admit it (or doesn't know... ignorance is bliss for some
people).

--
Sunny D. Yum (syum@ucrengr.ucr.edu) | Atari JAGUAR is coming!
Any opinions expressed are mine alone | December 10th is DOOMsday!

# 2921. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 00:30:47 UTC
From: syum@ucrengr.ucr.edu
Message-ID: <2cu9vn$c7q@galaxy.ucr.edu>
Source record: 20349

In article <cdonley.2orl@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>MORE idiocy... the Jaguar can display at most, 65536 colors simultaneously from
^^^^^^^^^^^^^^^^

Hey, the guy finally broke down and admitted it! Here's from the
horses's mouth: "MORE idiocy [follows]..." at least he's giving us
a warning now!

>a pallete of 16.7 million..
>
>The CD32 can display >262144< colors AND animate at that resolution, from a
>pallete of 16.7 million.

Uh, wake up pal. You were just discussing colors and now you're talking
about animation at a certain resolution. Whatthefuckareyoutalkingabout
and whothefuckcarescomingfromyou? Go away.

>Jag loses. Neeext...

Who's going to believe that, now, coming from a mental midget like
yourself?

--
Sunny D. Yum (syum@ucrengr.ucr.edu) | Atari JAGUAR is coming!
Any opinions expressed are mine alone | December 10th is DOOMsday!

# 2922. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 00:43:46 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2cuao2$ocl@harbinger.cc.monash.edu.au>
Source record: 20354

Charles Medley (cmedley@wam.umd.edu) wrote:
: >Phillipines that has been running 22,000 units per week since mid July, and
: >according to Commodore, theyre still having problems meeting the demand. Do
: >the math, 22,000 units per week since mid July--its now late November. About
: >half a million units.

: A high quality plant in the Phillipines... far superior manufacturing method
: than the IBM/Motorola deal Atari has, huh? :)

You should check out the reviews of the Ambra and PS/2 lines that
IBM produce. They're not exactly the best of the bunch when it comes
to reliability or performance, especially the Ambra. It's having a lot
of teething problems. Unless you want to say US robots are better
than robots in the Phillipines. Most of the US based hard-drive
manufactures assemble their units in Asia (Western Digital and Conner
do, and they make the fastest drives in the <500MB range).

: And let's look at quality and quantity... how many defects per 1000 units
: with this production method?

: And if so many peopel have CD-32... where are they on Internet? Or are we
: to assume they aren't capable of using it? :)

Most likely in Europe and the UK. Hate to tell you this, but if you
look at internet, you see'll its predominantly US-based. Try doing
a sample of the posters. Then look at the networks in Europe, which
are predominantly FidoNet and Janet (in the UK mainly). Internet is
not a good demographic cross-section of the population. I sure as
hell wouldn't be using it for cross-sectional panel data time series
analysis, unless I wanted to track what computer science and
electrical engineering students were doing, or mistakenly believed that
90% of the world's population were students.

: There were 1600+ messages in rec.games.video.misc on my site as of yesterday.
: Over 70% were related to the Jag and 3DO. less than 1% were related to
: the CD-32.

: I bet this moron doesn't even know what "multi-session" means for a CD-ROM. :)

Required for playing back of Kodak CD's because the index can be re-
written and the drive must be smart enough to look elsewhere for new
information.

: And the 30 titles are straight ports of A1200 games, making the console
: useless for those who'd care about it... prior Amiga owners...

Usually they include an audio CD track and extra levels, etc, just like
the PC CD-Rom games.

: The unit is 64 bit graphics/blitter/risc cpu, 32 bit sound/dsp, 16/32 68000.

Where did the 16/32 68000 come from? What does the 32 bit mean?

: Commode would do well to do SOME kind of marketing. No one in the USA knows the

Lucky the US isn't the only market in the world then?
We've got the rather crappy CD^32 ads over here in Australia. It's
okay compared to the Sega and Nintendo systems over here and
suprisingly Sega have reduced the price of their CD + console package
to under the CD^32 price point by A$100, wheras it used to be $300
over.

I'd prefer more honesty in advertising. Atari was found to be running a
campaign that was likely to mislead and deceive a reasonable consumer
over here in Australia by the advertising standards council.

- Jim

# 2923. Re: Atari jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 00:45:40 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2cuark$ocl@harbinger.cc.monash.edu.au>
Source record: 20355

Jason Robert Tokarz (jrt3@aber.ac.uk) wrote:
: I recently read that Atari has finally released their 64bit console.
: Do any one have the specs for it. I just interested in what sort of hardware
: it using.

You'll have to wait till after thanks-giving (if you know when that is?).
It's not meant to be out on the shelves until then. I've heard a rumor
that Paris and London were meant to be test markets, but 50,000 units
spread over 4 cities doesn't sound like a lot.

After thanks-giving we'll have a better idea of how it works and what
the games are like.

- Jim

# 2924. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 00:49:21 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov24.004921.30416@rchland.ibm.com>
Source record: 20357

In article <2cf0e152@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 21 Nov 93 21:25:38, Ricardo Hernandez Muchado wrote:
|>
|> RH> I like the Jaguar. But again, master Rickard jumps in, makes a quick
|> RH> conclusion, and looks like a true j*rk. Hey? How do you know whether
|> RH> the companies have made money or not on CD-32 games?
|>
|> Why not start with reading my posts?
|>
|> The stores earns NOTHING selling the CD32 .. NO PROFIT.

EVIDENCE? Or is it just 'I told myself so'

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2925. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 00:57:41 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov24.005741.27162@rchland.ibm.com>
Source record: 20360

In article <2cf14156@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 22 Nov 93 04:24:18, Ricardo Hernandez Muchado wrote:
|>
|> RH> I can't believe how ignorant you have become. ATARI originally said
|> RH> $200 WITH the included game. They said they had you rise it more because
|> RH> the game was costing more than they expected. Thanks.
|>
|> Proof?

Proof??? EXCUSE ME? BUT DON'T YOU EVEN TRUST ATARI?

PROOF FOLLOWS:

0------------------------------- (Sheesh Rickard, this shows you how misinformed you are!)

Ok, dudes, here it comes... the Genie online conference concerning the Jag's rollout. Finally...

Here is an unofficial transcript of Bob Brodie's "Dateline: Atari" November 4, 1993, the day of the Jaguar rollout! This file has not been edited except to remove unneccessary items and to make it more visually appealing (and readable).

<[HoST] ST.LOU>
This is the night we've been eagerly anticipating ... the official Jaguar roll out from New York City with a live report on the news conference held just two hours ago.
As usual for our Dateline Atari RTC's, our special guest is the Director of Communications, Bob Brodie. Despite a very hectic and exciting day, Bob has chosen to give GEnie users the first accounts of this evening's news conference.
Elsewhere in the Atari ST RoundTable there is growing excitement about the Jaguar, the host of new game developers and the unbelievable climb of Atari stock which hit a high of 12 1/8 today!
Now, without further ado, heeeeeeeere's Bob!

[stuff deleted]

<[ScottJ] S.CORLEY1>
Bob, why did Atari raise the list price of the Jaguar by $50? Also
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
do you have any idea of the price that Jaguar games will sell for?
Thanks. GA.

<[Bob & Ron] BOB-BRODIE>
To cover the cost of the included game, which was a bit more than
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
we had expected it to be. The price of the games will be in the
49-89 range, depending on the title, and the developer. ga

<[Andy] L.SMITH70>

[stuff deleted]

---------- end of excerpt

Now 'Master Rickard' are you going to tell me that I made it up?

|>
|> RH> They got CD quality sound you know...
|>
|> :-) .. yeah .. which they will have to turn off every time they're loading from
|> disc ...

Yep. I guess all cartridges games play music when decompressing information
and 'going to the next' level.

|>
|> RH> About the A1200-> Stefan Boberg - Team 17 game Amiga developer. He has
|> RH> more
|> RH> information about you and I combined (or should I say only 'I' as it shows
|> RH> that you are basically clueless).
|>
|> Yep .. no figures/sources from you either .. seems NOONE can back the
|> sales-claims up ..

Well, I think Stefan is a reliable source, you know.

|>
|> RH> Yes, if we consider you to be the liar.
|>
|> Proof?

Do I need it? Read above, I just proved it.

|>
|> RH> True to a certain extent, although I would like to see how the Sega CD
|> RH> 'does it'.
|>
|> Same as the SNES; special hardware ... (a DSP really)
|>
|> RH> |> BTW, stores aren't earning any money selling the CD32 - no profit - do
|> RH> you
|> RH> |> think they WAN'T to sell it then?
|> RH>
|> RH> How do you know that?
|>
|> 'coz I happen to know quite a few .. :-)

Talking about *REALLY STATING PROOF* Rickard, again, it's not the Sun around there, it's the Earth around the Sun.

```
|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>
```

```
--
------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 2926. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 01:00:40 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov24.010040.22358@rchland.ibm.com>
Source record: 20361

In article <KENDALL.93Nov23005535@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <cdonley.2oes@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley)
writes:
|> >
[stuff deleted]

|> Hmm... a few images, eh?
|>
|> Imagine yourself in front of a { jag, 3DO - pick one }. You see one
|> image being scaled and rotated before you.
|>
|> All of the sudden, the image splits and there are two. Then 20. Then
|> 100. Then over a thousand, and you've lost track of the images. Some
|> of them are transparent, some show the lights of distant moons shining
|> on them. Some are being pulled and distorted in ways that are beyond
|> your comprehension.
|>
|> Then you look back at the Amiga. The image splits into two, then
|> four, and... GURU.
^^^^^^^^^^^^^^^^^^^

HA HA HA HA HA! I have to admit, Kendall, this was really a good
joke. Hey, I accept it! ;-)

Just in case though, I doubt you 1 thousand figure, but then
the other guy wasn't realistic either :-)

[stuff deleted]

|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2927. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 01:20:25 UTC
From: leigh@twain.ucs.umass.edu
Message-ID: <2cucsp$hj5@nic.umass.edu>
Source record: 20356

Clayton Donley (cdonley@amiganet.xnet.com) wrote:

:Oh, I see.. A console like the CD32, which is capable of displaying 4 TIMES as
:many colors at even HIGHER resolutions than the Jaguar is "crappy and outdated"

Yes, the CD32 can do higher resolution, none of which our televisions will be
able to display. Whoopie!

By the way, where did you get this 4x more colors bullshit? The Jaguar's
colors are limited only by the screen resolution. 16.7 million >> 262,144.

:To say nothing of the fact that a CD32 can animate at that resoltuon, full
:screen, in 262,144 colors. Yeah, I see your point. Your point is, youre a
:completely clueless moron.

I think those who have read your posts know exactly WHO the clueless moron is.

--
Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
------------------------------------------------------ || /\ || //
If you would hallucinate the comprehension of the matter || //\\ ||<<
more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\

# 2928. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 01:24:00 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov24.012400.7612@rchland.ibm.com>
Source record: 20362

In article <2crluh$53o@nic.umass.edu>, leigh@twain.ucs.umass.edu (Leigh A. Knowlton) writes:
|> Clayton Donley (cdonley@amiganet.xnet.com) wrote:

[stuff deleted]

|> Remember, this is our friend Clayton Donley who masturbates to his Amiga,
|> posting idiotic and uninformed posts about the game machines, gourad shading,
|> etc. He is so ignorant that he actually gives us an even _worse_ image of
|> Amigaoids.
|>
|> Clayton: Your posts are a waste of bandwidth. Shut up.
|>
|> --
|> Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
|> ------------------------------------------------------ || /\ || //
|> If you would hallucinate the comprehension of the matter || //\\ ||<<
|> more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\

I agree with you Leigh. On the other hand, you have said
what I think about Rickard exactly too.... :-)

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2929. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 01:27:19 UTC
From: leigh@twain.ucs.umass.edu
Message-ID: <2cud9n$hj5@nic.umass.edu>
Source record: 20358

Clayton Donley (cdonley@amiganet.xnet.com) wrote:

:MORE idiocy... the Jaguar can display at most, 65536 colors simultaneously from
:a pallete of 16.7 million..

:The CD32 can display >262144< colors AND animate at that resolution, from a
:pallete of 16.7 million.

AS _ALWAYS_, YOU ARE WRONG. The Jaguar does have _a_ graphics mode which only
displays 65536 colors. However, every resolution also has a 24-bit mode.
The Jaguar in NOT limited by 65536 colors.

These are words repeated all over rec.games.video.misc. They have been
repeated by Atari itself, actual Jaguar programmers, and casual observers.

SHUT THE FUCK UP.

--
Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
------------------------------------------------------- || /\ || //
If you would hallucinate the comprehension of the matter || //\\ ||<<
more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\

## 2930. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 01:34:18 UTC
From: leigh@twain.ucs.umass.edu
Message-ID: <2cudmq$hj5@nic.umass.edu>
Source record: 20359

Clayton Donley (cdonley@amiganet.xnet.com) wrote:

: Your Jag has a PALETTE of 16.7 million. It cant display all of them at one
: time. Only 65536.

You keep saying this. YOU ARE WRONG.

: The CD32 also has a PALLETE of 16.7 million, however, it can display 4x as many
: colors simultaneously, and animate them, where the Jaguar cannot. 262,144
: colors.

Yes, the Jaguar CAN animate in 24-bit color. And it can do it a hell of a lot
better than your wimpy CD32 since the CD32 doesn't even have 24-bit color.
BWAHAHAHAHA.

: Go inform yourself before breathing any longer.

Maybe you should take your own advice. Naw, you're too busy beating off to
your Amiga.

--
Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
---------------------------------------------------------- || /\ || //
If you would hallucinate the comprehension of the matter || //\\ ||<<
more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\

## 2931. Jaguar? Where is it?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 02:00:37 UTC
From: davidh@iowa.viewlogic.com
Message-ID: <CGz493.601@viewlogic.com>
Source record: 20364

I live in the SF Bay area and have called CompUSA, Toys-R-Us, The Good Guys, Frys Electronics, Circuit City asking for the Jaguar..... Nothing!!! So, what store(s) is going to carry it??? (Toys-R-Us said "we`re not going to carry anything from Atari.")

If anyone's really got a clue, please post it.

Thanks

# 2932. Re: Proof at last!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 02:43:47 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2cuhp3$2fl@darkstar.UCSC.EDU>
Source record: 20363

In <cdonley.2orl@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:

>MORE idiocy... the Jaguar can display at most, 65536 colors simultaneously from
>a pallete of 16.7 million..

Clayton Donley is a complete fool! He reeeally shot himself in the foot
that time! Thank you, I could never have summed up your level of knowledge
on the subject in a more complete way...

~Chris

# 2933. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 03:10:05 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2cujad$36d@darkstar.UCSC.EDU>
Source record: 20365

In <2cuao2$ocl@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>: The unit is 64 bit graphics/blitter/risc cpu, 32 bit sound/dsp, 16/32 68000.

>Where did the 16/32 68000 come from? What does the 32 bit mean?

The 68000 has always been 16 bit /32 bit. according to a book I have, the registers are 32 bits wide. In fact, the letters ST for the atari series mean SIXTEEN/THIRTY TWO and the TT stands for 32/32.

~Chris

>- Jim

# 2934. Re: HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 03:13:26 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2cujgm$372@darkstar.UCSC.EDU>
Source record: 20366

In <1993Nov24.000334.1145@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:

>A valid point. You get an effect similar to that of continually compressing and
>decompressing a JPEG, in that the picture slowly degrades in quality. What a lot
>of packges do is work with 24 bits internally, and use HAM as a display method.

WHich is why I'd rather have 16 bit true (direct, whatever) color, since
the lossyness fo 16 bit color is the least significant bits, but HAM-8 might
actually dramatically change a pixels value (i.e. proghter or darker than
necessary, more green percentage wise than it should be, etc...)

~Chris

>--
>Chris Brown

>-------------------------------------------------------------------------------
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>-------------------------------------------------------------------------------

>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 2935. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 05:05:02 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CGzCsF.GI3@news.Hawaii.Edu>
Source record: 20367

Charles Medley (cmedley@wam.umd.edu) wrote:
:In article <CGxq01.LJM@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
:#Well, here's my point:

:#Donley claims the Jag is not as good as CD-32 because it lacks a CD-ROM.
:#Never mind that you can add one later, and still come close to CD-32's
:#price, with the prospect of even better performance....

If I was to buy a games console now it would have to have a CD-ROM
available with it. Not something that will/might show up later. If in 6
months, the Jaguar does have the CD-ROM available then it'll be in
contention with my choices of games console. If it isn't around by then,
well it's out of contention with my buying choices. If people want to
stick to catridge base for awhile then that's their choice. My choice is
CD-ROM.

:#Now, let's say Donley is right, and the CD-ROM is "all that"... well,
:#what good is that device if the games being ported are all able to
:#fit on a cartridge anyways? I've seen 3DO games, and in the case of
:#the title that comes with it (Crash 'N Burn), I know Sega or SNES would
:#be hard pressed to put something like that on a cart. The Jaguar's
:#carts are higher capacity, and could do it (or at worse, come very close!)
:#and have no "load time" involved.

That's if the games being put on CD-ROMs can fit on a catridge. In my
experience the majority of stuff coming out on CD-ROMs will not fit on a
catridge. I've seen Crash 'N Burn, nice, but I don't really go for racing
games. Not my type of fun, sorry.

:#So I'm wondering... what good is this advantage until software comes
:#out that demands the added storage?
:#Price isn't a factor... the games cost as much as cart titles.
:#Speed is slower than a cart.
:#Storage... well... if it's not being used, it's a waste.

The software that's been coming out for CD32 CD-ROM disks can't be piled
into a catridge without losing a lot of other things that enhances the game.
Given your words, what good is the Falcon advantage if software that comes
out that demands the added storage isn't available?

I think the stages for Jaguar software development will follow along
something of these lines, IMHO:
For Atari to provide a catridge based system will only insure
that developers will have to squeeze down the size of the code to fit on
the catridge. That's going to leave the Falcon with an initial slew of
catridge games that will not be showing off everything the Falcon has to

give until a CD-ROM player comes out.

This also, brings into question the next phase of software development. For awhile developers will be still producing games for the Jaguar on catridges, even after the CD-ROM becomes available since the catridge based consoles will be their low-end until a larger number of CD-ROM units are sold.

Third phase, the Jaguar will be seeing many ports of catridge based games to CD-ROM disks so, it'll be facing the same thing as the A1200 -> CD32 ports. Most of those CD-ROM ports will carry extra sound, levels, etc.

The last phase is that the Jaguar will begin seeing more games being available on CD-ROM and shows off the capabilities of the Jaguar.

Because of Atari providing a catridge based console, it'll take the Jaguar a much longer time in reaching the final phase of software development than if they had initially came out with a CD-ROM based console.

:#I'm not saying CD-32 is a bad system, only that it's ridiculous for
:#anyone to claim it can stomp on the Jaguar.

Well, I'm not saying that the CD32 is the best on the market, but it is better than the Nintendo/Genesis systems. It also has a good initial price and has been showing a lot of developer support. I believe C= stated about 75 CD32 titles should be out by end of this year. I wouldn't claim that the CD32 will stomp the Jaguar as each has their merits. Same goes for the 3DO though I still don't like that price tag.

:#(in fact, i really don't think it will be able to compete with Jag
:# in the marketplace because of the keywords "64-bit" and the 24-bit
:# video...)

Remains to be seen.

:#>Another developer had stated their Pinball Illusions or with it Fantasies,
:#>whatever, will come out more levels for the CD32 version than the Amiga
:#>version.
:#>
:#Not to be too inflammatory, but if only one title shows marked improvement
:#over the A1200 version, what is the purpose of CD-32?

Geez, that was only used as an example of what I had posted earlier about. One title doesn't mean that's all, did you want a listing of what every developer said they are planning on?

--

jimmy@uhunix.uhcc.hawaii.edu

# 2936. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 05:58:27 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov23235827@great-gray.owlnet.rice.edu>
Source record: 20368

In article <cdonley.2orl@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
MORE idiocy... the Jaguar can display at most, 65536 colors simultaneously from a pallete of 16.7 million..

The CD32 can display >262144< colors AND animate at that resolution, from a pallete of 16.7 million.

Jag loses. Neeext...
---

Wrong again, Clayhead. The Jaguar has real twenty-four bit color.
Since your mommy won't let you touch expensive things like calcuators yet, let me explain that that means 16 Million colors.

As long as we are making things up, let me take this opportunity to state that the CD-32 has 8-bit color, and has sold only one machine to an elderly lady in Tibet.

>
>)
>)To say nothing of the fact that a CD32 can animate at that resoltuon, full
>)screen, in 262,144 colors. Yeah, I see your point. Your point is, youre a
>)completely clueless moron.
>)
>
>I doubt it is powerful enough to do half of a "squishy bears"
>multimedia title, much less a game more complex than Tetris.
>
>Hmm, pulling out all stops, I attempt to find an argument that is
>understandable to Claybrain... suddenly, from the depths of the mind,
>an answer...
>
>I know you are, but what am I? NYAA
>--
>---> Kendall Gelner (kendall@rice.edu)

I see my final argument was effective and undenyable.

--
---> Kendall Gelner (kendall@rice.edu)

# 2937. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 08:34:46 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov24023446@great-gray.owlnet.rice.edu>
Source record: 20373

In article <cdonley.2ow4@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>
>> Now, considering that the old Amigas have like 1/4th the CPU speed and 50% les
>s
>> bandwidth horsepower as the CD^32's AGA chipset, it would be only true to say
>> that CD32 could do it better, AND faster.
>With that you get ONE picture rotating. With SNES you get ONE picture rotating
>AND projected in 3D (well u can do more...). With 3DO/Jaguar you get loads of
>pictures rotated and 3D-projected.

Did I infer that that was all an Amiga could do, is just one? Ive got a demo on my hard drive that allows the user to mouse-control the rotation of a cube, with each side of the cube having a different graphic image.. The rotation of the cube is controlled in realtime, 50 FPS. This, on a machine 1/4th the CPU horsepower of a CD32, and 1/2 the graphics bandwidth. An Amiga is an Amiga, my friend.. :)
---

And that is the whole problem with the CD-32.
Extrapolating your figures in the kindest possible way gives you:

6 faces at 50 fps * 2 * 4 = 48 faces at 50 fps
= 96 faces at 25 fps
= 192 faces at 12.5 fps

I'm so nice, I'll give you 400 faces at 12.5 fps (though I honestly doubt the CD-32 could handle that).

The Jag and 3DO eat this figure alive, measuring the number of faces they can manage in the THOUSANDS. Perhaps you do not grasp it yet but the Jag and 3DO offer a quantum leap in 3d graphic performance, to admit otherwise is to shut your eyes to the TRUTH.

Also, I don't suppose you were doing those rotations on a machine with fast ram, were you? Don't forget the CD-32 comes with only chip-ram, and from the billions of discussions on this very base we realize it takes almost a %50 performance hit with only chipram.

>
>Advantage of the cd32: you can have a series of pictures directly read in from
>the CD. But is there a CinePak/Mpeg decoder build in in ~standard~ ?

Who needs MPEG to do that? all an Amiga CD32 has to do is load an .ANIM8 file into its 2 meg of highspeed 32-bit wide memory, and play the animation directly

out of that, in 262144 colors..Meanwhile, since the CD32 can multitask internally, it can pull up more graphics data from the CD and have -IT- ready to go when its time to be played. Ive been doing that on my Amiga 2000 already for years.

---

What you do need MPEG for is if you want to measure video you can fit on a CD in hours instead of seconds.

--
---> Kendall Gelner (kendall@rice.edu)

# 2938. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 08:37:21 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov24023721@great-gray.owlnet.rice.edu>
Source record: 20374

In article <cdonley.2owa@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>> no point.
>Oh you bloody fucking idiot (sorry for the language)
>Here is the correct figure:
>The Jaguar also has 2 megabytes of high-speed 64-bit-wide memory..The CD32 is
>stuck with nice 'n slow 32-bit memory. I dont see your point--Oh, thats right,

Hahah, mind telling me how your 16-bit 68000 plans on addressing >>64 bit WIDE memory<< (hah, even IF it existed!, which it dosent) much less 32-bit wide?

Whats your point?

I forgot... Youre an idiot, therefore you have no point.
---

Well, when you finally manage to pass kindergarden, in the 1st grade they teach you that it is easy to access memory 16 bits at a time. I would explain it to you, but that would be a waste of my time (nothing is apparently a waste of yours...)

--
---> Kendall Gelner (kendall@rice.edu)

# 2939. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 08:40:00 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2cv6l0INN7sk@tom.rz.uni-passau.de>
Source record: 20371
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1993Nov18.193920.27187@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
>800*600, 78Hz interlaced. What update frequency is your Falcon doing at that res?
>I can aslo get 784*550 non interlaced. and 800*600 interlaced at over 90Hz
>(although not in 256 colours)

The F030's video chip has a limit of 33 megs/second. Subtract Vblanks
and you usually have ~26 megs/second.

You can set the screen resolution to any value with x/16=int(x/16) and
y/16=int(y/16). I had it set to 800*608@54 Hz (256 colours) and decided
it flickered too much. Then I chose 7xx*5xx@66 Hz. As I only have a
NEC3D, I couldn't set the refresh rate higher than 800*608*60Hz (16 colours).
I am using BlowUp030 Hard II, the software only version gives less, but
not very much less, if you have a NEC3D (MUCH less if you have a NEW
Multiscan). With the NEC3D, I was also able to set the 16 bit mode to
800*608 (~60 Hz interlaced, this is a 20kHz mode), and to 5xx*3xx@66 Hz.
Oh, btw: I also use 1024*768@87 Hz interlaced (16 colours, monitor limit)
and 896*6xx@87 Hz interlaced (256 colours, F030 limit).

The parameters for the 16 colour modes are also valid for 2 and 4 colour modes,
only the memory usage is different (and this makes the 4 colour mode
virtually worthless, IMHO).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 2940. Re: Atari jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 08:42:05 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov24024205@great-gray.owlnet.rice.edu>
Source record: 20375

In article <2cuark$ocl@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
You'll have to wait till after thanks-giving (if you know when that is?).
It's not meant to be out on the shelves until then. I've heard a rumor
that Paris and London were meant to be test markets, but 50,000 units
spread over 4 cities doesn't sound like a lot.

After thanks-giving we'll have a better idea of how it works and what
the games are like.
---

Actually, a number of people in rec.video.games.misc have now reported
getting thier Jags at babbages... Unfortunately, I mail ordered mine,
so even if the shipped it out this monday I'll have to wait a week or
so... Ack!!

--
---> Kendall Gelner (kendall@rice.edu)

# 2941. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 09:04:03 UTC
From: <>
Message-ID: <2cv823$190g@info2.rus.uni-stuttgart.de>
Source record: 20372

In article <KESSELER.93Nov23180100@arthur.crpht.lu> kesseler@arthur.crpht.lu (Georges Kesseler) writes:
>How was the jaguar rated? I remember something with 'too many colors' :-)

They have just ignored the Jaguar so far! I think this is caused by Atari's policy only to inform american press members about their new machine.
The second games magazine ("ASM") has puplished a big article about the Jaguar (they where impressed - but nothing really new).

Ciao, Heiko.

+-----------------------------------------------------------------------------+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+-----------------------------------------------------------------------------+

# 2942. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 10:44:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf33b06@troed.ct.se>
Source record: 20308

In a message of 23 Nov 93 20:23:20, Gerry Mon wrote:

GM> Think about it. If someone can make a 32-bit 68030 talk to 16-bit
GM> wide memory (as in the Falcon and Mac LC II), then it should be
GM> possible to do the opposite (i.e. allow a 16-bit 68000 to talk to
GM> 64-bit wide memory).

Error .. the memory in the Falcon is 32bit.

(The datapath may be 16, but the memory is 32, and is used as such by all the
other chips)

GM> By the way, are you for real? I hope you realize that your actions
GM> are having the opposite effect. Because of you, I'm sure a lot of
GM> people won't even consider a CD32 now...

Exactly .. but he's very funny .. :-DDD

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2943. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 10:48:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf33c1a@troed.ct.se>
Source record: 20309

In a message of 24 Nov 93 01:49:21, Ricardo Hernandez Muchado wrote:

RH> EVIDENCE? Or is it just 'I told myself so'

Easy, call up a swedish "hey babe give me the number to xxxxx" service, then ask for the number to "Spelbutiken" (Gamesstore) in H¿ssleholm, tell them I sent you and they'll be happy to tell you that they HAVE NO PROFIT selling the CD32, and that they HAVEN'T SOLD A UNIT yet!

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2944. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 10:52:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf33cfa@troed.ct.se>
Source record: 20310

In a message of 24 Nov 93 01:57:41, Ricardo Hernandez Muchado wrote:

RH> |> RH> I can't believe how ignorant you have become. ATARI originally
RH> |> RH> $200 WITH the included game. They said they had you rise it more
RH> |> RH> the game was costing more than they expected. Thanks.
RH>
RH> Proof??? EXCUSE ME? BUT DON'T YOU EVEN TRUST ATARI?

Yes, but you don't seem able to read!

RH> <[ScottJ] S.CORLEY1>
RH> Bob, why did Atari raise the list price of the Jaguar by $50? Also
RH> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
RH> do you have any idea of the price that Jaguar games will sell for?
RH> Thanks. GA.
RH>
RH> <[Bob & Ron] BOB-BRODIE>
RH> To cover the cost of the included game, which was a bit more than
RH> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
RH> we had expected it to be. The price of the games will be in the
RH> 49-89 range, depending on the title, and the developer. ga

They raised the price to cover the cost of the extra game, which is EXATLY what
I wrote!

(Jaguar $200, game $50 = $250!!!!!!!)

The price of the Jaguar has NOT been raised, they've included a game!

RH> Now 'Master Rickard' are you going to tell me that I made it up?

Yep!

RH> Yep. I guess all cartridges games play music when decompressing
RH> information
RH> and 'going to the next' level.

Decompressing is done on the fly in the Jaguar, you'll have PLENTY of CPU time
left for music .. ;)

RH> |> Yep .. no figures/sources from you either .. seems NOONE can back the
RH> |> sales-claims up ..
RH>
RH> Well, I think Stefan is a reliable source, you know.

He hasn't presented me with a source.

```
+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 2945. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 11:30:22 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov24123023@arthur.crpht.lu>
Source record: 20376

> What you're missing is that the ports from A1200-->CD32 are literally
> ports of games, with no enhancments (or very few at best!) whereas the
> ports for Jaguar that "rehash" old titles are redone, and recoded to
> show off the Jaguar.
>
> For example, look at Tempest 2000. This game will offer both a clone
> of the original arcade game and an enhanced game that is different. This
> will probably satisfy die hards who always wanted this vector monster
> while also wowing those who never saw the original.
Tempest on a home console. Wow, is this the only conversion or have there been
others (on computer or console)? I would like to play that again...
But I'll miss the steering knob :-)

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2946. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 13:19:58 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov24141958@arthur.crpht.lu>
Source record: 20377

> >> and rotating/zooming in and out of them in real time..
> >That's exactly what I mean.
> >How many colors did that picture have? One? I wonder how you could rotate a 4
> >plane picture.
>
> Hah! 4096 color images, ive seen one demo do, but normally the
> realtime-rotation demos feature 32 color logos. I can rotate a 1-bitplane
> graphic imagine in a paint program, thats nothing to spout about.
Hah! In a paint program with perhaps 10FPS :-)
WHAT IS THE NAME OF THAT DEMO, I WANT TO SEE IT !!!!!!!!!!!!!!!!!
Because I have a demo on my harddisk showing 128 texturmapped 3D projected
and rotated polygons in 30FPS. But I won't show it to you because you would
say: 'Ah yes, like that you can do it'. Btw, it's mouse controllable and on
a Falcon.

> >> As it zooms into the graphic image, it rotates, you zoom out, its still
> >> rotating.. Its quite cool.
> >I would like to see that demo. Where can I get it?
> >Remember that demo-writing the the art of cheating a lot. Most demo-routines
> >are completely unusable for games. That's why demos always look far better
> >(technically speaking) than games.
>
> Sometimes they do. Often times what I see in Amiga eurodemos' I end up seeing
> popped up in games about 6 months later...Copper plasma, Glenz-vectors,
> realtime rotation & zoom..
During the game you see plasmas, glenz, rotations? I only see that during the
intro or highscores. To do that in a game is virtually impossible, or only with
slowdown in the game.

> >> that CD32 could do it better, AND faster.
> >With that you get ONE picture rotating. With SNES you get ONE picture rotating
> >AND projected in 3D (well u can do more...). With 3DO/Jaguar you get loads of
> >pictures rotated and 3D-projected.
>
> Did I infer that that was all an Amiga could do, is just one? Ive got a demo on
> my hard drive that allows the user to mouse-control the rotation of a cube,
> with each side of the cube having a different graphic image.. The rotation of
> the cube is controlled in realtime, 50 FPS. This, on a machine 1/4th the CPU
> horsepower of a CD32, and 1/2 the graphics bandwidth. An Amiga is an Amiga, my
> friend.. :)
Can you give me that demo so that I can have a look on my own??? If you say
you have a 1vbl texturemapped cube, I want to see it! The only mapped cube I
saw on Amiga was long ago and had only 5-10FPS.
A mapped cube on falcon is about 20-30FPS and this is on a chuncky grafix card.
Don't tell me a 68000 can do texturemapping in 1vbl without having a

chunky to planar converter.

> >Advantage of the cd32: you can have a series of pictures directly read in from
> >the CD. But is there a CinePak/Mpeg decoder build in in ~standard~ ?
>
> Who needs MPEG to do that? all an Amiga CD32 has to do is load an .ANIM8 file
> into its 2 meg of highspeed 32-bit wide memory, and play the animation directly
> out of that, in 262144 colors..Meanwhile, since the CD32 can multitask
> internally, it can pull up more graphics data from the CD and have -IT- ready
> to go when its time to be played. Ive been doing that on my Amiga 2000 already
> for years.

This has nothing to do with multitask on the CD32. But you are right, the big advantage of a CD based system is the possibility to play animations. But these animations are often limited and you will get a lousy Dragons Lair gameplay if you want to use those films as a gameplatform.

> | Ooooh, my OS has a first name...its A-M-I-G-A.... |

Aha, changed the void into something ...

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2947. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 13:22:58 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov24142258@arthur.crpht.lu>
Source record: 20378

> >The Jaguar also has 2 megabytes of high-speed 64-bit-wide memory..The CD32 is
> >stuck with nice 'n slow 32-bit memory. I dont see your point--Oh, thats right,
>
> Hahah, mind telling me how your 16-bit 68000 plans on addressing >>64 bit WIDE
> memory<< (hah, even IF it existed!, which it dosent) much less 32-bit wide?
>
I think I explained that in another post, so you should know now how that is
possible.

Even the TT's memory is 64bit organized, and the 68030 has only 32bit. How
do you thing that is possible???

> I forgot... Youre an idiot, therefore you have no point.
I forgot... Youre an idiot, therefore you have no point.

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2948. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 13:34:33 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov24143433@arthur.crpht.lu>
Source record: 20379

> |> Then you look back at the Amiga. The image splits into two, then
> |> four, and... GURU.
> ^^^^^^^^^^^^^^^^^^
>
> HA HA HA HA HA! I have to admit, Kendall, this was really a good
> joke. Hey, I accept it! ;-)
>
> Just in case though, I doubt you 1 thousand figure, but then
> the other guy wasn't realistic either :-)
Why not. The abandoned Panther project had already 1000 (or was it unlimited)
number of polygons on screen. It was dumped because the Jaguar is better. The
Panther was a 32bit engine.

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2949. Re: HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 13:45:08 UTC
From: cmedley@wam.umd.edu
Message-ID: <2cvoh4$epk@cville-srv.wam.umd.edu>
Source record: 20380

In article <1993Nov24.000334.1145@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>
>A valid point. You get an effect similar to that of continually compressing and
>decompressing a JPEG, in that the picture slowly degrades in quality. What a lot
>of packges do is work with 24 bits internally, and use HAM as a display method.
>

Well this is where I'm not sure of the benefits of HAM8 for some uses.

If the program is using a 24-bit representation somewhere else, it is probably kept somewhere other than chip RAM, and it's going to be very large for a decent sized screen. So that negates the beauty of HAM8 as a RAM efficient scheme for displaying hundreds of thousands of colors.

If, on the other hand, we stick to using the 8-bit representation, then we can get this lossy effect I described in the first posting.

This is, I think, the basis for the claims that HAM8 isn't so great for animation... I think this may indeed be the case for, say, some video games and any video packages that would allow cutting and pasting between two images.

(can anyone here believe we have just had the first intelligent series of postings to discuss an Amiga in an advocacy group? :) )

# 2950. Re: HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 13:49:34 UTC
From: cmedley@wam.umd.edu
Message-ID: <2cvope$eq0@cville-srv.wam.umd.edu>
Source record: 20381

In article <2cujgm$372@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>In <1993Nov24.000334.1145@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown)
writes:
>
>>A valid point. You get an effect similar to that of continually compressing and
>>decompressing a JPEG, in that the picture slowly degrades in quality. What a lot
>>of packges do is work with 24 bits internally, and use HAM as a display method.
>
>WHich is why I'd rather have 16 bit true (direct, whatever) color, since
>the lossyness fo 16 bit color is the least significant bits, but HAM-8 might
>actually dramatically change a pixels value (i.e. proghter or darker than
>necessary, more green percentage wise than it should be, etc...)
>
> ~Chris

Well, to be fair to the Amiga AGA advocates... they do have the capactiy to
display an image with more color. I would hazard a guess that their claims
that they have nearly perfect renditions of images converted from 24-bits
is probably true.... however, I do doubt they could do losless image
manipulation involving combinations of images that began life as 24-bit
images.

But... while the Falcon's 65536 color mode is losless.... it's also
"only" 65536 colors. In some ways, it's more accurate as it would
only lose the least significant bits of color, but... can't the same
argument be made for a 256 color display?

I think the A1200 would kill us with images that have aliasing... HAM
would naturally smooth it out... however, that same effect may not
be so desirable (in my opinion) for other applications.

I'm interested in hearing about how they use the 64 base colors to
keep things from getting blurred.... because I can't imagine how
that algorithm would work in a paint package where the user may
choose from any of 16.8 million colors....

# 2951. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 14:00:57 UTC
From: cmedley@wam.umd.edu
Message-ID: <2cvpep$f2h@cville-srv.wam.umd.edu>
Source record: 20382

In article <CGzCsF.GI3@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>Charles Medley (cmedley@wam.umd.edu) wrote:
>:In article <CGxq01.LJM@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>:#Well, here's my point:
>
>:#Donley claims the Jag is not as good as CD-32 because it lacks a CD-ROM.
>:#Never mind that you can add one later, and still come close to CD-32's
>:#price, with the prospect of even better performance....
>
>If I was to buy a games console now it would have to have a CD-ROM
>available with it. Not something that will/might show up later. If in 6
>months, the Jaguar does have the CD-ROM available then it'll be in
>contention with my choices of games console. If it isn't around by then,
>well it's out of contention with my buying choices. If people want to
>stick to catridge base for awhile then that's their choice. My choice is
>CD-ROM.
>
>:#Now, let's say Donley is right, and the CD-ROM is "all that"... well,
>:#what good is that device if the games being ported are all able to
>:#fit on a cartridge anyways? I've seen 3DO games, and in the case of
>:#the title that comes with it (Crash 'N Burn), I know Sega or SNES would
>:#be hard pressed to put something like that on a cart. The Jaguar's
>:#carts are higher capacity, and could do it (or at worse, come very close!)
>:#and have no "load time" involved.
>
>That's if the games being put on CD-ROMs can fit on a catridge. In my
>experience the majority of stuff coming out on CD-ROMs will not fit on a
>catridge. I've seen Crash 'N Burn, nice, but I don't really go for racing
>games. Not my type of fun, sorry.
>

Well, what games being released for the CD-32 that are ports of A1200 games
can NOT fit on a few floppy disks?

And given that the Jag's cartridges are able to hold as much as (at least)
4 or 5 of the A1200's double sided, double density (880k) disks, why would
such a game not be able to fit on a Jaguar cartridge?

So I think the catch is... right now, the games for the CD-32 are ports
of A1200 games that were distributed on floppy. I've heard of 4 and 5 disk
games... so that's about 4MB.

4MB will fit on a Jaguar cartridge... so... why make the consumer pay
for a CD that they don't need? Like I said, no one has charged
any less (yet) for a CD game than for a catridge game... except Phillips

CD-I, and that's an effort to move machines with cheap software.

>:#So I'm wondering... what good is this advantage until software comes
>:#out that demands the added storage?
>:#Price isn't a factor... the games cost as much as cart titles.
>:#Speed is slower than a cart.
>:#Storage... well... if it's not being used, it's a waste.
>
>The software that's been coming out for CD32 CD-ROM disks can't be piled
>into a catridge without losing a lot of other things that enhances the game.
>Given your words, what good is the Falcon advantage if software that comes
>out that demands the added storage isn't available?
>

What things are you talking about that won't fit on a cartridge but
can fit on a CD-ROM?

These games were originally on the Amiga 1200. So what you're saying
is that the "frills" that are added on make the games for CD-32
better than the A1200 versions?

And what are you talking about the Falcon for? How does storage relate
to an Atari computer? It can use CD-ROMs, hard drives, etc. etc...
and comes with a high density floppy...

>I think the stages for Jaguar software development will follow along
>something of these lines, IMHO:
>For Atari to provide a catridge based system will only insure
>that developers will have to squeeze down the size of the code to fit on
>the catridge. That's going to leave the Falcon with an initial slew of
>catridge games that will not be showing off everything the Falcon has to
>give until a CD-ROM player comes out.
>

The cartridges can hold up to 40 Mb (and this could be either megabytes or
megawords or, at worst, megabits) of data.

Say it's mega"bits". That's 5MB.

That's more than 5 floppy disks for an A1200 game.

Now, if CD-32 games are just reissued ports of A1200 games, how many do
you think are going to exceed that size?

Are they going to show off the CD-32's power?

>This also, brings into question the next phase of software development.
>For awhile developers will be still producing games for the Jaguar on
>catridges, even after the CD-ROM becomes available since the catridge based
>consoles will be their low-end until a larger number of CD-ROM units are
>sold.
>

This is an assumption. CD units for the Jaguar have already been shown in final form, and I would counter your negative assumption with the positive one that they have them in developer's hands already.

In fact, Atari did state the CD unit won't ship until they have a base of software for it to make it worth purchasing.

>Third phase, the Jaguar will be seeing many ports of catridge based games
>to CD-ROM disks so, it'll be facing the same thing as the A1200 -> CD32
>ports. Most of those CD-ROM ports will carry extra sound, levels, etc.
>

You are jumping to conclusions rather quickly. If they only have "24" games to begin with, how many ports are they going to make of the original 24 to CD, hmmm?

Odds are equally good they will have new titles... however, you are simply speculating now in an attempt to bring the Jag down to the CD-32's level because the issue of A1200->CD-32 ports is damaging the CD-32's reputation.

>:#>
>:#Not to be too inflammatory, but if only one title shows marked improvement
>:#over the A1200 version, what is the purpose of CD-32?
>
>Geez, that was only used as an example of what I had posted earlier about.
>One title doesn't mean that's all, did you want a listing of what every
>developer said they are planning on?
>

Sure, why not. I'd like to see the specs.

# 2952. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 14:05:54 UTC
From: cmedley@wam.umd.edu
Message-ID: <2cvpo2$fas@cville-srv.wam.umd.edu>
Source record: 20383

In article <cdonley.2owg@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>
>
>Your Jag has a PALETTE of 16.7 million. It cant display all of them at one
>time. Only 65536.

You're dead wrong. While most people here wish you were just dead, I will
be nice and point out that you are wrong.

The Jag can do many video modes, but every mode has a 24-bit display in that
resolution. Anytime you need 16.8 million colors, you can do it, or as
many of them will fit on your screen.

(you need a 4096x4096 display to get a 16.8 million pixel display)

# 2953. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 14:26:36 UTC
From: caroll@ucunix.san.uc.edu
Message-ID: <2cvqus$8sq@ucunix.san.uc.edu>
Source record: 20384

> Not quite sure what you mean.
>
> However, I -have- seen for a FACT, several Eurodemos running on stock,
> unaccellerated (68000/7) Amigas with the old ECS chipset, taking graphic images
> and rotating/zooming in and out of them in real time..
>
> As it zooms into the graphic image, it rotates, you zoom out, its still
> rotating.. Its quite cool.

I am not sure how many people realize this, but these screens on the Amiga's
and Atari's that run these "EuroDemos" usually require about 1 meg of ram
and all the available CPU speed.. Its a challenge for them to keep the
screens below 1 meg, and squeeze the processor to the limits.. Thats why
you NEVER see games with these types of effects... OR when you do, teh games
are stripped of detail and the animation becomes jerky.. This is where I
beleive the Jaguar will prevail because of its multi-chip design.. The custom
chips for graphics and sound (sound mainly the DSP) can be used for almost
any task besides what they were placed in there for.. The DSP is mainly a
NUMBER CRUNCHER..

I hope nobody replies to this.. Just for Mr. Donely's info really..

--
---===>>> Nick <<<===---
caroll@ucunix.san.uc.edu
------------------------

# 2954. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 14:32:03 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2cvr93$2ir@harbinger.cc.monash.edu.au>
Source record: 20385

Georges Kesseler (kesseler@arthur.crpht.lu) wrote:

: The chunky converte does not compensate for the missing grafix power. Look at
: the PC's. Suppose the CD32 has the power of a 486-66 with localbus grafixcard.
: Now look at the texturmapping games on PC. Are they nice? Yes.
: Are they fluid... ermm well. Do the have many polygons at once? No.
: On 3DO/Jaguar, this answer is always YES. See the difference?

Um, you haven't been playing Doom have you? Have a look and come back
and say that it isn't smooth. They're doing it via brute force. A
chip that can do it on the fly should be okay.

- Jim

# 2955. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 14:36:27 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2cvrhb$2ir@harbinger.cc.monash.edu.au>
Source record: 20386

Kendall Helmstetter Gelner (kendall@great-gray.owlnet.rice.edu) wrote:

[...]

: Also, I don't suppose you were doing those rotations on a machine with
: fast ram, were you? Don't forget the CD-32 comes with only chip-ram,
: and from the billions of discussions on this very base we realize it
: takes almost a %50 performance hit with only chipram.

What systems allow for simultaneous access to the same piece of RAM?
How do they handle the bus->ram arbitration? I don't think either
the 3DO or Jaguar come with dual poreted VRAM.

Won't they suffer the same problem with respect to access RAM?
Admittedly they have a high bus bandwidth according to the specs, but
most of the figures seem to be extrapolated from the best case scenario.

- Jim

# 2956. Re: HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 14:37:43 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2p35@amiganet.xnet.com>
Source record: 20287

cmedley@wam.umd.edu (Charles Medley) writes:

>
>All this talk of HAM8 is interesting... here's my personal opinion, and I
>am curious to see what the Amiga users think of this...
>
>When doing professional audio, most musicians don't use MiniDisc or
>DCC because they use lossy compression schemes. Never mind that few
>people can hear the difference, because when you overdub or attempt
>to do some kind of multitracking with 2 of them, you will get loss.
>
>Now imagine this:
>
>A user has a beautiful HAM8 image. If that user touches it up, or
>say, adds another image "on top" of it, the internal data representation
>of the added image, even if it is cut and pasted on top of the original
>HAM8 image, if it is cut back out, may or may not be the same because
>the pixel data may have been changed to make it work in the context
>of the original HAM 8 image. So take someone who does a lot of video
>work, who may wish to cut and paste between scenes, and I can see very
>easily where, without careful planning, there is some "loss" involved
>here.
>
>
>To be fair, most images are stored in the "lossy" JPEG format, but there
>is still a proliferation of TARGA and other 24-bit compatable formats
>where the premium is on the accurate representation of the data, NOT
>the size of the file. That being the case, I think that while HAM 8
>has its uses, I believe that it is not a true substitute for a true
>24-bit display, especially when you consider how operations on a
>HAM8 screen may (or optimistically, may not) alter the representation.
>
>

Although your argument has sense--its not rrally applicable. Ive seen hundreds of HAM8 images, and hundreds of 24-bit images (both those that ive created, and those that ive scanned) And there is NO detectable difference.

A 24-bit image, means it can have -up to- 16.7 million colors. Rarely ANY 24-bit graphics use more than about 300,000 dictinct colors. Take a look at any 24-bit image with an image-processing program that can do pixel counts, and youll find this to be true.

HAM8 offers 262,144 colors per image.. That means, that any AGA-chipset Amiga (as in the Amiga CD32, the A1200 or A4000) can display TRUE 24-BIT graphics on

resolutions up to 512 X 512.

(512 X 512 = 262144 pixels) So you can have a diffent color for exery pixel at that resolution...Any of them, your choice from a pallete of 16.7 million.

Any resolution, as long as the number of pixels displayed at that resolution is lower than 262,144... It is THE SAME THING as actual 24-bit graphics. Youll notice that 640 X 400 = 256000 pixels.. So a CD32 can display in true 24-bit in this resolution as well.

+-----------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-----------------------------------------------------------------------------+
| Ooooh, my OS has a first name...its A-M-I-G-A.... |
+-----------------------------------------------------------------------------+

# 2957. Charles->Ham8 exp was Re: HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 14:40:40 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov24.144040.46311@rchland.ibm.com>
Source record: 20291

Charles, what you are saying about starting with a Ham8 image
and then start to say, cut and paste, manipulate and then you lose
some quality is true if you do this directly.

However, some program like ImageF/X and Brilliance keep internally
a 24-bit information, so what you see on the screen is the Ham8's
approximation, and it always looks near 24-bit quality.

Ham8 does the following for every pixel: it can load immediately
one of the base 64 color registers, so if you are going from black
to white, and you have white in one of those registers you can display
it immediately. This is like having at least a native 64 color mode.

*OR* for every pixel, it can alter the most significative 6 bits
of one of the R(ed) G(reen) B(lue) intensities of the dot to the left
of the current dot and display that as a new color.

By choosing an appropriate setup of 64 colors you can minimize
'fringe' effects to a point that the image in 640x YYY looks near
24-bit quality. On a TV it would be practically indistinguishable.

Another myth (spread my Master liar Rickard) is that you can't
animate or make a game in Ham8, which is of course utterly false.

You can combine the sprites on top, or if you use a clever scheme,
you can make the background use one of the base 64 color registers
on every odd column, same with the bobs ('blitter sprites') and move
it in increments of two. If you do this on a 640x200 screen, the
movement will still look '320x200 standard mode', and the background
will look darn colorful.

I hope this satisfy your curiosity Charles. Thanks for your
objectivity.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 2958. CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 14:49:33 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2p3b@amiganet.xnet.com>
Source record: 20288

Just to clear things up, here:

AGA chip-set Amigas, such as the Amiga CD32, the Amiga 1200 and the Amiga 4000 have a color pallete of 16.7 million colors.

The "HAM8" mode allows AGA Amigas to display up to 262,144 colors chosen from that pallete of 16.7 million.

Now, if you have a screen resolution like 320 X 200 or 640 X 400, the number of PIXELS on the screen comes out to be FEWER than 262,144 -- Do the math!

Now, since the Amiga has 262,144 colors available at these resolutions, it can have a different color for every pixel on the screen -- In effect, it is NO DIFFERENT from actual 24-bit graphics, because the number of colors chosen from a 16.7 million color pallete is greater than the number of pixels available to paint on!

Repeat: There is NO DIFFERENCE between a HAM8 and a pure 24-BIT image, as long as the resolution of the screen does not exceed 262144 pixels. This means that a 24-bit image and a HAM8 image are IDENTICAL, up until (roughly) 640 X 400.

Hope that clears things up.

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| Ooooh, my OS has a first name...its A-M-I-G-A.... |
+-------------------------------------------------------------------------+

# 2959. Re: Jaguar cartridge limitations.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 14:58:17 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2p3i@amiganet.xnet.com>
Source record: 20290

>The cartridges can hold up to 40 Mb (and this could be either megabytes or
>megawords or, at worst, megabits) of data.
>

Hahah, 40 megabytes?! Yeah, thats juat about as believable as the Jaguar's 2
megs of "64 bit memory" ..hahahah. if a Jaguar cartridge held 40 megabytes, the
cartriges would be the size of a VCR. Lets use our BRAINS a little, eh?

Try -40 megabits- , in megaBYTE terms, thats 5 Megs.

Or, 1/110th the size od a CD^32 disc. :)

>
>Now, if CD-32 games are just reissued ports of A1200 games, how many do
>you think are going to exceed that size?
>
>Are they going to show off the CD-32's power?
>

Of course they are. Thats the wonderful thing about CD-Roms that the Jaguars
still can only dream about--full motion video, straight off the disc. Too bad
your Jag's CD-Rom is only vaporware. True CD sound, as well.

```
+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| Ooooh, my OS has a first name...its A-M-I-G-A.... |
+-------------------------------------------------------------------------+
```

# 2960. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 15:03:30 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2p3o@amiganet.xnet.com>
Source record: 20289

cmedley@wam.umd.edu (Charles Medley) writes:

>In article <cdonley.2owg@amiganet.xnet.com>,
>Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>>
>>
>>Your Jag has a PALETTE of 16.7 million. It cant display all of them at one
>>time. Only 65536.
>
>
>You're dead wrong. While most people here wish you were just dead, I will
>be nice and point out that you are wrong.
>
>The Jag can do many video modes, but every mode has a 24-bit display in that
>resolution. Anytime you need 16.8 million colors, you can do it, or as
>many of them will fit on your screen.
>
>(you need a 4096x4096 display to get a 16.8 million pixel display)
>
>

Right. Your Jaguar can only do 65536 colors on one screen (and thats just a
static display. A Jaguar (or a Falcon for that matter) cant animate in its
65536-color mode.

Your Jag can do 24-bit, as long as the screen resolution that youre using
contains fewer than 65536 pixels.. In otherwords, your Jaguar can do 24-bit in
320 X 200, and thats it. (320 X 200 = 64000 pixels)

The CD32 on the other hand, can have displays identical to 24-bit at 320 X 200,
320 X 400, 512 X 512, and 640 X 400, since a CD32 can display 4 times as many
colors as your Jaguar, from a pallete of 16.7 million. Too bad for Atari.

Looks like you lose again.

```
+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
+-------------------------------------------------------------------------+
| Ooooh, my OS has a first name...its A-M-I-G-A.... |
+-------------------------------------------------------------------------+
```

# 2961. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 15:40:19 UTC
From: desnogue@mimosa.unice.fr
Message-ID: <2cvv93$kqg@taloa.unice.fr>
Source record: 20292

In article <cdonley.2p3b@amiganet.xnet.com>, cdonley@amiganet.xnet.com (Clayton Donley) writes:
|> AGA chip-set Amigas, such as the Amiga CD32, the Amiga 1200 and the Amiga 4000
|> have a color pallete of 16.7 million colors.
|>
|> The "HAM8" mode allows AGA Amigas to display up to 262,144 colors chosen from
|> that pallete of 16.7 million.
|>
|> Now, if you have a screen resolution like 320 X 200 or 640 X 400, the number of
|> PIXELS on the screen comes out to be FEWER than 262,144 -- Do the math!
|>
|> Now, since the Amiga has 262,144 colors available at these resolutions, it can
|> have a different color for every pixel on the screen -- In effect, it is NO
|> DIFFERENT from actual 24-bit graphics, because the number of colors chosen from
|> a 16.7 million color pallete is greater than the number of pixels available to
|> paint on!
|>
|> Repeat: There is NO DIFFERENCE between a HAM8 and a pure 24-BIT image, as long
|> as the resolution of the screen does not exceed 262144 pixels. This means that
|> a 24-bit image and a HAM8 image are IDENTICAL, up until (roughly) 640 X 400.
|>
|>
|>
|> Hope that clears things up.

Of course it doesn't...

Are you sure you really know the Amiga hardware. If you don't,
don't claim things.

I would be very astonished if these machines had a memory for the
palette of 262,144 * 3 bytes ie 768 KB !!!! That would be simply
silly.
I rather think that HAM8 has 2 bits to say to change one of R, G or
B composant of the color + 6 bits for the color. This gives just
262,144 colors. You don't choose them: they're set by the hardware.
The problem is that there's a bit config used for something I can't
think of.

Laurent

## 2962. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 16:04:00 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CH07Ar.5CI@cbnews.cb.att.com>
Source record: 20297

In article <cdonley.2p3o@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>cmedley@wam.umd.edu (Charles Medley) writes:
>
>>In article <cdonley.2owg@amiganet.xnet.com>,
>>Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>>>
>>>
>>>Your Jag has a PALETTE of 16.7 million. It cant display all of them at one
>>>time. Only 65536.
>>
>>
>>You're dead wrong. While most people here wish you were just dead, I will
>>be nice and point out that you are wrong.
>>
>>The Jag can do many video modes, but every mode has a 24-bit display in that
>>resolution. Anytime you need 16.8 million colors, you can do it, or as
>>many of them will fit on your screen.
>>
>>(you need a 4096x4096 display to get a 16.8 million pixel display)
>>
>
>Right. Your Jaguar can only do 65536 colors on one screen (and thats just a
>static display. A Jaguar (or a Falcon for that matter) cant animate in its
>65536-color mode.

When are you going to understand that you're wrong? The Jaguar can display as many color as it has pixels in ANY of its graphics modes, the largest of which is 720x576.

And it certainly CAN animate in 24-bit color. Your stupidity doesn't even belong on a .advocacy group, but, unfortunately, there's nothing lower.

>Your Jag can do 24-bit, as long as the screen resolution that youre using
>contains fewer than 65536 pixels.. In otherwords, your Jaguar can do 24-bit in
>320 X 200, and thats it. (320 X 200 = 64000 pixels)

You are completely wrong. Accept it.

>The CD32 on the other hand, can have displays identical to 24-bit at 320 X 200,
>320 X 400, 512 X 512, and 640 X 400, since a CD32 can display 4 times as many
>colors as your Jaguar, from a pallete of 16.7 million. Too bad for Atari.

We told you a million times, the Jaguar can use 24-bit color in every resolution it supports. This is a fact. Learn to read. And listen to the licensed developers who have attested to this.

```
>+------------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
>| cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
>+------------------------------------------------------------------------------+
>| Ooooh, my OS has a first name...its A-M-I-G-A.... |
>+------------------------------------------------------------------------------+

Tom

--
+------------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is no time. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+------------------------------------------------------------------------------+
```

# 2963. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 16:16:16 UTC
From: hasse@krynn.solace.mh.se
Message-ID: <hasse.754156672@fizban>
Source record: 20294

int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>Kendall Helmstetter Gelner (kendall@great-gray.owlnet.rice.edu) wrote:

>[...]

>: Also, I don't suppose you were doing those rotations on a machine with
>: fast ram, were you? Don't forget the CD-32 comes with only chip-ram,
>: and from the billions of discussions on this very base we realize it
>: takes almost a %50 performance hit with only chipram.

>What systems allow for simultaneous access to the same piece of RAM?
>How do they handle the bus->ram arbitration? I don't think either
>the 3DO or Jaguar come with dual poreted VRAM.

The 3DO has 1MB of dual port VRAM.

>Won't they suffer the same problem with respect to access RAM?
>Admittedly they have a high bus bandwidth according to the specs, but
>most of the figures seem to be extrapolated from the best case scenario.

I don't think so. Take the Jaguar as an example. If divide the bandwidth with
2 we still got 50MB/s, which we can support any resolution upto 640x400x24
without any problems and still have bandwidth left.

Btw, I would guess that the CD32/A1200 should have aprox. 50-60 MB/s in band-
width (best case scenario). The 3DO I don't know enough about to speculate what
bandwidth it could have, but since they have the dual port VRAM I don't think
they will have any trouble with buscontention.

>- Jim

/Hasse
--
hasse@solace.mh.se | Hans Holmberg | If all dinosaurs died out million of
+46 60 163108 work | Sommarvagen 5 | years ago, then why does Windows and
+46 60 569169 home | S-854 67 Sundsvall | DOS still exist???
+46 60 569266 fax | Sweden | "Jurassic park?? That's PC-lab 4"

# 2964. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 16:27:37 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov24172737@arthur.crpht.lu>
Source record: 20293

> And that is the whole problem with the CD-32.
> Extrapolating your figures in the kindest possible way gives you:
>
> 6 faces at 50 fps * 2 * 4 = 48 faces at 50 fps
^^^^^^^extrapolation to CD32
> = 96 faces at 25 fps
> = 192 faces at 12.5 fps
Wrong, it's a demo, so you have 3 polygons at once on screen.
That makes 48 faces in 25 fps
or 96 in 12.5 fps

Poor CD32... In creshent galaxy (sp?), a banal horizontal shoot-em-up, the enemies are not simply sprites, they are 3D gouraud shades polyhedial objects consisting of 24 triagles in true color.
An Amiga can barely put one such object on screen. A CD32 perhaps some more but you still have to make the shoot-em-up. No programmer will waste cpu-time to do 3D objects in a shooting game. But on the Jaguar this does not waste any time :-)

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2965. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 16:43:03 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov24174303@arthur.crpht.lu>
Source record: 20295

> Right. Your Jaguar can only do 65536 colors on one screen (and thats just a
> static display. A Jaguar (or a Falcon for that matter) cant animate in its
> 65536-color mode.
>
> Your Jag can do 24-bit, as long as the screen resolution that youre using
> contains fewer than 65536 pixels.. In otherwords, your Jaguar can do 24-bit in
> 320 X 200, and thats it. (320 X 200 = 64000 pixels)

Thanks for the info. Can you tell me where you got that from?
I'm very interested in any information I can get on the hardware of the jaguar.

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 2966. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 16:48:18 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov24174818@arthur.crpht.lu>
Source record: 20296

```
> : Now look at the texturmapping games on PC. Are they nice? Yes.
> : Are they fluid... ermm well. Do the have many polygons at once? No.
> : On 3DO/Jaguar, this answer is always YES. See the difference?
>
> Um, you haven't been playing Doom have you? Have a look and come back
> and say that it isn't smooth. They're doing it via brute force. A
> chip that can do it on the fly should be okay.
Well I then need to visit my PC-friend again, I'm not uptodate. And he has now
his localbus card :-)

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

# 2967. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 18:07:49 UTC
From: veijalai@cc.lut.fi
Message-ID: <CH0D12.3Bw@lut.fi>
Source record: 20298

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>:-) .. I know that kids don't wanna buy a console -93 to play battlechess -87
>.. that's why the CD32 NEVER will be a hit ..

?? For god's sake... this has to be the most stupid posting I've read
today, and I even checked alt.conspiracy to find a competitor...

So: Old Amiga games work on CD32. This is a free extra. How is this "the
reason why CD32 never will be a hit?" I fail to see the logic behind your
stupid claim...
--
_ C=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
_ // K.Veijalainen |"Microsoft-the people that invented Windows =
\X/ veijalai@cc.lut.fi | and changed the face of computing forever."=
Amiga C=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

# 2968. Re: Jaguar cartridge limitations.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 18:26:30 UTC
From: cmedley@wam.umd.edu
Message-ID: <2d090m$m03@cville-srv.wam.umd.edu>
Source record: 20299

In article <cdonley.2p3i@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>>The cartridges can hold up to 40 Mb (and this could be either megabytes or
>>megawords or, at worst, megabits) of data.
>>
>
>Hahah, 40 megabytes?! Yeah, thats juat about as believable as the Jaguar's 2
>megs of "64 bit memory" ..hahahah. if a Jaguar cartridge held 40 megabytes, the
>cartriges would be the size of a VCR. Lets use our BRAINS a little, eh?
>
>Try -40 megabits- , in megaBYTE terms, thats 5 Megs.
>
>Or, 1/110th the size od a CD^32 disc. :)
>
>

You could say that. But it would further serve to prove my point that the
CD is wasted on the CD-32.

>
>
>>
>>Now, if CD-32 games are just reissued ports of A1200 games, how many do
>>you think are going to exceed that size?
>>
>>Are they going to show off the CD-32's power?
>>
>
>Of course they are. Thats the wonderful thing about CD-Roms that the Jaguars
>still can only dream about--full motion video, straight off the disc. Too bad
>your Jag's CD-Rom is only vaporware. True CD sound, as well.
>

Full motion video: with what? Your optional MPEG unit? :)

Jaguar has a 16-bit DAC and DSP unit for sound, so we have the best of
both worlds... CD quality sound, and low overhead. Think of it... no
problem with playing CD music *while* loading, and it takes about as
much memory and effort as an Amiga MOD player, but with superior quality.

# 2969. Re: Charles->Ham8 exp was Re: HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 18:28:09 UTC
From: cmedley@wam.umd.edu
Message-ID: <2d093p$m4e@cville-srv.wam.umd.edu>
Source record: 20300

In article <1993Nov24.144040.46311@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
> Charles, what you are saying about starting with a Ham8 image
>and then start to say, cut and paste, manipulate and then you lose
>some quality is true if you do this directly.
>
> However, some program like ImageF/X and Brilliance keep internally

Ok, score one for the objective people in this discussion. :)

# 2970. Re: HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 18:36:00 UTC
From: cmedley@wam.umd.edu
Message-ID: <2d09ig$m95@cville-srv.wam.umd.edu>
Source record: 20301

In article <cdonley.2p35@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>cmedley@wam.umd.edu (Charles Medley) writes:
>
>
>
>Although your argument has sense--its not rrally applicable. Ive seen hundreds
>of HAM8 images, and hundreds of 24-bit images (both those that ive created, and
>those that ive scanned) And there is NO detectable difference.
>

But you have not *edited* those images. Also, since we don't know what
kind of setup you have (i.e., are you using a high quality monitor?) we
can't tell if your perception of "loss" in the accuracy of your display
is accurate or not. This may be something someone may have to do contortions
to discover, or it may be something very common.

>A 24-bit image, means it can have -up to- 16.7 million colors. Rarely ANY
>24-bit graphics use more than about 300,000 dictinct colors. Take a look at any

True, but a 24-bit image may utilize colors of with variations on the
256 intensities of red, green, and blue... and this means that when
a 262,144 color display attempts to approximate it, it may come close,
but not be able to exactly recreate that image, especially in the digital
domain.

>
>HAM8 offers 262,144 colors per image.. That means, that any AGA-chipset Amiga
>(as in the Amiga CD32, the A1200 or A4000) can display TRUE 24-BIT graphics on
>resolutions up to 512 X 512.
>
>(512 X 512 = 262144 pixels) So you can have a diffent color for exery pixel at
>that resolution...Any of them, your choice from a pallete of 16.7 million.
>

I'm not sure that is possible, considering you may have the 64 base colors
to aid in transitions between pixels, BUT you may have certain combinations
that won't be possible in a 512 pixel scanline. For example, interpolating
a lot of the combinations of red, green, and blue in a single scanline would
probably result in a noticeable loss.

# 2971. CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 18:48:30 UTC
From: sebelt01@starbase.spd.louisville.edu
Message-ID: <sebelt01.754166910@starbase.spd.louisville.edu>
Source record: 20302

NEWS FLASH!!
(Nov. 23 21:30EST) Amiga, manufacturer of home computer systems and, more recently, a home video console, has recalled their CD-32 home entertainment system. Doug Gunnit of Amiga was quoted as saying `There are some features that need to be worked out that can't be accomplished in the field'. Reported bugs include incompatibility with the standard AGA chipset and a seemingly random bus-error resulting in failure of burst-mode memory writes. This, of course, was no surprise to the industry; they knew the CD-32 was a joke all along, and that anyone on comp.sys.atari.advocacy who sticks up for the CD-32 is a f*cking idiot. Amiga's suck, bite me! Atari forever.

Thanks for reading this public service announcement.

--
sebelt01@starbase.spd.louisville.edu IRC: Sneaker Hacking on a 1040STe..

# 2972. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 19:42:12 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov24134213@great-gray.owlnet.rice.edu>
Source record: 20304

In article <2cvrhb$2ir@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
Kendall Helmstetter Gelner (kendall@great-gray.owlnet.rice.edu) wrote:

[...]

: Also, I don't suppose you were doing those rotations on a machine with
: fast ram, were you? Don't forget the CD-32 comes with only chip-ram,
: and from the billions of discussions on this very base we realize it
: takes almost a %50 performance hit with only chipram.

What systems allow for simultaneous access to the same piece of RAM?
How do they handle the bus->ram arbitration? I don't think either
the 3DO or Jaguar come with dual poreted VRAM.
------------------------------

Actually, the 3DO does. (you better get something for $700!!) It
comes with 1MB VRAM, and 2 MB RAM (but don't forget the 3DO OS is like
800k...) My point here was that the CD-32 is really just an A1200
with no fastram, and will thus be slower than a A1200 with fastram.
The jaguar gets around this somewhat by having the graphics chip
access the memory 64-bits at a time, and also has a cache.

Won't they suffer the same problem with respect to access RAM?
Admittedly they have a high bus bandwidth according to the specs, but
most of the figures seem to be extrapolated from the best case scenario.
------------------------------

Well, the high bus bandwith is part of it, but also the 3DO and Jaguar
have chips taht are really good at doing 3D stuff. Crash & Burn seems
to handle a couple thousand (at least) texture mapped polygons and
includes stuff like transparency to boot. Cybermorph throws a LOT of
gourad shaded polygons sround really quickly, all at a high frame
rate.
--
---> Kendall Gelner (kendall@rice.edu)

# 2973. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 19:44:14 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov24134414@great-gray.owlnet.rice.edu>
Source record: 20305

In article <1993Nov24.010040.22358@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
In article <KENDALL.93Nov23005535@great-gray.owlnet.rice.edu>, kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <cdonley.2oes@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
|> >
[stuff deleted]

|> Hmm... a few images, eh?
|>
|> Imagine yourself in front of a { jag, 3DO - pick one }. You see one
|> image being scaled and rotated before you.
|>
|> All of the sudden, the image splits and there are two. Then 20. Then
|> 100. Then over a thousand, and you've lost track of the images. Some
|> of them are transparent, some show the lights of distant moons shining
|> on them. Some are being pulled and distorted in ways that are beyond
|> your comprehension.
|>
|> Then you look back at the Amiga. The image splits into two, then
|> four, and... GURU.
^^^^^^^^^^^^^^^^^^^

HA HA HA HA HA! I have to admit, Kendall, this was really a good joke. Hey, I accept it! ;-)

Just in case though, I doubt you 1 thousand figure, but then the other guy wasn't realistic either :-)
---

I'll admit that figure is a bit optimistic - I was overcome at the time. And like you said, as long as he can make stuff up...

I at least try to stay grounded in reality though! :-)

--
---> Kendall Gelner (kendall@rice.edu)

# 2974. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 19:59:54 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov24135954@great-gray.owlnet.rice.edu>
Source record: 20306

In article <CGzCsF.GI3@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
Charles Medley (cmedley@wam.umd.edu) wrote:
:In article <CGxq01.LJM@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
:#Well, here's my point:

:#Donley claims the Jag is not as good as CD-32 because it lacks a CD-ROM.
:#Never mind that you can add one later, and still come close to CD-32's
:#price, with the prospect of even better performance....

If I was to buy a games console now it would have to have a CD-ROM
available with it. Not something that will/might show up later. If in 6
months, the Jaguar does have the CD-ROM available then it'll be in
contention with my choices of games console. If it isn't around by then,
well it's out of contention with my buying choices. If people want to
stick to catridge base for awhile then that's their choice. My choice is
CD-ROM.
------------------------------

Ok, I'll respect that...

:#Now, let's say Donley is right, and the CD-ROM is "all that"... well,
:#what good is that device if the games being ported are all able to
:#fit on a cartridge anyways? I've seen 3DO games, and in the case of
:#the title that comes with it (Crash 'N Burn), I know Sega or SNES would
:#be hard pressed to put something like that on a cart. The Jaguar's
:#carts are higher capacity, and could do it (or at worse, come very close!)
:#and have no "load time" involved.

That's if the games being put on CD-ROMs can fit on a catridge. In my
experience the majority of stuff coming out on CD-ROMs will not fit on a
catridge. I've seen Crash 'N Burn, nice, but I don't really go for racing
games. Not my type of fun, sorry.
------------------------------

But the Jaguar provides a larger cartrige space and hardware
compression so you can stuff a lot of graphics into a cart, this
overcomes some of the space problem. You could probably fit any of
the CD-32 10mb games into a Jag cartridge.

:#So I'm wondering... what good is this advantage until software comes
:#out that demands the added storage?
:#Price isn't a factor... the games cost as much as cart titles.
:#Speed is slower than a cart.
:#Storage... well... if it's not being used, it's a waste.

The software that's been coming out for CD32 CD-ROM disks can't be piled
into a catridge without losing a lot of other things that enhances the game.

Given your words, what good is the Falcon advantage if software that comes out that demands the added storage isn't available?
---

It can in a Jag cartride, as long as most of the 10MB or so is graphics. A friedian slip on your part saying Falcon?

---
I think the stages for Jaguar software development will follow along something of these lines, IMHO:
For Atari to provide a catridge based system will only insure that developers will have to squeeze down the size of the code to fit on the catridge. That's going to leave the Falcon with an initial slew of catridge games that will not be showing off everything the Falcon has to give until a CD-ROM player comes out.
---

Not code, but graphics... it's really the graphics that suffer the most cutback in a cart system. I think that you can show off quite a lot of what the Jaguar (you said Falcon again, tsk tsk) can do with 2 MB of code and 12 MB of graphics...

This also, brings into question the next phase of software development. For awhile developers will be still producing games for the Jaguar on catridges, even after the CD-ROM becomes available since the catridge based consoles will be their low-end until a larger number of CD-ROM units are sold.
---

Some games just don't need a CD-ROM. I myself anticipate games that use both the cartrige and CD-ROM, if done cleverly this could really enhance a game!!

And I think that a number of ports like 7th guest and Dracula will be out soon after the CD release anyway. You can play these until truly original Jag CD games later.

Third phase, the Jaguar will be seeing many ports of catridge based games to CD-ROM disks so, it'll be facing the same thing as the A1200 -> CD32 ports. Most of those CD-ROM ports will carry extra sound, levels, etc.
---

No they won't. Why would a game already on cart beconverted to CD-ROM? That makes no sense. Perhaps a sequel or something, but not a direct port.

The last phase is that the Jaguar will begin seeing more games being available on CD-ROM and shows off the capabilities of the Jaguar.
---

This will take a little while, but some developers have Jag CD's right now, so it may happen sooner than you think.

---
Because of Atari providing a catridge based console, it'll take the Jaguar a
much longer time in reaching the final phase of software development than
if they had initially came out with a CD-ROM based console.
---

not that much longer, and if our CD part breaks down the whole machine
isin't unusable.

:#I'm not saying CD-32 is a bad system, only that it's ridiculous for
:#anyone to claim it can stomp on the Jaguar.

Well, I'm not saying that the CD32 is the best on the market, but it is
better than the Nintendo/Genesis systems. It also has a good initial price
and has been showing a lot of developer support. I believe C= stated about
75 CD32 titles should be out by end of this year. I wouldn't claim that
the CD32 will stomp the Jaguar as each has their merits. Same goes for the
3DO though I still don't like that price tag.
---

I agree with everything here.

:#(in fact, i really don't think it will be able to compete with Jag
:# in the marketplace because of the keywords "64-bit" and the 24-bit
:# video...)

Remains to be seen.
---

The only thing I question is how the CD-32's colors will be presented
to the public, since they can't really say 24-bit color, and the truth
is too confusing for most consumers. I guess ity doesn't matter that
much, they can just call it a 32-bit machine.

:#>Another developer had stated their Pinball Illusions or with it Fantasies,
:#>whatever, will come out more levels for the CD32 version than the Amiga
:#>version.
:#>
:#Not to be too inflammatory, but if only one title shows marked improvement
:#over the A1200 version, what is the purpose of CD-32?

Geez, that was only used as an example of what I had posted earlier about.
One title doesn't mean that's all, did you want a listing of what every
developer said they are planning on?
---

Well, actually, yes we do. We've had them for the Jaguar and 3DO...

--
---> Kendall Gelner (kendall@rice.edu)

# 2975. Re: HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-24 23:07:24 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov24.230724.8219@infodev.cam.ac.uk>
Source record: 20303

In article <2cvope$eq0@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|> In article <2cujgm$372@darkstar.ucsc.edu>,
|> Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
|> >
|> >In <1993Nov24.000334.1145@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
|> >
|> >>A valid point. You get an effect similar to that of continually compressing and
|> >>decompressing a JPEG, in that the picture slowly degrades in quality. What a lot
|> >>of packges do is work with 24 bits internally, and use HAM as a display method.
|> >
|> >WHich is why I'd rather have 16 bit true (direct, whatever) color, since
|> >the lossyness fo 16 bit color is the least significant bits, but HAM-8 might
|> >actually dramatically change a pixels value (i.e. proghter or darker than
|> >necessary, more green percentage wise than it should be, etc...)

In the worst possible case, it takes HAM8 3 pixels to hit any given colour within the 18 bit 262144 colour range (more for any pixel within a 24 bit range, but displaying 16777216 colours in HAM8, although easy to do, is not very practical, and more of an interesting footnote about the way it got implemented) These worst cases, are greyscale type effects, where the first pixel is close to the destination, the second pixel is very close to the destination, and the third pixel is exactly the desired colour. If you take 800*600 or 1280*512 HAM8 and do a greyscale across the screen, what you actually get something that looks exactly like a greyscale. When you zoom in close, you can see that some pixels have just a little tinge of pink, or yellow to them. On the full screen representation you can't see these slight errors, unles the resoloution is really low. Extreme changes (a sharp change from black to white, for example) can cause more trouble, but these tend to occur very rarely in most images (unless the image is specifically created to look bad in HAM mode, but images that consist of long, contrasting verticla lines aren't terribly interesting to look at anyway), and on the few occasions that these changes do occur, 64 base colour registers are more than enough to take care of them (Also, AAA will probably have HAM 10, as well as 24 bit, which will have 256 base colours, and a 24 bit HAM range). the case where 3 pixels are needed to change is very rare, and most of the time, the change can be accomplished straight away, or takes 2 pixels, and at 1280 pixels across, one pixel that has 1.5% too much red in it, out of several that are the correct colour is rather hard (impossible) to notice. (Yes, I do have a high res monitor)

|> >
|> > ~Chris
|>
|>
|> Well, to be fair to the Amiga AGA advocates... they do have the capactiy to

|> display an image with more color. I would hazard a guess that their claims
|> that they have nearly perfect renditions of images converted from 24-bits
|> is probably true.... however, I do doubt they could do losless image
|> manipulation involving combinations of images that began life as 24-bit
|> images.
|>
|> But... while the Falcon's 65536 color mode is losless.... it's also
|> "only" 65536 colors. In some ways, it's more accurate as it would
|> only lose the least significant bits of color, but... can't the same
|> argument be made for a 256 color display?

Yes, the problem comes when you need a lot of colours for ranges. Say, for example you have red, green and blue, slightly reflective balls, and you want to raytrace them all next to each other. I tried this in Imagine, and it looked really nice and smooth in HAM8. In 256 colours, the image was so badly quantised, it was useless. HAM6 is noticibly banded in colour transitions (unless you use a high resoloution, and dither it) because of the effective limitation of a 12 bit palette. A 15/16 bit palette is better than a 12 bit one, but not by much. HAM8 is 18, and colour transitions look almost as good as 24 bit. You can only notice the difference at very low resoloutions (320 pixels across can look dodgy if you aren't careful with your base palette, I haven't seen HAM8 in extra-low-res (160 across), but I imagine it would look pretty awful)

|>
|> I think the A1200 would kill us with images that have aliasing... HAM
|> would naturally smooth it out... however, that same effect may not
|> be so desirable (in my opinion) for other applications.

In my experience, the aapplications that HAM is not suitable for, generally don't need more than 256 colours at the mosty anyway. :-)

|>
|> I'm interested in hearing about how they use the 64 base colors to
|> keep things from getting blurred.... because I can't imagine how
|> that algorithm would work in a paint package where the user may
|> choose from any of 16.8 million colors....

As I said above, the base colours are only needed for rarely occuring extrreme colour changes, so 64 is plenty (after all, HAM 6 had some pretty amazing images at 320*512, with only 16 base colours). If you need more, you can always use dynamic HAM.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

## 2976. call me a traitor but the ad sucks

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 00:09:44 UTC
From: jjindda@uclink.berkeley.edu
Message-ID: <2d0t48$m43@agate.berkeley.edu>
Source record: 20307

Finally I saw the Jaguar ad.
I don't think many people would be impressed when they saw a couple of Jaguar games displayed in the ad. Atari should've put other games which really takes advantage of 24bit graphic and all the crap people are talking about here....

Oh, well, but I am still getting Jaguar.....hhhhhhh

# 2977. Re: HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 01:27:22 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov24192722@flammulated.owlnet.rice.edu>
Source record: 20311

In article <cdonley.2p35@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
(512 X 512 = 262144 pixels) So you can have a diffent color for exery pixel at that resolution...Any of them, your choice from a pallete of 16.7 million.

Any resolution, as long as the number of pixels displayed at that resolution is lower than 262,144... It is THE SAME THING as actual 24-bit graphics. Youll notice that 640 X 400 = 256000 pixels.. So a CD32 can display in true 24-bit in this resolution as well.
---

Well, you're getting closer, but I still don't think you can call it a "real" 24 bit image due to the fact that different colors next to each other will cause problems. You can either waste processing time making it look better, or have it look slightly wierd.

I'm sure it's great for stills and paint programs that can take the time to make the image look good, but it would take some overhead to use this mode for a game.

At any rate, at its best it is almost as good as the 3DO and Jaguar which offer real 24-bit color.

--
---> Kendall Gelner (kendall@rice.edu)

# 2978. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 01:31:47 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov24193147@flammulated.owlnet.rice.edu>
Source record: 20312

In article <cdonley.2p3o@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
cmedley@wam.umd.edu (Charles Medley) writes:

>In article <cdonley.2owg@amiganet.xnet.com>,
>Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>>
>>
>>Your Jag has a PALETTE of 16.7 million. It cant display all of them at one
>>time. Only 65536.
>
>
>You're dead wrong. While most people here wish you were just dead, I will
>be nice and point out that you are wrong.
>
>The Jag can do many video modes, but every mode has a 24-bit display in that
>resolution. Anytime you need 16.8 million colors, you can do it, or as
>many of them will fit on your screen.
>
>(you need a 4096x4096 display to get a 16.8 million pixel display)
>
>

Right. Your Jaguar can only do 65536 colors on one screen (and thats just a static display. A Jaguar (or a Falcon for that matter) cant animate in its 65536-color mode.

Your Jag can do 24-bit, as long as the screen resolution that youre using contains fewer than 65536 pixels.. In otherwords, your Jaguar can do 24-bit in 320 X 200, and thats it. (320 X 200 = 64000 pixels)
---

Wrong, wrong, wrong!!!

You make "Jethro" look like a nobel prize winning scientist. And Elly
May's monkey picks stuff up quicker than you seem to...

--
---> Kendall Gelner (kendall@rice.edu)

# 2979. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 01:44:42 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov25.014442.21079@ida.liu.se>
Source record: 20314

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 22 Nov 93 04:24:18, Ricardo Hernandez Muchado wrote:

>RH> About the A1200-> Stefan Boberg - Team 17 game Amiga developer. He has
>RH> more information about you and I combined (or should I say only 'I' as
>RH> it shows that you are basically clueless).

>Yep .. no figures/sources from you either .. seems NOONE can back the
>sales-claims up ..

I didn't catch this thread until now (haven't been reading the Atari
groups lately), so I have to assume that you're still arguing about the
A1200 sales. If so, I can tell you that it has sold over 300,000 units
worldwide as of November 1, 1993. 150,000 of these were sold in the U.K
alone. Source: Computer Trade Weekly and Commodore UK. They're selling
all computers they can produce, basically.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2980. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 02:21:26 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov25.022126.21767@ida.liu.se>
Source record: 20315

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 23 Nov 93 03:25:13, Clayton Donley wrote:

>CD> Oh, I see.. A console like the CD32, which is capable of displaying 4
>CD> TIMES as many colors at even HIGHER resolutions than the Jaguar is
>CD> "crappy and outdated"

>Jag: 768*576 in 32bit colour, that's a 16.7 mil col palette, and an 8-bit
>alphaplane.

It is painfully obvious that you don't have the hardware specifications
for the Jaguar. No sane programmer would ever use such a mode, since you
basically wouldn't be able to do anything else but display the screen. Not
to mention that it is absolute overkill to use anything over 400 pixels
horizontally since few TV sets are able to display the pixels properly at
those resolutions. And with the intrinsic memory restrictions of cartridge
games, the graphics set would be abysmal.

>CD32: Animations and pictures, 262.000 col, in games: 256.

256 colours are more than enough for most games. Coupled with the
copper and a good graphic artist, you can do just about anything with
that. You really should see some of the stuff we're working on.

>Where did you get the rest of your lies from?

One could ask you the same thing. You both seem to have difficulties
separating facts from fiction.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 2981. Re: Jaguar cartridge limitations.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 03:37:09 UTC
From: sherlock@crl.com
Message-ID: <2d1995$s8m@crl.crl.com>
Source record: 20313

Clayton Donley (cdonley@amiganet.xnet.com) wrote:
: Try -40 megabits- , in megaBYTE terms, thats 5 Megs.

What about Neo-Geos? Their cartridges can store more than 40 megs!

# 2982. CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 05:50:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf447b8@troed.ct.se>
Source record: 20317

In a message of 24 Nov 93 15:49:33, Clayton Donley wrote:

CD> paint on!
CD>
CD> Repeat: There is NO DIFFERENCE between a HAM8 and a pure 24-BIT image, as
CD> long
CD> as the resolution of the screen does not exceed 262144 pixels. This means
CD> that
CD> a 24-bit image and a HAM8 image are IDENTICAL, up until (roughly) 640 X
CD> 400.
Get a book.

When going from one colour to another, you'll get fringes in HAMx (very visible in HAM6, but they're there in HAM8 too)

I have a Falcon, but I've programmed on an Amiga (my worst nightmare ... ) it was VERY easy to see the difference between HAM pictures and REAL 24-bit pictures ... VERY EASY ...

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2983. Re: Jaguar cartridge limitations.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 05:52:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf4482a@troed.ct.se>
Source record: 20318

In a message of 24 Nov 93 15:58:17, Clayton Donley wrote:

CD> Hahah, 40 megabytes?! Yeah, thats juat about as believable as the Jaguar's
CD> 2
CD> megs of "64 bit memory" ..hahahah. if a Jaguar cartridge held 40
CD> megabytes, the
CD> cartriges would be the size of a VCR. Lets use our BRAINS a little, eh?
CD>
CD> Try -40 megabits- , in megaBYTE terms, thats 5 Megs.
CD>
CD> Or, 1/110th the size od a CD^32 disc. :)

Boy .. read some specs ..

The Jaguar has built in JagPeg (sort of JPEG) compression, and Atari has licensed cinemapak for use with both the Jaguar and the Falcon ..

Can you guess what takes space in consolegames? Right, graphics .... can you compress graphics with Jpeg?

YES!

That's how you'll reach the 50 MEGABYTE figure .. (more than any CD32 game out!)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 2984. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 06:23:29 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2d1j11$fn7@darkstar.UCSC.EDU>
Source record: 20316

In <1993Nov25.022126.21767@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

> It is painfully obvious that you don't have the hardware specifications
>for the Jaguar. No sane programmer would ever use such a mode, since you
>basically wouldn't be able to do anything else but display the screen. Not
>to mention that it is absolute overkill to use anything over 400 pixels
>horizontally since few TV sets are able to display the pixels properly at
>those resolutions. And with the intrinsic memory restrictions of cartridge
>games, the graphics set would be abysmal.

That's funny, since when I run my falcon on my TV at 768 x 480 overscan
it looks fine to me. Definitely better than 384 x 240, even with interlace.
And sure, if you are trying to do 60fps animation, then 768 x 480 x 32bit
will eat up all the processing time, but at a more reasonable 30 fps, you
are only using half of TOM's ability. Sounds like plenty left over to me.

>>CD32: Animations and pictures, 262.000 col, in games: 256.

> 256 colours are more than enough for most games. Coupled with the
>copper and a good graphic artist, you can do just about anything with
>that. You really should see some of the stuff we're working on.

Sure, right... that's why everyone (except Commodore) are making machines
with better than 8 bit graphics...

__ /\ __ | Christopher Taylor Oates | Atari: MegaSTE
__\/__\/__ | C.Oates2@GEnie.GEIS.com Aspect@CATS.UCSC.edu | Falcon 030
_||_/ | "You're fighting the weight of the world and | Lynx
/__||__\ | and no one can save you this time. Close your |---------------
// \ | \\ | eyes, you can find all you need in your mind" | Swords, Music,
\| | -Dream Theater, Take the Time | & Computers...

>>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

>--
>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>========== Disclaimer: I only speak for myself, not Team 17. ============

# 2985. Re: Nice Lie >>>CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 12:51:51 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2pai@amiganet.xnet.com>
Source record: 20320

sebelt01@starbase.spd.louisville.edu () writes:

> NEWS FLASH!!
> (Nov. 23 21:30EST) Amiga, manufacturer of home computer systems and, more
> recently, a home video console, has recalled their CD-32 home
entertainment
> system. Doug Gunnit of Amiga was quoted as saying `There are some
> features that need to be worked out that can't be accomplished in the
> field'. Reported bugs include incompatibility with the standard AGA
> chipset and a seemingly random bus-error resulting in failure of
> burst-mode memory writes. This, of course, was no surprise to the
> industry; they knew the CD-32 was a joke all along, and that anyone
> on comp.sys.atari.advocacy who sticks up for the CD-32 is a f*cking
> idiot. Amiga's suck, bite me! Atari forever.
>
> Thanks for reading this public service announcement.
>
>--
>sebelt01@starbase.spd.louisville.edu IRC: Sneaker Hacking on a 1040STe..

Shouldhave exepected this kind of mentallity from an IRC-urchin.

--

+---------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
+---------------------------------------------------------------------------+

## 2986. Atari RECALLS Jaguar!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 12:52:47 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2pao@amiganet.xnet.com>
Source record: 20321

Made you read it, didnt it?

Relax--this post is just as phony as the "CD32 Recalled!" post.

--

```
+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+
```

# 2987. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 12:54:33 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2d29u9$t0c@sol.ctr.columbia.edu>
Source record: 20319

In article <2cuao2$ocl@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
}
} Most likely in Europe and the UK. Hate to tell you this, but if you
} look at internet, you see'll its predominantly US-based. Try doing
} a sample of the posters. Then look at the networks in Europe, which
} are predominantly FidoNet and Janet (in the UK mainly). Internet is
} not a good demographic cross-section of the population. I sure as
} hell wouldn't be using it for cross-sectional panel data time series
} analysis, unless I wanted to track what computer science and
} electrical engineering students were doing, or mistakenly believed that
} 90% of the world's population were students.

There is the small point that 80% of JANET sites are now connected to the internet via JIPS (JANet Internet Protocol Something). That most of JANet traffic is now JIPS-based rather than ColourBook based....

} : The unit is 64 bit graphics/blitter/risc cpu, 32 bit sound/dsp, 16/32 68000.
}
} Where did the 16/32 68000 come from? What does the 32 bit mean?
}

All 68k's are 16/32 (That's where ST came from :-). It means they have a 16-bit external interface to a 32-bit internal architecture. A bit like a 386-SX chip.

Simon.
(PS: I think Claybrain is spouting crap.)

--

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2988. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 13:08:27 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2pau@amiganet.xnet.com>
Source record: 20322

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>In article <CGzCsF.GI3@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
> Charles Medley (cmedley@wam.umd.edu) wrote:
> :In article <CGxq01.LJM@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu>
wrote
>:
> :#Well, here's my point:
>
> :#Donley claims the Jag is not as good as CD-32 because it lacks a CD-ROM.
> :#Never mind that you can add one later, and still come close to CD-32's
> :#price, with the prospect of even better performance....
>
> If I was to buy a games console now it would have to have a CD-ROM
> available with it. Not something that will/might show up later. If in 6
> months, the Jaguar does have the CD-ROM available then it'll be in
> contention with my choices of games console. If it isn't around by then,
> well it's out of contention with my buying choices. If people want to
> stick to catridge base for awhile then that's their choice. My choice is
> CD-ROM.

Exactly. Jaguar enthusiasts have got themselves so hooked on vapor that they
actually believe that a CD-Rom is available -today- for their console. Fact is,
it isnt, hasnt been announced, and probably WONT be until the middle of next
year, and by then, it will have already been left in the dust with such
marketing flops as CD-I, and the TurboGrafx-16 -- All of which "promised" , but
never delivered their products.

What the Jaguar wants, the CD32 already has. CD-Rom in every deck, full-motion
video, and a massive library of titles already available.

>------------------------------
>
>Ok, I'll respect that...
>
> :#Now, let's say Donley is right, and the CD-ROM is "all that"... well,
> :#what good is that device if the games being ported are all able to
> :#fit on a cartridge anyways? I've seen 3DO games, and in the case of
> :#the title that comes with it (Crash 'N Burn), I know Sega or SNES would
> :#be hard pressed to put something like that on a cart. The Jaguar's
> :#carts are higher capacity, and could do it (or at worse, come very
close!)
> :#and have no "load time" involved.

CD32's have 2 megs of high-speed 32 bit RAM on them. The double-speed CDROM in
a CD32 can pull data off a disc at 300 kb per second. So, it takes a CD32

(gasp) about >6< seconds to fill the entire space of its RAM.. I dont see
where your "load time" argument has any weight.

>
> That's if the games being put on CD-ROMs can fit on a catridge. In my
> experience the majority of stuff coming out on CD-ROMs will not fit on a
> catridge. I've seen Crash 'N Burn, nice, but I don't really go for racing
> games. Not my type of fun, sorry.
>------------------------------
>
>But the Jaguar provides a larger cartrige space and hardware
>compression so you can stuff a lot of graphics into a cart, this
>overcomes some of the space problem. You could probably fit any of
>the CD-32 10mb games into a Jag cartridge.
>

CD32 games are measured in megaBYTEs, not megabits, and given some of the depth
of CD32 games ive seen, id highly doubt a silly 40 megbit (read:5 megabyte)
cartridge could hold the typical CD32 game. The best compression schemes out
there only offer about 45% compression.

>
> :#So I'm wondering... what good is this advantage until software comes
> :#out that demands the added storage?
> :#Price isn't a factor... the games cost as much as cart titles.
> :#Speed is slower than a cart.
> :#Storage... well... if it's not being used, it's a waste.

So any Jaguar cartridge that dosent use every bit of its space is a waste as
well? The sad fact is, is that the Jaguar has no room to expand. CD32 users
have 550 megs of space to grow into.

>
> The software that's been coming out for CD32 CD-ROM disks can't be piled
> into a catridge without losing a lot of other things that enhances the
game.
> Given your words, what good is the Falcon advantage if software that comes
> out that demands the added storage isn't available?
>------------------------------
>
>It can in a Jag cartride, as long as most of the 10MB or so is
>graphics. A friedian slip on your part saying Falcon?
>
>------------------------------
> I think the stages for Jaguar software development will follow along
> something of these lines, IMHO:
> For Atari to provide a catridge based system will only insure
> that developers will have to squeeze down the size of the code to fit on
> the catridge. That's going to leave the Falcon with an initial slew of
> catridge games that will not be showing off everything the Falcon has to
> give until a CD-ROM player comes out.
>------------------------------

>
>Not code, but graphics... it's really the graphics that suffer the
>most cutback in a cart system. I think that you can show off quite a
>lot of what the Jaguar (you said Falcon again, tsk tsk) can do with 2
>MB of code and 12 MB of graphics...
>
>
> This also, brings into question the next phase of software development.
> For awhile developers will be still producing games for the Jaguar on
> catridges, even after the CD-ROM becomes available since the catridge based
> consoles will be their low-end until a larger number of CD-ROM units are
> sold.
>------------------------------
>
>Some games just don't need a CD-ROM. I myself anticipate games that
>use both the cartrige and CD-ROM, if done cleverly this could really
>enhance a game!!
>
>And I think that a number of ports like 7th guest and Dracula will be
>out soon after the CD release anyway. You can play these until truly
>original Jag CD games later.
>
>
> Third phase, the Jaguar will be seeing many ports of catridge based games
> to CD-ROM disks so, it'll be facing the same thing as the A1200 -> CD32
> ports. Most of those CD-ROM ports will carry extra sound, levels, etc.
>------------------------------
>
>No they won't. Why would a game already on cart beconverted to
>CD-ROM? That makes no sense. Perhaps a sequel or something, but not
>a direct port.
>
> The last phase is that the Jaguar will begin seeing more games being
> available on CD-ROM and shows off the capabilities of the Jaguar.
>------------------------------
>
>This will take a little while, but some developers have Jag CD's right
>now, so it may happen sooner than you think.
>
>------------------------------
> Because of Atari providing a catridge based console, it'll take the Jaguar
a
> much longer time in reaching the final phase of software development than
> if they had initially came out with a CD-ROM based console.
>------------------------------
>
>not that much longer, and if our CD part breaks down the whole machine
>isin't unusable.
>
> :#I'm not saying CD-32 is a bad system, only that it's ridiculous for

> :#anyone to claim it can stomp on the Jaguar.
>
> Well, I'm not saying that the CD32 is the best on the market, but it is
> better than the Nintendo/Genesis systems. It also has a good initial price
> and has been showing a lot of developer support. I believe C= stated about
> 75 CD32 titles should be out by end of this year. I wouldn't claim that
> the CD32 will stomp the Jaguar as each has their merits. Same goes for the
> 3DO though I still don't like that price tag.
>------------------------------
>
>I agree with everything here.
>
> :#(in fact, i really don't think it will be able to compete with Jag
> :# in the marketplace because of the keywords "64-bit" and the 24-bit
> :# video...)
>
> Remains to be seen.
>------------------------------
>
>The only thing I question is how the CD-32's colors will be presented
>to the public, since they can't really say 24-bit color, and the truth
>is too confusing for most consumers. I guess ity doesn't matter that
>much, they can just call it a 32-bit machine.
>

Actually, they can get away with it.. Although its a half-truth. The CD32 has a 24-bit pallete, and can display graphics identical to true 24bit in resolutions up to slightly over 640 X 400..

Much the same was as Atari can get away with callng their Jaguar a "64 bit machine" when only a fragment of the console is true 64-bit, that being a small bus that interconnects the GPU and the display chip. The rest of the console is 16-bit, where CD32 is full 32-bit.

> :#>Another developer had stated their Pinball Illusions or with it
Fantasies,
>
> :#>whatever, will come out more levels for the CD32 version than the Amiga
> :#>version.
> :#>
> :#Not to be too inflammatory, but if only one title shows marked
improvement
> :#over the A1200 version, what is the purpose of CD-32?
>
> Geez, that was only used as an example of what I had posted earlier about.
> One title doesn't mean that's all, did you want a listing of what every
> developer said they are planning on?
>------------------------------
>
>Well, actually, yes we do. We've had them for the Jaguar and 3DO...
>

>--
>---> Kendall Gelner (kendall@rice.edu)

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+

# 2989. Re: call me a traitor but the ad sucks

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 13:10:31 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2pb0@amiganet.xnet.com>
Source record: 20323

jjindda@uclink.berkeley.edu (Joon Sung Choi) writes:

>Finally I saw the Jaguar ad.
>I don't think many people would be impressed when they saw a couple of
>Jaguar games displayed in the ad. Atari should've put other games
>which really takes advantage of 24bit graphic and all the crap people
>are talking about here....
>
>Oh, well, but I am still getting Jaguar.....hhhhhhh
>

Hate to say "I toldja so" , but.... You people have fallen to hard for Atari's marketing propoganda. If your Jaguar really WAS all of the "64 bit game console" Atari pushed it as, you wouldnt see depressing posts like this, now, would you?

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+

# 2990. Re: Jaguar is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 13:19:37 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2pb6@amiganet.xnet.com>
Source record: 20324

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 23 Nov 93 20:23:20, Gerry Mon wrote:
>
>GM> Think about it. If someone can make a 32-bit 68030 talk to 16-bit
>GM> wide memory (as in the Falcon and Mac LC II), then it should be
>GM> possible to do the opposite (i.e. allow a 16-bit 68000 to talk to
>GM> 64-bit wide memory).

Uhhh, heh, I dont think you understand how bus architectures work. Thats like saying:

"Well, this Cray II XMP supercomputer can emulate a Commodore 64 -- I dont see why a Commodore 64 cant emulate a Cray"

Think of the term "32 bit wide bus" as a sewer pipe.. its 32 feet wide.. It can handle the traffic of a 16-bit (or 16-foot wide) water supply going through it.

Now on the other hand, lets say you have a 16bit (16 foot wide) sewer pipe.. It cant handle the amount of water(data) a 32-bit pipe carries..

A 16-bit CPU can only address 16-bit memory, at maximum.. It can address 8 bit memory, 16-bit memory, but NOT 32-bit memory.

In otherwords, your Jaguar dosent have 64-bit memory, because if it did, there would be no way for the CPU to access it! :) Also, the fact that 64-bit-wide RAM chips go for $450-$600 PER MEGABYTE in eletronics catalogs, may make you scratch your head. The Jag has 16-bit memory.

>
>Error .. the memory in the Falcon is 32bit.

The Falcon has an 030(32-bit) chip that sits on a 16-bit bus. Its memory, therefore, is 16-bit.

>
>(The datapath may be 16, but the memory is 32, and is used as such by all the
>other chips)

Nope. Sorry, 16.

>
>GM> By the way, are you for real? I hope you realize that your actions
>GM> are having the opposite effect. Because of you, I'm sure a lot of
>GM> people won't even consider a CD32 now...
>

```
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+
>

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+
```

# 2991. Re: Jaguar cartridge limitations.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 13:22:21 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2pbc@amiganet.xnet.com>
Source record: 20325

sherlock@crl.com (Charlie Holmes) writes:

>Clayton Donley (cdonley@amiganet.xnet.com) wrote:
>: Try -40 megabits- , in megaBYTE terms, thats 5 Megs.
>
>What about Neo-Geos? Their cartridges can store more than 40 megs!
>

More than 40 megaBITS. Pay attention.

Thats why their games cost in upwards of $100 a pop.

--

```
+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+
```

# 2992. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 13:25:39 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2pbi@amiganet.xnet.com>
Source record: 20326

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 24 Nov 93 15:49:33, Clayton Donley wrote:
>
>CD> paint on!
>CD>
>CD> Repeat: There is NO DIFFERENCE between a HAM8 and a pure 24-BIT image, as
>CD> long
>CD> as the resolution of the screen does not exceed 262144 pixels. This means
>CD> that
>CD> a 24-bit image and a HAM8 image are IDENTICAL, up until (roughly) 640 X
>CD> 400.
>Get a book.
>
>When going from one colour to another, you'll get fringes in HAMx (very
visible
>in HAM6, but they're there in HAM8 too)
>
>I have a Falcon, but I've programmed on an Amiga (my worst nightmare ... ) it
>was VERY easy to see the difference between HAM pictures and REAL 24-bit
>pictures ... VERY EASY ...

Well of COURSE its going to be easy. HAM6=4096 colors from a pallete of 4096.
HAM8, however, is a different story, because it has a 16.7 million color
pallete, and often more colors available than there are pixels on screen --
identical to 24-bit graphics.

>
>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+
>

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+

# 2993. Re: Jaguar cartridge limitations.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 13:35:35 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2pbp@amiganet.xnet.com>
Source record: 20327

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 24 Nov 93 15:58:17, Clayton Donley wrote:
>
>CD> Hahah, 40 megabytes?! Yeah, thats juat about as believable as the Jaguar's
>CD> 2
>CD> megs of "64 bit memory" ..hahahah. if a Jaguar cartridge held 40
>CD> megabytes, the
>CD> cartriges would be the size of a VCR. Lets use our BRAINS a little, eh?
>CD>
>CD> Try -40 megabits- , in megaBYTE terms, thats 5 Megs.
>CD>
>CD> Or, 1/110th the size od a CD^32 disc. :)
>
>Boy .. read some specs ..
>
>The Jaguar has built in JagPeg (sort of JPEG) compression, and Atari has
>licensed cinemapak for use with both the Jaguar and the Falcon ..
>
>Can you guess what takes space in consolegames? Right, graphics .... can you
>compress graphics with Jpeg?
>
>YES!
>
>That's how you'll reach the 50 MEGABYTE figure .. (more than any CD32 game
>out!)

Bahahaha, boy, you really impress me. By the way, I JPEG images virtually daily, and I can tell you for a fact that youre completely and utterly WRONG.

This guy here expects me to believe that by some miracle of modern technology, Atari has come up with a way to put 50 megabytes of data on a cartrige--Suddenly, every computer maker in the world will scratch their heads and say "duh! well what are we putting ram chips in our computers anymore! lets use Jaguar cartridges!"

Get a fucking clue, pal. RAM expansion cards for modern PCs (INCLUDING your Falcon) are the size of shoeboxes for a reason.

Hell, a friend of mine installed a 16-megabyte RAM expansion board on the $20,000 Sun Workstation he uses at work, and the board was the size of a shoebox. And you expect me to believe that Atari can put 4x as much data on a cartridge?! If a Jaguar cartridge held that much memory, your Jaguar would need a power supply the size of a VCR, and the cartridge would more than likely MELT from the heat generated, you IDIOT!

I have only two things to say to you.

1) Get a clue, take a class, read a BOOK for gods sake.

2) Wh.hehheh..WhoHHEHEHAHAHAHAHAHAHAHAHAHAAAAA!!! 50 MEGABYTES?! Hello! Hello! Earth to Idiot, this is Reality speaking..

Try >>> 50 MEGABITS <<< , or the equivalent of 8 megabytes. Whoopdeedoo.

A whopping 1/70th the space offered by one CD32 cdrom.

>
>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+
>

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+-----------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
+-----------------------------------------------------------------------------+

# 2994. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 14:25:09 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Nov25.142509.16875@pcnntp.apple.com>
Source record: 20329

In article <cdonley.2p3b@amiganet.xnet.com> cdonley@amiganet.xnet.com
(Clayton Donley) writes:
> Just to clear things up, here:
>
> AGA chip-set Amigas, such as the Amiga CD32, the Amiga 1200 and the
> Amiga 4000 have a color pallete of 16.7 million colors.
>
> The "HAM8" mode allows AGA Amigas to display up to 262,144 colors chosen
> from that pallete of 16.7 million.
>
> Now, if you have a screen resolution like 320 X 200 or 640 X 400, the
> number of
> PIXELS on the screen comes out to be FEWER than 262,144 -- Do the math!
>
> Now, since the Amiga has 262,144 colors available at these resolutions,
> it can
> have a different color for every pixel on the screen -- In effect, it is NO
> DIFFERENT from actual 24-bit graphics, because the number of colors
> chosen from
> a 16.7 million color pallete is greater than the number of pixels
> available to paint on!
>
> Repeat: There is NO DIFFERENCE between a HAM8 and a pure 24-BIT image,
> as long
> as the resolution of the screen does not exceed 262144 pixels. This
> means that
> a 24-bit image and a HAM8 image are IDENTICAL, up until (roughly) 640 X
> 400.

Nonsense. You obviously haven't the foggiest idea of how the HAM modes
really work.

A true 24 bit/pixel (bpp) display allows any pixel on the screen to
be any of 16 million (or so) colors. This is the value of a 24 bpp
display - you don't have color limitations for any pixel. This is not
true for HAM modes (HAM8 included) as there are interpixel color
dependencies. The color of many (most?) pixels on the screen must be
related to the preceding pixel - that's simply the way the hardware works.
Now HAM8 has its strengths, particularly for animation, but don't equate
it to a true 24 bpp display mode.

> Hope that clears things up.

Hardly.

- Dale Adams

## 2995. Clayhead gets it wrong again...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 14:26:33 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2d2fap$t0c@sol.ctr.columbia.edu>
Source record: 20328

> Uhhh, heh, I dont think you understand how bus architectures work.

> Think of the term "32 bit wide bus" as a sewer pipe.. its 32 feet
> wide.. It can handle the traffic of a 16-bit (or 16-foot wide) water
> supply going through it.

> Now on the other hand, lets say you have a 16bit (16 foot wide)
> sewer pipe.. It cant handle the amount of water(data) a 32-bit
> pipe carries..

Unless you make the water flow twice as fast on the 16 foot pipe
section, and have an interface that "funnels" the 32-foot wide area
into the 16-foot wide area... Actually it's called Bernouilli's
equation of fluid dynamics. Your analogy has just proven you wrong.

> The Falcon has an 030(32-bit) chip that sits on a 16-bit bus.
> Its memory, therefore, is 16-bit.

Nope. It has a 16 bit CPU <--> memory bus. It has a 32 bit bus to
everywhere else in the system... Maybe you want to call it 24-bit
memory, because one set of chips access it at 32 bit sizes, and the
CPU accesses it as 16 bit... Sheesh!

GM> By the way, are you for real? I hope you realize that your actions
GM> are having the opposite effect. Because of you, I'm sure a lot of
GM> people won't even consider a CD32 now...

Now this I can believe...

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 2996. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 16:41:12 UTC
From: hasse@dront.solace.mh.se
Message-ID: <hasse.754244395@fizban>
Source record: 20330

cdonley@amiganet.xnet.com (Clayton Donley) writes:

>kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>>In article <CGzCsF.GI3@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:

[stuff deleted]
>>The only thing I question is how the CD-32's colors will be presented
>>to the public, since they can't really say 24-bit color, and the truth
>>is too confusing for most consumers. I guess ity doesn't matter that
>>much, they can just call it a 32-bit machine.
>>

>Actually, they can get away with it.. Although its a half-truth. The CD32 has
hear hear.... ^^^^^^^^^^
And Mr. Donley bashes the Jaguar because it has a 16 bit general purpose CPU.

>a 24-bit pallete, and can display graphics identical to true 24bit in
>resolutions up to slightly over 640 X 400..

Not identical, it *looks* almost as 24 bit....

>Much the same was as Atari can get away with callng their Jaguar a "64 bit
>machine" when only a fragment of the console is true 64-bit, that being a small
>bus that interconnects the GPU and the display chip. The rest of the console is
>16-bit, where CD32 is full 32-bit.

Uhm.. I guess the CD32 must be 4 bits then.... Because the memorychips only is
4 bits wide... Or maybe it is 8 bits, because the CIA-chips is 8 bits!?! DUH!

[stuff deleted]

I don't bash the CD32, it's a great machine, but counted in performance the
3DO & Jaguar leaves it behind in the dust. What's speaking for the CD32 is that
it has more titles and more coming, but I fear that the CD32 will die because
of piracy. This is a fact, since I *know* that all the available titles for
the CD32 is already pirated and are available on so called elite/warez BBS's.

Btw, why do insist calling the ChipRAM on the CD32 for "highspeed"?? It's just
ordinary RAM... The CD32 has exactly the same hardware as the A1200, except
that it got a CDROM and the Akiko chip for chunky<->planar pixel conversion.

>+-------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
>+-------------------------------------------------------------------------+
--
hasse@solace.mh.se | Hans Holmberg | If all dinosaurs died out million of
+46 60 163108 work | Sommarvagen 5 | years ago, then why does Windows and
+46 60 569169 home | S-854 67 Sundsvall | DOS still exist???

+46 60 569266 fax | Sweden | "Jurassic park?? That's PC-lab 4"

# 2997. Re: Jaguar is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 16:51:04 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CH2454.9pt@newcastle.ac.uk>
Source record: 20333

In article <cdonley.2pb6@amiganet.xnet.com>, cdonley@amiganet.xnet.com (Clayton Donley) writes:
>rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>
>>In a message of 23 Nov 93 20:23:20, Gerry Mon wrote:
>>
>>GM> Think about it. If someone can make a 32-bit 68030 talk to 16-bit
>>GM> wide memory (as in the Falcon and Mac LC II), then it should be
>>GM> possible to do the opposite (i.e. allow a 16-bit 68000 to talk to
>>GM> 64-bit wide memory).

Well - that's fair enough, although I don't think that's the idea in the Jaguar's architecture - the 68000 tell's the custom chips what to do & they then do the majority of the memory accessing themselves @ 64 bits.

>
>Uhhh, heh, I dont think you understand how bus architectures work. Thats like
>saying:

I assume by this that you think you do ? Your following statements seem to indicate that you couldn't find you own arse with a map, never mind find your way around even a simple bus architecture.

>
>"Well, this Cray II XMP supercomputer can emulate a Commodore 64 -- I dont see
>why a Commodore 64 cant emulate a Cray"

That's irrelevant.

>
>Think of the term "32 bit wide bus" as a sewer pipe.. its 32 feet wide.. It can
>handle the traffic of a 16-bit (or 16-foot wide) water supply going through it.
>
>Now on the other hand, lets say you have a 16bit (16 foot wide) sewer pipe.. It
>cant handle the amount of water(data) a 32-bit pipe carries..
>
>A 16-bit CPU can only address 16-bit memory, at maximum.. It can address 8 bit
>memory, 16-bit memory, but NOT 32-bit memory.
>

Now - let me take you by a the hand and lead you into the promised land of understanding.

Let's first seperate two area's - address & data bus (as you seem to have confused the two). The address bus width limits the amount of memory you can access. The address bus width limits the amount of it you can access at one go.

So. A 64 bit data bus allows you to access 8 consecutice Bytes of information at one go. (eg locations 0-->7).

A 16 bit data bus (as in a 68000) only allows you to access 2 consecutive bytes at once. (eg locations 0--7).

If we assume a common address bus between all the chips, then although both chips can access the memory (which is stored in 8 banks each 8bits wide), but the 16 bit chip will require 4 times as long to access the same data.

>In otherwords, your Jaguar dosent have 64-bit memory, because if it did, there
>would be no way for the CPU to access it! :) Also, the fact that 64-bit-wide
>RAM chips go for $450-$600 PER MEGABYTE in eletronics catalogs, may make you
>scratch your head. The Jag has 16-bit memory.

Several parallel banks of 8 Bit memory (just like all PC's use to get 32 Bit memory access) will give you 64 bit memory as 64 consecutive bits may be accessed at once. The idea of using 64bit wide memory chips is nice, but it just isn't how these things are done. You obviously have no experience in the field or you would have kept quiet about this....snigger.

>>
>>Error .. the memory in the Falcon is 32bit.
>
>The Falcon has an 030(32-bit) chip that sits on a 16-bit bus. Its memory,
>therefore, is 16-bit.

Wrong again. The Falcon has a 16 bit processor --> memory bus, but has
32 bit Custom chip (sound, etc) ---> memory bus => memory is 32Bit.

>>
>>(The datapath may be 16, but the memory is 32, and is used as such by all the
>>other chips)
>
>Nope. Sorry, 16.
>

Unfortunately you spout b****cks again.

>--
>
>+-------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
>+-------------------------------------------------------------------------+

If I owned a Commodore, I'd be embaressed that you did as well......

....luckily I don't.

Craig. (MEng Microelectronics and Software Engineering)

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\----------------------------------------------------------

SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

# 2998. Re: Jaguar is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 17:19:50 UTC
From: hasse@dront.solace.mh.se
Message-ID: <hasse.754245737@fizban>
Source record: 20331

cdonley@amiganet.xnet.com (Clayton Donley) writes:

>rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>>In a message of 23 Nov 93 20:23:20, Gerry Mon wrote:
>>
>>GM> Think about it. If someone can make a 32-bit 68030 talk to 16-bit
>>GM> wide memory (as in the Falcon and Mac LC II), then it should be
>>GM> possible to do the opposite (i.e. allow a 16-bit 68000 to talk to
>>GM> 64-bit wide memory).

>Uhhh, heh, I dont think you understand how bus architectures work. Thats like
>saying:

>"Well, this Cray II XMP supercomputer can emulate a Commodore 64 -- I dont see
>why a Commodore 64 cant emulate a Cray"

>Think of the term "32 bit wide bus" as a sewer pipe.. its 32 feet wide.. It can
>handle the traffic of a 16-bit (or 16-foot wide) water supply going through it.

>Now on the other hand, lets say you have a 16bit (16 foot wide) sewer pipe.. It
>cant handle the amount of water(data) a 32-bit pipe carries..

Maybe you have sewerpipes in YOUR computer, I know I haven't..... ;)

>A 16-bit CPU can only address 16-bit memory, at maximum.. It can address 8 bit
>memory, 16-bit memory, but NOT 32-bit memory.

Then I guess I can't have 1-bit bus either connected to a 16 bit cpu...
(That is called a serial bus btw)

>In otherwords, your Jaguar dosent have 64-bit memory, because if it did, there
>would be no way for the CPU to access it! :) Also, the fact that 64-bit-wide
>RAM chips go for $450-$600 PER MEGABYTE in eletronics catalogs, may make you
>scratch your head. The Jag has 16-bit memory.

Uhm... Did you know for a fact that the memorychips in your Amiga is either
4 bits wide or 1 bit wide depending on the configuration? Uhm.. That means that
your Amiga can't have a 32 bit CPU then!?!

If I where you (which I luckily am not!) I would read some CS before posting
anything more.

>>
>>Error .. the memory in the Falcon is 32bit.

>The Falcon has an 030(32-bit) chip that sits on a 16-bit bus. Its memory,
>therefore, is 16-bit.

Nope the memory in the Falcon is 32 bit.. The 68030 can handle 8, 16 or 32 bits wide busses without problem, and the datapath to the 030 is 16 bit (Yes, I know, it's moronic but it's also a fact)

>>
>>(The datapath may be 16, but the memory is 32, and is used as such by all the
>>other chips)

>Nope. Sorry, 16.

There is a saying that goes like this: Make sure your brain is functioning before opening your mouth.

>>
>>GM> By the way, are you for real? I hope you realize that your actions
>>GM> are having the opposite effect. Because of you, I'm sure a lot of
>>GM> people won't even consider a CD32 now...
>>

>>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>>+ SYNC -------- Opinions expressed are definitely not my own! -------+
>>

>--

I hope you realize Mr Donley that you have made a complete fool out of yourself by posting these *incredible* stupid claims & "facts" on usenet. You appear to be a blubbering idiot with a mental age of 10.

>+-------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
>+-------------------------------------------------------------------------+
--
hasse@solace.mh.se | Hans Holmberg | If all dinosaurs died out million of
+46 60 163108 work | Sommarvagen 5 | years ago, then why does Windows and
+46 60 569169 home | S-854 67 Sundsvall | DOS still exist???
+46 60 569266 fax | Sweden | "Jurassic park?? That's PC-lab 4"

# 2999. Re: Jaguar is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 18:32:48 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov25193248@arthur.crpht.lu>
Source record: 20334

Oh no!!!
Mr idiot is not enough...
So now we go with this: Mr Asshole said the following:

> >GM> possible to do the opposite (i.e. allow a 16-bit 68000 to talk to
> >GM> 64-bit wide memory).
>
> Uhhh, heh, I dont think you understand how bus architectures work. Thats like
> saying:
Uhhh, heh, I dont think YOU understand how bus architectures CAN work!

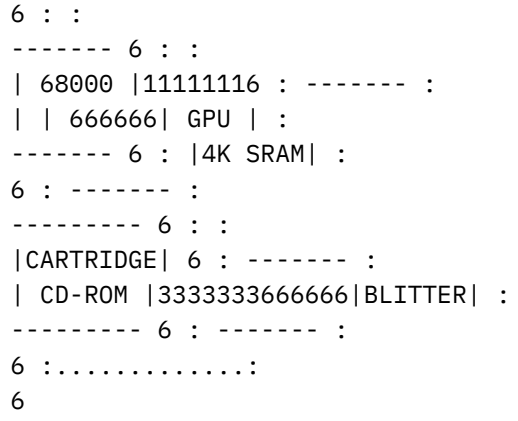
> A 16-bit CPU can only address 16-bit memory, at maximum.. It can address 8 bit
> memory, 16-bit memory, but NOT 32-bit memory.
>
> In otherwords, your Jaguar dosent have 64-bit memory, because if it did, there
> would be no way for the CPU to access it! :) Also, the fact that 64-bit-wide
> RAM chips go for $450-$600 PER MEGABYTE in eletronics catalogs, may make you
> scratch your head. The Jag has 16-bit memory.
You are wrong.
You are horribly wrong.
You are so wrong like only an asshole can get wrong.
You are even more wrong than that!

Let's have some grafix:
----------

Here's an ASCII version of the block diagram posted with aeo_se_j.zip to
atari.archive.

1 = 16 bit bus
3 = 32 bit bus
6 = 64 bit bus

```
....JERRY.......... BUS
: : 6
: ------- : 6 ....TOM........
: ----- | DSP | : 6 : :
sound <------|SOUND|| + |3333336 : ---- : ------
: ----- |8K SRAM| : 6 : |DRAM| : | |
: ------- : 666666|MEM |6666666666| DRAM |
: |TIMERS | : 6 : |CTRL| : | |
: |UART | : 6 : ---- : ------
joystick <------------>|JSTICKS| : 6 : --------- :
: |CLOCKS | : 6 : |OBJECT |--------> to video
: ------- : 666666|PROCESSOR| :
:.................: 6 : --------- :
```




There are datalines D0 to D63.
Look, the 68000 is in fact connected to the datalines D0 to D15. Now how can
it get to the data coming over the lines D16 to D31 ???
Look again at the grafix. The 68000 is NOT connected to the DRAM! It is
connected to the DRAMcontroller. Now, when the 68000 requests the word
at adress $0001202 which is contained in the bits 16 to 31 of the 64bitRAM the
DRAMcontroller does the following: it reads the 64bitLong at adress $00001200
into an internal buffer. Then with the 3 lower bits of the 68000's adress the
DRAMcontroller knows what part of that internal buffer has to be mapped to
the datalines D0 to D15. The lower 3 bits say: $2. This is obviously the
second word.
Result: D16-D31 of DRAM is output to D0-D15 of the 64bitBUS.
For every word that the 68000 reads, an entire 64bitLong is read from the DRAM.

But if Atari has done the cabling a bit intelligently, the DRAM controller can
directly read the 16bitWord requested by the 68000 wrom the 16 corresponding
RAM chips.
Oh you didn't know that each of the 64 ramchips stores 1 bit. Sorry for you
but then you should not discuss about thing you dont know, don't understand
and you will NEVER understand with your tiny brain.

> >Error .. the memory in the Falcon is 32bit.
>
> The Falcon has an 030(32-bit) chip that sits on a 16-bit bus. Its memory,
> therefore, is 16-bit.
Like above the 68030 talks to the COMBEL which has on one side the 16bitBUS
for the CPU and the 32bitBUS of the DRAM. Same trick.

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3000. Re: Jaguar cartridge limitations.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 18:40:16 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov25194016@arthur.crpht.lu>
Source record: 20335

Mr brainless asshole said:

> Get a fucking clue, pal. RAM expansion cards for modern PCs (INCLUDING your
> Falcon) are the size of shoeboxes for a reason.
>
> Hell, a friend of mine installed a 16-megabyte RAM expansion board on the
> $20,000 Sun Workstation he uses at work, and the board was the size of a
> shoebox. And you expect me to believe that Atari can put 4x as much data on a
> cartridge?! If a Jaguar cartridge held that much memory, your Jaguar would need
> a power supply the size of a VCR, and the cartridge would more than likely MELT
> from the heat generated, you IDIOT!
Drain yourself down the toilet!

Until proven different, a cartridge uses ROM and not RAM. ROM is much cheaper
and takes less place than RAM.
ROMs do not produce heat!
The Falcon's ROM (256KB) is very small. 2x2 cm exactly. It's on one chip.
And I'm shure this is NOT the highest capacity miniROM you can get.
And concerning this 16Mbyte shoebox expansion is total crap. The only shoebox
expansion I saw had an total of 256 MEGABYTES and it's from GE-soft and was
used in a TT.

Fucking hell of greetings,
Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3001. Re: Clayhead gets it right again...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 18:54:38 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2pcu@amiganet.xnet.com>
Source record: 20336

sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

>> Uhhh, heh, I dont think you understand how bus architectures work.
>
>> Think of the term "32 bit wide bus" as a sewer pipe.. its 32 feet
>> wide.. It can handle the traffic of a 16-bit (or 16-foot wide) water
>> supply going through it.
>
>> Now on the other hand, lets say you have a 16bit (16 foot wide)
>> sewer pipe.. It cant handle the amount of water(data) a 32-bit
>> pipe carries..
>
>Unless you make the water flow twice as fast on the 16 foot pipe
>section, and have an interface that "funnels" the 32-foot wide area
>into the 16-foot wide area... Actually it's called Bernouilli's
>equation of fluid dynamics. Your analogy has just proven you wrong.

Yeah, but its kinda hard to make electrons flow through copper wire at twice
the speed they normally do, now isnt it? Sit down.

>
>
>> The Falcon has an 030(32-bit) chip that sits on a 16-bit bus.
>> Its memory, therefore, is 16-bit.
>
>Nope. It has a 16 bit CPU <--> memory bus. It has a 32 bit bus to
>everywhere else in the system... Maybe you want to call it 24-bit
>memory, because one set of chips access it at 32 bit sizes, and the
>CPU accesses it as 16 bit... Sheesh!
>
>GM> By the way, are you for real? I hope you realize that your actions
>GM> are having the opposite effect. Because of you, I'm sure a lot of
>GM> people won't even consider a CD32 now...
>
>Now this I can believe...
>
>Simon.

You bore me.

>
>--
>_____________________________________________________________________
>\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
>/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

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+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+

# 3002. Re: Clayhead gets it *WRONG* again...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 19:31:25 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2d316d$t0c@sol.ctr.columbia.edu>
Source record: 20237

In article <cdonley.2pcu@amiganet.xnet.com>, cdonley@amiganet.xnet.com (Clayton Donley) writes:
} sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
} >
} >Unless you make the water flow twice as fast on the 16 foot pipe
} >section, and have an interface that "funnels" the 32-foot wide area
} >into the 16-foot wide area... Actually it's called Bernouilli's
} >equation of fluid dynamics. Your analogy has just proven you wrong.
}
} Yeah, but its kinda hard to make electrons flow through copper wire at twice
} the speed they normally do, now isnt it? Sit down.

You have to be doing this on purpose.

The rate at which the bus runs is the clock rate. It has nothing to do with the speed of electrons through copper, which is orders of magnitude of m/s faster than 16 million... Can you not see the possibility of having a 16MHz clock rate at the chip, being driven off chip via a 32-bit bus, and converted via a multiplexer into 2 16-bit signals, then de-multiplexing at the other end. Run your intermediate bus at 32MHz, and the '030 will never know the difference.

Ye Gods, I thought you'd understood that. I don't have to s p e l l t h i n g s o u t so much to my little sister (aged 12).

Simon

_____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~
~~~~~

# 3003. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 22:24:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf53082@troed.ct.se>
Source record: 20240

In a message of 25 Nov 93 02:44:42, Stefan Boberg wrote:

SB> I didn't catch this thread until now (haven't been reading the Atari
SB> groups lately), so I have to assume that you're still arguing about the
SB> A1200 sales. If so, I can tell you that it has sold over 300,000 units
SB> worldwide as of November 1, 1993. 150,000 of these were sold in the U.K
SB> alone. Source: Computer Trade Weekly and Commodore UK. They're selling
SB> all computers they can produce, basically.

Okey, I find that reliable.

(Although I find it strange that 50% of the machines are sold in ONE country
... what happened to the others?)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3004. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 22:25:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf530f0@troed.ct.se>
Source record: 20241

In a message of 25 Nov 93 03:21:26, Stefan Boberg wrote:

SB> >Jag: 768*576 in 32bit colour, that's a 16.7 mil col palette, and an 8-bit
SB> >alphaplane.
SB>
SB> It is painfully obvious that you don't have the hardware specifications
SB> for the Jaguar. No sane programmer would ever use such a mode, since you
SB> basically wouldn't be able to do anything else but display the screen. Not
SB> to mention that it is absolute overkill to use anything over 400 pixels
SB> horizontally since few TV sets are able to display the pixels properly at
SB> those resolutions. And with the intrinsic memory restrictions of cartridge
SB> games, the graphics set would be abysmal.

Ehrm ... okey ... you DO know what the bus-specs are, right? ... 107Mb/s ..
that's more than enough for full-screen 32-bit graphics ..
(I'm not saying EVERY game will use it - but we talked about MAXIMUM specs!)

SB> >CD32: Animations and pictures, 262.000 col, in games: 256.
SB>
SB> 256 colours are more than enough for most games. Coupled with the
SB> copper and a good graphic artist, you can do just about anything with
SB> that. You really should see some of the stuff we're working on.

More than 640Kb RAM will never be needed .. :-))))) ... Heard that one before?
(Hint - IBM PC)

SB> >Where did you get the rest of your lies from?
SB>
SB> One could ask you the same thing. You both seem to have difficulties
SB> separating facts from fiction.

So? Where did I lie then?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3005. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 22:29:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf531d0@troed.ct.se>
Source record: 20242

In a message of 25 Nov 93 14:08:27, Clayton Donley wrote:

CD> Exactly. Jaguar enthusiasts have got themselves so hooked on vapor that
CD> they
CD> actually believe that a CD-Rom is available -today- for their console.
CD> Fact is,
CD> it isnt, hasnt been announced, and probably WONT be until the middle of
CD> next
CD> year, and by then, it will have already been left in the dust with such
CD> marketing flops as CD-I, and the TurboGrafx-16 -- All of which "promised"
CD> , but
CD> never delivered their products.

Open up GamePro October ... a Jaguar with a CD-ROM attached.

CD> What the Jaguar wants, the CD32 already has. CD-Rom in every deck,
CD> full-motion
CD> video, and a massive library of titles already available.

Where's the FMV for the CD32? On sale?

CD> CD32's have 2 megs of high-speed 32 bit RAM on them. The double-speed
CD> CDROM in
CD> a CD32 can pull data off a disc at 300 kb per second. So, it takes a CD32
CD> (gasp) about >6< seconds to fill the entire space of its RAM.. I dont see
CD> where your "load time" argument has any weight.

"high-speed" 32 bit RAM ... it's chipram ... and we ALL have heard what a
problem bus-contention is on the CD32 ..

CD> cartridge could hold the typical CD32 game. The best compression schemes
CD> out
CD> there only offer about 45% compression.

:-) .. Graphics compressed with JPEG goes WELL beyond 45% ..

CD> Actually, they can get away with it.. Although its a half-truth. The CD32
CD> has a
CD> 24-bit pallete, and can display graphics identical to true 24bit in
CD> resolutions
CD> up to slightly over 640 X 400..

Bullshit.

CD> Much the same was as Atari can get away with callng their Jaguar a "64 bit
CD> machine" when only a fragment of the console is true 64-bit, that being a
CD> small
CD> bus that interconnects the GPU and the display chip. The rest of the

CD> console is
CD> 16-bit, where CD32 is full 32-bit.

Bullshit.

(Have a look at the block-diagram - freely available)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3006. Re: Jaguar is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 22:31:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf53228@troed.ct.se>
Source record: 20243

In a message of 25 Nov 93 14:19:37, Clayton Donley wrote:

CD> In otherwords, your Jaguar dosent have 64-bit memory, because if it did,
CD> there
CD> would be no way for the CPU to access it! :) Also, the fact that
CD> 64-bit-wide
CD> RAM chips go for $450-$600 PER MEGABYTE in eletronics catalogs, may make
CD> you
CD> scratch your head. The Jag has 16-bit memory.

Idiot. Why not even TRY to think sometimes?

CD> The Falcon has an 030(32-bit) chip that sits on a 16-bit bus. Its memory,
CD> therefore, is 16-bit.

Nope.

CD> >(The datapath may be 16, but the memory is 32, and is used as such by all
CD> the
CD> >other chips)
CD>
CD> Nope. Sorry, 16.

Nope.

I have a Falcon - I bloody well know how it's memory is laid up.

CD> >GM> By the way, are you for real? I hope you realize that your actions
CD> >GM> are having the opposite effect. Because of you, I'm sure a lot of
CD> >GM> people won't even consider a CD32 now...

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3007. Re: Jaguar cartridge limitations.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-25 22:32:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf5328e@troed.ct.se>
Source record: 20244

In a message of 25 Nov 93 14:35:35, Clayton Donley wrote:

(Someone, please pull the dick out of this "characters" mouth)

CD> >The Jaguar has built in JagPeg (sort of JPEG) compression, and Atari has
CD> >licensed cinemapak for use with both the Jaguar and the Falcon ..

CD> >That's how you'll reach the 50 MEGABYTE figure .. (more than any CD32
CD> game
CD> >out!)

CD> This guy here expects me to believe that by some miracle of modern
CD> technology,
CD> Atari has come up with a way to put 50 megabytes of data on a
CD> cartrige--Suddenly, every computer maker in the world will scratch their
CD> heads
CD> and say "duh! well what are we putting ram chips in our computers anymore!
CD> lets
CD> use Jaguar cartridges!"

Don't you know what JPEG is??????????????????

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3008. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 01:32:03 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2d3maj$anb@news.dmpe.CSIRO.AU>
Source record: 20238

Well CD32 idiots - read this -

What was that stupid thing that Commodore released a couple of years ago - CD-I? Well, that baby STAYED ON THE SHELVES, I don't know of any places that actually sold one, and CD-32, being very similar, may well go the same way. If I was going to buy a console at the moment, I would buy a MEGA-CD, as the Jag is not out ....
But it is coming - hey if Atari Oz think it's coming, it must be due here next week .....

Karl.

```
+-----------------------------------------------------+
| 386 DX 33, 387, 8 Meg Ram, 1024*768*256!!!!!!!!!!! |
| (Ha Ha Ha Ha Ha .... ) |
+-----------------------------------------------------+
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |
```

# 3009. WHO IS THIS FOOL ?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 04:37:02 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <2d415e$5k4@usenet.rpi.edu>
Source record: 20239

Clayton Donely you have tooo much time on your hands.

# 3010. Re: Jaguar cartridge limitations.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 07:13:01 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2d4a9t$qri@harbinger.cc.monash.edu.au>
Source record: 20245

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
: In a message of 24 Nov 93 15:58:17, Clayton Donley wrote:

[....]

: The Jaguar has built in JagPeg (sort of JPEG) compression, and Atari has
: licensed cinemapak for use with both the Jaguar and the Falcon ..

: Can you guess what takes space in consolegames? Right, graphics .... can you
: compress graphics with Jpeg?

: YES!

That's okay if you want to put up with lossy compression. Though, it
should be okay using a 24bit graphics representation, though most of
them still gobble up a 256K of hard-drive space when compressed.

: That's how you'll reach the 50 MEGABYTE figure .. (more than any CD32 game
: out!)

Well, uncompressed, some of these images will take about 2Megabytes,
(assuming highest resolution at 24 bits) and 25 of these and there
goes you 50 megabytes.

I'm sure you know of many Jaguar games that have 50Megabytes of
graphics. What happened to the code?

- Jim

PS. I'm hanging onto my money until all the games for these new
consoles start flowing in. I'll think I'd get myself a CD-ROM
player to share between my 486 and Amiga.

# 3011. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 09:03:44 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2d4gpgINNjin@tom.rz.uni-passau.de>
Source record: 20246

In article <CGxouo.L25@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
>:#c) For a video game, ROMs are usually better than CDs, because they
>:# are faster (in fact, I like the NEO*GEO of a friend more than the CD^32),
>:# even though the CD^32 is cheaper.
>
>Catridges are only better in the fact they are faster at access. In everything
>else they are worse. A CD-ROM has more storage, the more storage, the more
>information that can be stored.

Hmmm....like those PC games with Megabytes of GIFs in between :-). Sorry, but
I want to PLAY a game, I don't spend that much time viewing the intro.

CD-ROMs are also cheaper to produce than
>catridges, in quantity. Cheaper to produce means cheaper software for
>users.

:-) Hardly to believe. Here in Europe the music industry tries to raise the
CD prices from ~30 DM to ~50 DM, even though CDs are cheaper to produce than
LPs.

>:#And for all the other ones: there is SEGA, and there is NINTENDO, and even
>:#here in Germany I haven't seen the CD^32 in any shop yet (including
>:#Galaxy, Munich, where they even have the 3DO and the NEO*GEO, and
>:#hopefully the Jaguar next thursday, imported directly from the U.S.).
>
>Don't know what kind of shops those are in Germany but, here in the U.S.
>I've already seen advertisements for CD32 for sale from a mailorder firm in
>Canada, and another from a U.S. mailorder firm named Tenex. Just got my
>catalog from Tenex this weekend.

Well, I HAVE seen an played the CD^32 at one of the major department shops
in Munich meanwhile (Karstadt, to be precise). The graphics look quite
good (I played 'Oscar') but the game pad is the worst I ever used.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 3012. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 09:39:20 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2d4is8INNphc@tom.rz.uni-passau.de>
Source record: 20247
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <cdonley.2p3o@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>>Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>>>Your Jag has a PALETTE of 16.7 million. It cant display all of them at one
>>>time. Only 65536.
>
>Right. Your Jaguar can only do 65536 colors on one screen (and thats just a
>static display. A Jaguar (or a Falcon for that matter) cant animate in its
>65536-color mode.
>
>Your Jag can do 24-bit, as long as the screen resolution that youre using
>contains fewer than 65536 pixels.. In otherwords, your Jaguar can do 24-bit in
>320 X 200, and thats it. (320 X 200 = 64000 pixels)
>
>
>The CD32 on the other hand, can have displays identical to 24-bit at 320 X 200,
>320 X 400, 512 X 512, and 640 X 400, since a CD32 can display 4 times as many
>colors as your Jaguar, from a pallete of 16.7 million. Too bad for Atari.

Those are statements by Mr.Donley, 'Amiga expert'. Could some of the REAL experts please tell him something about how graphics boards work (chunky modes) and what monitors and/or TV sets are able to display (PAL resolution, NTSC resolution, 14" monitor limit, etc.)? I mean, he seems to post his claims to c.s.atari.advocacy and not to c.s.amiga.advocacy (CD^32) because he feels his statements are ridiculous.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 3013. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 09:44:06 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2d4j56INNq4i@tom.rz.uni-passau.de>
Source record: 20248

In article <hasse.754156672@fizban> hasse@krynn.solace.mh.se (Hans Holmberg) writes:
>int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>>Won't they suffer the same problem with respect to access RAM?
>>Admittedly they have a high bus bandwidth according to the specs, but
>>most of the figures seem to be extrapolated from the best case scenario.
>
>I don't think so. Take the Jaguar as an example. If divide the bandwidth with
>2 we still got 50MB/s, which we can support any resolution upto 640x400x24
>without any problems and still have bandwidth left.
>
>Btw, I would guess that the CD32/A1200 should have aprox. 50-60 MB/s in band-
>width (best case scenario). The 3DO I don't know enough about to speculate what
>bandwidth it could have, but since they have the dual port VRAM I don't think
>they will have any trouble with buscontention.

The bandwith of the A1200 is approx 25 megs/second, this means FULL bus
contention (e.g. in 640*480*256 colours + overscan).
Thus, games are not possible in resolutions that high, they usually will
make use of the 320*200*256 mode.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 3014. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 11:03:30 UTC
From: m93kma@tdb.uu.se
Message-ID: <2d4nq2$i9u@corax.udac.uu.se>
Source record: 20249

Dale Adams (Dale_Adams@gateway.qm.apple.com) wrote:
: In article <cdonley.2p3b@amiganet.xnet.com> cdonley@amiganet.xnet.com
: (Clayton Donley) writes:
: > Repeat: There is NO DIFFERENCE between a HAM8 and a pure 24-BIT image,
: > as long
: > as the resolution of the screen does not exceed 262144 pixels. This
: > means that
: > a 24-bit image and a HAM8 image are IDENTICAL, up until (roughly) 640 X
: > 400.

: Nonsense. You obviously haven't the foggiest idea of how the HAM modes
: really work.

: A true 24 bit/pixel (bpp) display allows any pixel on the screen to
: be any of 16 million (or so) colors. This is the value of a 24 bpp
: display - you don't have color limitations for any pixel. This is not
: true for HAM modes (HAM8 included) as there are interpixel color
: dependencies. The color of many (most?) pixels on the screen must be
: related to the preceding pixel - that's simply the way the hardware works.
: Now HAM8 has its strengths, particularly for animation, but don't equate
: it to a true 24 bpp display mode.

I own an Amiga 1200. The HAM8 fringing is barely noticeable. *But* you
can only have 262,144 colors on a HAM8 screen. Well, you _could_ have more,
but in all the nice color fades, the steps would nearly all be 18-bit. So,
for a picture with many different colors, HAM8 is perfect. For a picture
with many different shades of the same color, 256-color mode is much better.
Anyway, you have a choice. (Btw, you have 64 base colors from which to choose
in HAM8, apart from the red/green/blue component alterations. Those pixels
using the base colors are not dependent on the previous pixel). Anyway, I
don't think you would run a game on a Jag in 24-bit mode. It would take a
hell of a memory bandwidth for that, both for the display and for blitting
around the objects. It's nice for pictures, though - but so is HAM8.

(For all of you who don't know, if you set a component, only the top 6 bits
are affected. The lower two are left intact. So by carefully setting up the
palette, you can have a different color on every pixel on the screen in any
screen resolution, up to 1400x600 50Hz-interlace, or 800x600 72Hz-interlace.)

Regards, Kristofer.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris

E-Mail: m93kma@tdb.uu.se |

# 3015. Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 11:14:44 UTC
From: m93kma@tdb.uu.se
Message-ID: <2d4of4$i9u@corax.udac.uu.se>
Source record: 20250

sebelt01@starbase.spd.louisville.edu wrote:

: NEWS FLASH!!
: (Nov. 23 21:30EST) Amiga, manufacturer of home computer systems and, more
: recently, a home video console, has recalled their CD-32 home entertainment
: system. Doug Gunnit of Amiga was quoted as saying `There are some
: features that need to be worked out that can't be accomplished in the
: field'. Reported bugs include incompatibility with the standard AGA
: chipset and a seemingly random bus-error resulting in failure of
: burst-mode memory writes. This, of course, was no surprise to the
: industry; they knew the CD-32 was a joke all along, and that anyone
: on comp.sys.atari.advocacy who sticks up for the CD-32 is a f*cking
: idiot. Amiga's suck, bite me! Atari forever.

: Thanks for reading this public service announcement.

: --
: sebelt01@starbase.spd.louisville.edu IRC: Sneaker Hacking on a 1040STe..

That's nice... I thought that Amiga was made by Commodore, right? :) Btw,
do you really think that they made a new chip set for the CD^32? I don't.
Another point, burst-mode access on an MC68EC020? Really!!? Wow, time I
made it work on my A1200! I've seen a CD^32 in action. I have only heard
vague rumours of the Jaguar. Seeing is believing.

Have fun, Kristofer.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3016. Re: Clayhead gets it right again...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 11:30:46 UTC
From: m93kma@tdb.uu.se
Message-ID: <2d4pd6$i9u@corax.udac.uu.se>
Source record: 20251

Clayton Donley (cdonley@amiganet.xnet.com) wrote:
: Yeah, but its kinda hard to make electrons flow through copper wire at twice
: the speed they normally do, now isnt it? Sit down.

Take it easy... We both know that it's not the electrons that move - it's the electric field. The issue is, that it seems kind of stupid to have two 32-bit devices connected with a 16-bit bus. What's the point with that, Falcon advocates? Btw, could you _prove_ that the 16-bit buffer between processor and memory is clocked at double speed? If so, I'm satisfied.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3017. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 13:13:30 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261309.AA01535@bot32>
Source record: 20252

cmedley@wam.umd.edu (Charles Medley) writes...

>Funny, you missed the major advertisments (hmmm, seems commodore hasn't
>run a single ad for CD-32?) in the game publications with the picture
>of the Jaguar chasing Sonic and Yoshi...

>Or the reviews which claim it is EQUAL to 3DO in graphics (hmmm!)
>and the sound must be "heard to be believed"....

>Of course, you might have missed all of that by reading Commie-only
>publications.

Actually, C= are advertising the CD32 on TV in the UK. Mind you,
the advert is CRAP ;-)

There is still no UK/Europe release of the Jaguar yet, although I
have seen reviews of preproduction models in the uk `Edge` magazine,
and also some video footage on the Sky TV `Games World` programme. I
agree with the commentary in `Edge`, its a nice looking machine
specs wise but so far the software is pretty crap. The one thing
which did look really good was the `Aliens vs Predator` game which
looks to have amazing graphics. Really, the biggest problem that
will be faced by the jaguar is that Atari are (mis)marketting it.
Just look how they screwed up the Lynx. With the might of Sega and
Nintendo I think that it will most probably be wiped out by clever
advertising by the big two.

Incidentaly, the CD32 has sold 65000 units in the first 6 weeks
of release in the UK alone - and thats with limited stocks available
and before the ad campaign. The expect to sell a total of 200000 in
the UK over the christmas period.

Gavan
(using a friends account to email this so please dont mail this
address)

## 3018. Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 13:26:31 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261322.AA01566@bot32>
Source record: 20253

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes..

>Yeah .. I went to the local videogames store .. sure they had a Cd32 .. at 4000
>SEK (The Jag will be around 2500 SEK btw), they had NO good games (there are
>only 10 Meg A1200 conversions available) and they earned NOTHING selling them
>.. (IF they will sell one - they haven't YET!)

I think you`ll find that most forthcoming Amiga games will also
be released on CD32 Although maybe not proper CD product, they will
deliver a large base of good software for the machine whilst the
true CD titles are being developed. Take a look at `Microcosm` for
the CD32 to see what sort of things you can do with specially
developed CD software.

As regards sales, in the UK Amiga software runs a close second to
Sega megadrive software. ST sales are at the bottom of the list - at
the same level as the C64! No wonder theres not much support for it
anymore.

If you want the Jaguar to be successful, there will have to be a
LOT of good software for it. I really doubt that will happen, but it
can only be good news for gamesplayers if it does. Not that its
going to have any positive impact on the Atari computer line. If it`s
a sucess, Atari will concentrate on the Jaguar. If not, Atari go
down. Either way, the most probable future for Falcon software
developement is slow starvation.

Gavan
(using a friends account to email this so please dont mail this
address)

# 3019. Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 13:36:09 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261331.AA01592@bot32>
Source record: 20254

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes..

>CB> every
>CB> computer shop, and selling like you wouldnt believe (half a million sold
>CB> all
>CB> ready I have heard)

>It doesn't sell at all here, strange, isn't it?

>Can you please give us a source for the above lie?

I don`t know about half a million , but as i previously posted CU
Amiga are reporting 65000 in the first 6 weeks in the UK alone. Lets
not forget that with 120000 AGA Amigas in the UK also, thats a total
of nearly 200000 machines already that you can make the software
for. After the Xmas period, we can expect over 500000 AGA capable
Amigas in the UK. As I said in the previous post, Amiga software is
the second most popular seller - only just behind Sega megadrive, so
there is plenty of development.

PLUS: The compatibility with older Amigas makes hundreds of
excellent standard ECS 16-bit titles available too.

THATS why I can run Frontier, Hired Guns, Alien Breed 2 AGA, Mortal
Kombat, Desert Strike, TFX, Space Hulk, Wing Commander, Stardust
etc. on my Amiga and you can run diddly squat on your Falcon. Unless
we see a remarkable improvement in Atari marketting then
unfortunately this is the same fate of the Jaguar.

>CB> The show
>CB> guide did talk about it though. There was a comparison of various
>CB> consoles, and
>CB> the Jaguar bit was written by the people from one of the Atari mags. They
>CB> said
>CB> that despite Atari's hype, and everything they promised, the Jaguar was a

>Can you please give me a VALID source for the above lie? Like, what mag?

I saw an article in a UK Sega Mega CD mag which looked at the
Jaguar. They concluded, as above - Nice specs but crap games (so
far). Face it, software sells machines. Thats why my Atari Lynx has
sold so little and the awful Nintendo gameboy has sold so much.

Gavan
(using a friends account to email this so please dont mail this
address)

## 3020. Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 13:39:28 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261335.AA01605@bot32>
Source record: 20255

<cdonley.2nux@amiganet.xnet.com> writes....

>But everyone already knows 3D0 will
>be going down the tubes. Theyve already declared a 7 million dollar loss for
>this quarter.. Thats two quarters in a row where theyve lost big.. Investors
>will get a clue pretty soon, and pull out.

I hope not. 3DO has the advantages of both CD storage and advanced
processing hardware. It really looks like it could bring a new
generation of games far in advance of ANY machine currently
available. I dont see it taking on the Mega-CD or CD32 directly, but
it would be nice to have a `high end` CD games system available.

Gavan
(using a friends account to email this so please dont mail this
address)

# 3021. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 13:47:48 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261344.AA01623@bot32>
Source record: 20256

> Of course it is easy to have
>more games ready for the CD-32 since they're just 1200 games.
>Kind of sounds like the CDTV, doesn't it? Gee, I hope it
>sells as well!

Hey, even existing 16-bit Amiga games far outpace anything seen on the Falcon. Look at Stardust or Project X or Hired Guns or Alien Breed `92 edition. The A1200 games just starting to emerge are looking pretty awesome so having `just 1200 games` available will be a hell of a boost for the CD32 (Being able to sell for the A1200 as well gives them a much bigger market).

When the Jaguar is released, Atari would be very grateful to have anything even approaching the sort of support that will be available to the Amiga/CD32.

The Jaguar COULD produce awesome games but will it last long enough for anyone to make half decent software which uses its full capabilities? Looking at the Lynx and Falcon I have to say that I severly doubt it.

BTW Are there ANY games for the Falcon? I hear it won`t run ST games (no great loss, but at least there would`ve been some software for Falcon owners to run, and a good reason for ST owners to upgrade).

Gavan
(using a friends account to email this so please dont mail this address)

# 3022. Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 13:58:07 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261354.AA01649@bot32>
Source record: 20257

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes..

>The CD32 has almost NO TITLES at all available .. I just talked to a salesman
>here, and he said that if Commodore believes the CD32 to be a good machine
>they've obviosuly got some serious brain-malfunctions ..

Actually the CD32 already has 20 titles specifically for it (I got
that from the UK Special Reserve computer club magazine). It can
also run about 40 CDTV disks (some are actually OK). So far, there
is virtually nothing that really uses the CDROM apart from the
graphically stunning `Microcosm` from Psygnosis. There will most
likely be a wait for a few months til` we see true CD32 games which
make use of all aspects, but right now there are enough available to
make the machine worth getting.

>The CD32 is CRAP, costs TOO MUCH and it has NO GAMES! (All the games available
>are A1200 games not using the CD storage! LAME!)

Strange, apart from the CRAP bit, you could almost be listing the
reasons why the Jaguar will most probably fail. Even with a Jaguar
CD unit, how many games will utilise it as its not standard??

Gavan
(using a friends account to email this so please dont mail this
address)

# 3023. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 14:05:35 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261401.AA01671@bot32>
Source record: 20258

jimmy@Hawaii.Edu (Jimmy Chan) writes ....

>I don't care what the features are right now from either of these three
>consoles since the marketplace has shown it doesn't matter what the
>features are. The only thing that decides whether a product survives is
>availability, number of users, and cost.

Hear hear! Thats what it boils down to Atari fans. Software
availability, user base and cost.

SO that falcon has 16-bit sound and DSP - SO WHAT? I`m playing Hired
Guns, Cannon Fodder (demo version) and `The Settlers (demo version)`
and the sound is just AWESOME - even though it is only 8-bit with no
DSP. The Fact is that I can get this software for my A1200 and you
can`t for the Falcon. 16-bit sound/No software or 8 bit sound/LOTS
of software. Which do YOU think is going to be more attractive to
the potential buyer?????

Do you think Its gonna be different with the consoles. Will kids
say bye-bye to Sega with Aladdin, Sonic etc just to get some
whizz-bang Jaguar with virtually NO decent software for it?

Tune into `Sanity FM` Atari advocates!

Gavan (via a friends account)

# 3024. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 14:10:21 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261406.AA01684@bot32>
Source record: 20259

rickard_troedsson@troed.ct.se (Rickard Troedsson) rants...

>No, who's impressed with the CD32 ... 16 bit technology ..

No Rickard, the CD32 is 32 bit. Is the Falcon 16-bit because its
has 16-bit sound? Maybe your beloved Jaguar (which to all intents
and purposes hasnt been seen or used by ANY of the advocates in this
group) is only 16-bit too as it includes a 16-bit 68000 processor?

Gavan (via a friends account)

# 3025. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 14:18:18 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2pj7@amiganet.xnet.com>
Source record: 20262
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
>experts please tell him something about how graphics boards work (chunky
>modes) and what monitors and/or TV sets are able to display (PAL resolution,
>NTSC resolution, 14" monitor limit, etc.)? I mean, he seems to post his
>claims to c.s.atari.advocacy and not to c.s.amiga.advocacy (CD^32) because
>he feels his statements are ridiculous.
>
>Weregoose
>
>- guenther@eva.fmi.uni-passau.de (Thorsten Guenther)
-

Thats funny, I have a 21" monitor about 6 feet away from me that has been doing
PAL/NTSC perfectly on my Amiga for several years now.

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+
```

# 3026. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 14:18:35 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261414.AA01702@bot32>
Source record: 20260

>And I am still wondering: WHY should anyone who is already owner of an Amiga
>buy a CD^32? Remember that C= themselves asked the games companies to make
>their CD games compatible with ALL AGA machines (including the 4000/040).

I can only speak for myself but as an A1200 owner I WON`t be
buying a CD32.
I WILL be buying the CD Drive add-on to give compatibility
though, as I suspect will be many of the 120000 plus UK A1200
owners.

I think a lot of owners of older 16-bit A500/A500+/A600 machines
will probably buy a CD32 as an upgrade, and bolt on the keyboard and
floppy drive later. (There are 1.5 MILLION 16-bit Amigas in the UK
alone)

Gavan (via a friends account)

## 3027. CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 14:32:16 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261428.AA01732@bot32>
Source record: 20261

cmedley@wam.umd.edu (Charles Medley) writes...

>if all the games are being ported from the AGA machines, and those are
>normally distributed on floppy (I don't remember the A1200 shipping with
>a Cd-rom, do you?) then why would a company spend the money to add on to
>a game to really max out all of that added storage on the CD-32 until
>there are CD-32 units selling in huge quantities?

Hey, the whole point is that the CD32 can rely on a variety of
excellent existing Amiga titles and still sell whilst the true CD
titles are being developed.

Look at Ataris last commercial `fight` - the Falcon vs the A1200.

Both were supposed to be 32-bit home computers to take over from
the 16 bits lines (the ST and A500).

The Falcon was completely INcompatible with the old ST games.
The A1200 could run approx 70% of the old A500 stuff.

The Falcon today has NO games and is selling very poorly.
The A1200 has sold well since launch, because you can run old
Amiga stuff on it and people are prepared to wait whilst the 32-bit
stuff is in the pipeline. Its only now that A1200 specific titles
are coming out in force.

Now tell me that the Jaguar is going to sell millions and the
CD32 will bomb. I hope they both will do well but I suspect that the
`advanced capabilties` of the Jaguar will come to nothing in the
face of lack of software.

`Hey, Betamax is so much better than the competion it`s sure to be
a big success` - Sony before Betamax flopped

`Hey, the Lynx is so much better than the competion it`s sure to be
a big success` - Atari before the Lynx flopped

`Hey, the Falcon is so much better than the competion it`s sure to be
a big success` - Atari before the Falcon flopped

`Hey, the Jaguar is so much better than the competion it`s sure to be
a big success` - Atari today.....

Gavan (via a friends account)

# 3028. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 14:40:32 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Nov26.144032.21245@pcnntp.apple.com>
Source record: 20264

In article <cdonley.2pbi@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
> Well of COURSE its going to be easy. HAM6=4096 colors from a pallete of
> 4096.
> HAM8, however, is a different story, because it has a 16.7 million color
> pallete, and often more colors available than there are pixels on screen
> -- identical to 24-bit graphics.

Again, you obviously don't know how the HAM modes really work. HAM8 is not the same as true 24 bit/pixel video. Any pixel on a HAM8 screen cannot be any of 16 million colors, let alone any of the 262144 colors you claim for HAM8. The color of most pixels on a HAM8 screen is dependent on the color of the previous pixel (unless you want to limit yourself to 64 colors). This does produce a color fringing effect. Now, as to whether it's noticeable or not on all images is another issue. It certainly is on most HAM images I've seen, although it's not on many HAM8 images. Regardless, HAM8 is not "identical" to true 24-bit video (although it's certainly faster for animation uses - less data to move around).

- Dale Adams

# 3029. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 14:48:33 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261444.AA01771@bot32>
Source record: 20263

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes...

>CD> "Lousy A1200 conversions" .. Hahah, something tells me that youde take
>CD> that
>CD> last staement back and slap yourself if you actually PLAYED an A1200 game.
>CD> Guess you havent.

>Nope, I've been playing SNES games .. I don't wanna GO BACK!

You have to play SNES games Rickard, as there simply aren`t any
for your beloved Falcon. As an Amiga owner I can enjoy the benefits
of a nice 32-bit machine with multi-tasking o/s AS WELL AS all the
top computer games.

Unfortunately, I wouldn`t sell the SNES when the Jag comes out
as you may well need to keep it if you want games software....

>MPEG module READY for the CD32? Where can I buy it?

Silica shop are advertising it for 199 UKP. It does exist as its
been demo`d at shows and seen by the Amiga press. It should be in
the shops around now.

BTW: I also note that Silica sell 1 meg/no HD Falcons at 499 UKP.
I`ve also seen Ladbroke sell the same configuration of Falcon, so
please stop your `All Falcons are 4Mb/65 Meg HD at least` crap. The
BASE Falcon is actually lower spec than the BASE amiga 1200 for what
its worth.

>Sure ... I live in Sweden - the CD32 doesn't sell at all here.

Why do Atari owners feel such a fear of the CD32??
They seem to need to slag it at every oppotunity. Do they see it
doing the same to the Jaguar as the A1200 did to the Falcon??

I wouldnt worry, its SEGA and NINTENDO that will give the jaguar
a good going over. (oh, and Ataris incompetance at marketting)

Gavan (via a friends account)

# 3030. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 15:06:13 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261502.AA01822@bot32>
Source record: 20265

tpp@cbnews.cb.att.com (Grue) writes....

>>The CD32 can display >262144< colors AND animate at that resolution, from a
>>pallete of 16.7 million.
>>
>>Jag loses. Neeext...

>You're the only loser here. And your CD32.

Look, Atari advocates. WHEN the Jaguar is released and we can see
for ourselves then Flame the CD32. The Fact is that the CD32 is out
and is selling in numbers with a good future.

Does ***ANYONE*** who is currently advocating the Jaguar actually
OWN one, or know someone who does? Has anyone actually SEEN one in
action in *real life*?

Look at the above arguement about colours/resolution. Can anyone
definitely , absolutely confirm or deny the figures. I doubt they
can as even the dickheads feverishly advocating it don`t really know
that much about it. I realise that Atari owners are sore at the
Amiga for wiping out their beloved home computers (the ST and
Falcon) but please wait until we see some hard evidence.

For what its worth, I think the Jaguar looks MUCH better
technically than the CD32, but which one will still be around in 2
years time?

I will buy my hardware based on price, software choice and
lastly specs. Brand name (Atari/Commodore) does not come into it or
I would be owning an Atari now having previously owned an Atari VCS,
Atari 400 and 800XL. I will buy the best system based on the above
criteria and any wanker who would buy a system just because it has
the Atari or Commodore badge on it isn`t worth bothering with.

Will I buy a Jaguar - Maybe. IF it has a large amount of
excellent games for it.

Gavan (via a friends account)

# 3031. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 15:22:01 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261518.AA01857@bot32>
Source record: 20266

leigh@twain.ucs.umass.edu (Leigh A. Knowlton) writes....

>Yes, the Jaguar CAN animate in 24-bit color. And it can do it a hell of a lot
>better than your wimpy CD32 since the CD32 doesn't even have 24-bit color.
>BWAHAHAHAHA.

Ah, you actually own a Jaguar then, or maybe have used one? The
fact is that you DON`T really know exactly what the Jaguar is
capable of. You`ve just seen specs floating around on the internet.
Maybe it does 24-bit colour, maybe 32-bit (as RT claims). Who knows?

Just how do you animate 24-bit colour pics off of ROM cart? Most
ROMs are only 3 megabytes at most and they cost a fortune in the UK.
Don`t give me that guff about `50 Meg on a cart` as it was
referrring to JPEG compressed graphics. Are you going to decompress
at 25 fps to give 24-bit animations? Moreover, you can JPEG static
pictures but program code and to a certain extent program data is
still going to have to fit within a 2 or 3 meg ROM space ceiling.

Gavan (via a friends account)

# 3032. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 15:26:14 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261522.AA01866@bot32>
Source record: 20267

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes..

>In fact, the letters ST for the atari series
>mean SIXTEEN/THIRTY TWO and the TT stands for 32/32.

Maybe they should have called the Falcon the TS then.
(for Thirty two/Sixteen)

Gavan (via a friends account)

# 3033. CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 15:40:56 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9311261537.AA01900@bot32>
Source record: 20268

cdonley@amiganet.xnet.com (Clayton Donley writes...

>Repeat: There is NO DIFFERENCE between a HAM8 and a pure 24-BIT image, as long
>as the resolution of the screen does not exceed 262144 pixels. This means that
>a 24-bit image and a HAM8 image are IDENTICAL, up until (roughly) 640 X 400.

No, you`re talking Crap here Clayton. This is just the sort of
thing that RT spews out about the Falcon.

HAM8 is NOT 24-bit. It CAN provide indistinguishable (to the
human eye) quality images. In the above case, the images would be
very close but NOT identical. It would not be the same as 24-bit,
but probably good enough to fool most people.

HAM8 has only an 18-bit dynamic range, but a 24-bit palette.

Converting 24-bit to HAM8 certainly is a lossy process, but so is
doing 24 to 16. Overall, I feel that HAM8 provides the better
display medium for static pictures and animations, though 15/16 bit
would be a better mode for an artist to `paint` in.

Gavan (via a friends account)

# 3034. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 18:13:59 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <2d5h17$89p@Tut.MsState.Edu>
Source record: 20269
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <cdonley.2pj7@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>>experts please tell him something about how graphics boards work (chunky
>>modes) and what monitors and/or TV sets are able to display (PAL resolution,
>>NTSC resolution, 14" monitor limit, etc.)? I mean, he seems to post his
>>claims to c.s.atari.advocacy and not to c.s.amiga.advocacy (CD^32) because
>>he feels his statements are ridiculous.
>>
>>Weregoose
>>
>>- guenther@eva.fmi.uni-passau.de (Thorsten Guenther)
>
>Thats funny, I have a 21" monitor about 6 feet away from me that has
>been doing PAL/NTSC perfectly on my Amiga for several years now.

Perhaps our feathered changeling friend is thinking in terms of monitors the way that many Macintosh users do. In striving to maintain 72dpi, the Mac community has come to associate resolution with screen size. The 9" monitors on the PortHole Macs had a resolution of 512x342 or so, the 12-14" monitors on the later Macs used 640x480, and there are now 15-16" monitors with ~800x600, 17-19" monitors with ~1024x768, etc. This is of course not necessary in all cases and there are ways to make the Macs display lower resolutions on bigger monitors, but that would violate the precious 72dpi that they hold so dear. They would probably die after seeing my 20" monitor at work displaying a 320x200 mode.

:-)

BTW, are you _the_ Bowie J. Poag? If so, I wonder how long it will be before other ghosts from the past pay us a visit...

Skip Sauls
skip@cy.cs.olemiss.edu

# 3035. Re: Clayhead gets it right again...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 19:11:06 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CH45AI.KxI@freenet.carleton.ca>
Source record: 20270

In a previous article, m93kma@tdb.uu.se (Kristofer Maad) says:

>electric field. The issue is, that it seems kind of stupid to have two 32-bit
>devices connected with a 16-bit bus. What's the point with that, Falcon

The data bus between memory and 68030 CPU is 16 bit but all graphics is 32
bits wide. (ie all custom chips have 32 bit access to memory). Only the
CPU has 16 bit access.

>advocates? Btw, could you _prove_ that the 16-bit buffer between processor
>and memory is clocked at double speed? If so, I'm satisfied.

Doubt this one; propably just wishfull thinkng :-(

Jack

--
---
----------ac382@freenet.carleton.ca----------

# 3036. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 19:48:19 UTC
From: cs93294@assn023.cs.ualberta.ca
Message-ID: <cs93294.754343299@wolfcreek.cs.ualberta.ca>
Source record: 20188

cdonley@amiganet.xnet.com (Clayton Donley) writes:
(stuff deleted)

>The fact of the matter is, that CD32 offers -right now- what the Jag only HOPES
>it can someday have...Realtime scaling, and rotation of graphic images, high
>speed blitter operations, gouraud shading and transparency done in realtime
>(Just take a look at a couple good Amiga eurodemos, ive seen a stock
>Amiga 500 with 1/4th the CPU power of a CD32, and even with the OLD graphics
>chipset, animate a 120-facet transparent multicolor vector object in realtime,
>50 frames per second!) A wide assortment of titles available, a double speed CD
>rom, full-motion video, the ability to add on a modem, keyboard, and whatever
>you like...a huge development base of pre-existing high quality Amiga games and

hmmm this stuff sounds almost exactly like the things I've heard described that
the Jaguar can do. And that's straight out of atari explorer too, and I doubt
that they would have reason to stretch the facts since they are independant
of atari.

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|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____________________________|

# 3037. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 20:27:05 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov26.202705.12456@ida.liu.se>
Source record: 20193

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>In <1993Nov25.022126.21767@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
>> <...> Not
>>to mention that it is absolute overkill to use anything over 400 pixels
>>horizontally since few TV sets are able to display the pixels properly at
>>those resolutions. And with the intrinsic memory restrictions of cartridge
>>games, the graphics set would be abysmal.

>That's funny, since when I run my falcon on my TV at 768 x 480 overscan
>it looks fine to me. Definitely better than 384 x 240, even with interlace.

What you're seeing is effectively anti-aliasing. Try doing some proper
work using that resolution on a TV and you're bound to get problems
distinguishing individual pixels. TV sets don't have that kind of
resolution.

>And sure, if you are trying to do 60fps animation, then 768 x 480 x 32bit
>will eat up all the processing time, but at a more reasonable 30 fps, you
>are only using half of TOM's ability. Sounds like plenty left over to me.

Plenty of time? Think again. The Jaguar uses a DRAM implementation,
so pumping out 768*480*32 bit interlace would eat up roughly half of the
alleged 100MB/s bandwidth alone. Then you'll have to copy some new data to
display, which takes twice as much time as the output does, even if you
just do a straight memory->memory copy... To be able to do that you'd need
50% more bandwidth than is available.

>> 256 colours are more than enough for most games. Coupled with the
>>copper and a good graphic artist, you can do just about anything with
>>that. You really should see some of the stuff we're working on.

>Sure, right... that's why everyone (except Commodore) are making machines
>with better than 8 bit graphics...

Who is `everyone'? SNES has 8-bit gfx, the SEGA has 4/6-bit graphics
(hybrid), 8-bit cels are commonly used in 3DO games. The Jaguar apparently
has 24/32-bit modes, but given the fact that it is a cartridge system,
few games will have imagery drawn in 24 bits.

> __ /\ __ | Christopher Taylor Oates | Atari: MegaSTE
> __\/__\/__ | C.Oates2@GEnie.GEIS.com Aspect@CATS.UCSC.edu | Falcon 030

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3038. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 20:41:38 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26144138@flammulated.owlnet.rice.edu>
Source record: 20271

In article <1993Nov25.014442.21079@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 22 Nov 93 04:24:18, Ricardo Hernandez Muchado wrote:

>RH> About the A1200-> Stefan Boberg - Team 17 game Amiga developer. He has
>RH> more information about you and I combined (or should I say only 'I' as
>RH> it shows that you are basically clueless).

>Yep .. no figures/sources from you either .. seems NOONE can back the
>sales-claims up ..

I didn't catch this thread until now (haven't been reading the Atari groups lately), so I have to assume that you're still arguing about the A1200 sales. If so, I can tell you that it has sold over 300,000 units worldwide as of November 1, 1993. 150,000 of these were sold in the U.K alone. Source: Computer Trade Weekly and Commodore UK. They're selling all computers they can produce, basically.
---

Nope, we're talking about CD32 sales.
--
---> Kendall Gelner (kendall@rice.edu)

# 3039. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 20:45:15 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26144515@flammulated.owlnet.rice.edu>
Source record: 20272

In article <1993Nov25.022126.21767@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

)rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
)>In a message of 23 Nov 93 03:25:13, Clayton Donley wrote:
)
)>CD> Oh, I see.. A console like the CD32, which is capable of displaying 4
)>CD> TIMES as many colors at even HIGHER resolutions than the Jaguar is
)>CD> "crappy and outdated"
)
)>Jag: 768*576 in 32bit colour, that's a 16.7 mil col palette, and an 8-bit
)>alphaplane.
)
) It is painfully obvious that you don't have the hardware specifications
)for the Jaguar. No sane programmer would ever use such a mode, since you
)basically wouldn't be able to do anything else but display the screen. Not
)to mention that it is absolute overkill to use anything over 400 pixels
)horizontally since few TV sets are able to display the pixels properly at
)those resolutions. And with the intrinsic memory restrictions of cartridge
)games, the graphics set would be abysmal.
)

Ahh, but the hardware compression helps a lot here - you can stuff a
bunch of graphics here.

)>CD32: Animations and pictures, 262.000 col, in games: 256.
)
) 256 colours are more than enough for most games. Coupled with the
)copper and a good graphic artist, you can do just about anything with
)that. You really should see some of the stuff we're working on.
)

If I wanted 256 color games, I'd get a clone. People say stuff like
this over and over again through history, and are the ones that fall
behind.

--
---> Kendall Gelner (kendall@rice.edu)

# 3040. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 20:48:52 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov26.204852.12992@ida.liu.se>
Source record: 20194

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 25 Nov 93 03:21:26, Stefan Boberg wrote:

>SB> It is painfully obvious that you don't have the hardware specifications
>SB> for the Jaguar. No sane programmer would ever use such a mode, since you
>SB> basically wouldn't be able to do anything else but display the screen.

>Ehrm ... okey ... you DO know what the bus-specs are, right? ... 107Mb/s ..
>that's more than enough for full-screen 32-bit graphics ..
>(I'm not saying EVERY game will use it - but we talked about MAXIMUM specs!)

Yes, I know the Jaguar specifications very well, thank you. I also know
how to interpret them, which you obviously don't. Do the maths and tell me
what you come up with. Q: Is full-screen animation at 768*480*32 possible
at 30fps? Here's the answer reversed if you don't manage: !oN.

>SB> 256 colours are more than enough for most games. Coupled with the
>SB> copper and a good graphic artist, you can do just about anything with
>SB> that. You really should see some of the stuff we're working on.

>More than 640Kb RAM will never be needed .. :-))))) ... Heard that one before?
>(Hint - IBM PC)

I never uttered it, that's for sure. I didn't say that 256 colours was
optimal, but it's enough for most purposes. It's also very practical. I'm
doing a conversion of Alien Breed II for SEGA right now, and I can tell you
it's a hell to get all graphics into the cartridge, even though they only
occupy a little more than 4 bits per pixel. I use some of the most
sophisticated and efficient data compression algorithms available, but it's
still difficult to squeeze everything in. Using 24-bit graphics imagery
wouldn't exactly help.

>SB> >Where did you get the rest of your lies from?

>SB> One could ask you the same thing. You both seem to have difficulties
>SB> separating facts from fiction.

>So? Where did I lie then?

Several times. Regarding the HAM issue some weeks ago, A1200 prices,
and so on... You often state things you don't know for sure as if they
were the gospel truth.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.

InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3041. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 20:59:42 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov26.205942.13450@ida.liu.se>
Source record: 20195

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 25 Nov 93 14:08:27, Clayton Donley wrote:

>CD> Exactly. Jaguar enthusiasts have got themselves so hooked on vapor that
>CD> they actually believe that a CD-Rom is available -today- for their
>CD> console. Fact is, it isnt, hasnt been announced, and probably WONT be
>CD> until the middle of next year, and by then, it will have already been
>CD> left in the dust with such marketing flops as CD-I, and the TurboGrafx-16
>CD> -- All of which "promised", but never delivered their products.

>Open up GamePro October ... a Jaguar with a CD-ROM attached.

On a PICTURE, yes. But can anybody who wants one go to a shop and
buy it? No. Because it won't be available until 3Q94.

>CD> What the Jaguar wants, the CD32 already has. CD-Rom in every deck,
>CD> full-motion video, and a massive library of titles already available.

>Where's the FMV for the CD32? On sale?

Yes.

>"high-speed" 32 bit RAM ... it's chipram ... and we ALL have heard what a
>problem bus-contention is on the CD32 ..

It's not much of a problem, since most stuff is done at the 320x200
resolution, where bus contention is minimal.

>CD> cartridge could hold the typical CD32 game. The best compression
>CD> schemes out there only offer about 45% compression.

>:-) .. Graphics compressed with JPEG goes WELL beyond 45% ..

And at a price - fringing. JPEG is lossy, remember?

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3042. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 21:08:10 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26150810@flammulated.owlnet.rice.edu>
Source record: 20273

In article <cdonley.2pau@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley)
writes:
)kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
)
)>In article <CGzCsF.GI3@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
)> Charles Medley (cmedley@wam.umd.edu) wrote:
)> :In article <CGxq01.LJM@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu>
)wrote
)>:
)> :#Well, here's my point:
)>
)> :#Donley claims the Jag is not as good as CD-32 because it lacks a CD-ROM.
)> :#Never mind that you can add one later, and still come close to CD-32's
)> :#price, with the prospect of even better performance....
)>
)> If I was to buy a games console now it would have to have a CD-ROM
)> available with it. Not something that will/might show up later. If in 6
)> months, the Jaguar does have the CD-ROM available then it'll be in
)> contention with my choices of games console. If it isn't around by then,
)> well it's out of contention with my buying choices. If people want to
)> stick to catridge base for awhile then that's their choice. My choice is
)> CD-ROM.
)
)Exactly. Jaguar enthusiasts have got themselves so hooked on vapor that they
)actually believe that a CD-Rom is available -today- for their console. Fact is,
)it isnt, hasnt been announced, and probably WONT be until the middle of next
)year, and by then, it will have already been left in the dust with such
)marketing flops as CD-I, and the TurboGrafx-16 -- All of which "promised" , but
)never delivered their products.
)

Well, you are once again wrong. CDI may have been a flop before, but
it is probably the most potential for this christmas of any console.

As for the Jaguar CD-ROM, they do have one developed - it's been seen
by others. It would make no sense to release it with no games though,
and before the nationwide release. From what I've heard they plan to
release the Jag CD soon after the nationwide release, so it will have
CD-ROM virtually from the start.

)
)What the Jaguar wants, the CD32 already has. CD-Rom in every deck, full-motion
)video, and a massive library of titles already available.
)

The Jaguar can use Cinepak to get full motion video, at no extra cost.
I know the CD-32 will soon have MPEG availiable, but in my opinion the
MPEG disks will be a huge flop. Why would you pay $200-$300 for an
MPEG cartride to play disks that only look marginally better than VHS?
Why not just get a VCR, at least you can record stuff!! And besides,
Laserdisks still look better. So there seems to me to be NO POINT to
this MPEG movie on a disk stuff.

)
)>------------------------------
)>
)>Ok, I'll respect that...
)>
)> :#Now, let's say Donley is right, and the CD-ROM is "all that"... well,
)> :#what good is that device if the games being ported are all able to
)> :#fit on a cartridge anyways? I've seen 3DO games, and in the case of
)> :#the title that comes with it (Crash 'N Burn), I know Sega or SNES would
)> :#be hard pressed to put something like that on a cart. The Jaguar's
)> :#carts are higher capacity, and could do it (or at worse, come very
)close!)
)> :#and have no "load time" involved.
)
)CD32's have 2 megs of high-speed 32 bit RAM on them. The double-speed CDROM in
)a CD32 can pull data off a disc at 300 kb per second. So, it takes a CD32
)(gasp) about >6< seconds to fill the entire space of its RAM.. I dont see
)where your "load time" argument has any weight.
)

Well, if all of the data can be read in once, you are correct. If you
have to do more than one seek though, you're looking at a time of 10sec+.

Here's an interesting thing I have yet to see come up - how much CD-32
OS is in RAM? The Jaguar has no OS, leaving 2MB free. the 3DO has an
800K OS. How much RAM does the CD-32 OS take up?

)>
)> That's if the games being put on CD-ROMs can fit on a catridge. In my
)> experience the majority of stuff coming out on CD-ROMs will not fit on a
)> catridge. I've seen Crash 'N Burn, nice, but I don't really go for racing
)> games. Not my type of fun, sorry.
)>------------------------------
)>
)>But the Jaguar provides a larger cartrige space and hardware
)>compression so you can stuff a lot of graphics into a cart, this
)>overcomes some of the space problem. You could probably fit any of
)>the CD-32 10mb games into a Jag cartridge.
)>
)
)CD32 games are measured in megaBYTEs, not megabits, and given some of the depth
)of CD32 games ive seen, id highly doubt a silly 40 megbit (read:5 megabyte)
)cartridge could hold the typical CD32 game. The best compression schemes out
)there only offer about 45% compression.

)

Well, if true, than yet another example of poor marketing by
commodore. When the come into the market saying MegaBytes with MB,
and *every other* games system uses megabits, then the CD-32 will look
pathetic.

You are so amazingly wrong about compression that it takes two strong
men and a horse just to read your statement. With JPEG, I can easily
reduce a 24-bit picture by a factor of 8 with almost no loss in
quality. I have a picture of a waterfall that takes up almost 4MB
uncompressed, yet has a file size of 250 k or so.

If most of a typical CD-32 game is graphics, then a cartrige could
hold it. How much of a given CD-32 game is code? I'd say at most 1
MB (and that would be pushing it!!) If you get an average of 7x
compression of graphics, that leaves you with 28MB (4MB * 7) of
graphics, larger than many (any?) current CD-32 titles.

)
)
)>
)> :#So I'm wondering... what good is this advantage until software comes
)> :#out that demands the added storage?
)> :#Price isn't a factor... the games cost as much as cart titles.
)> :#Speed is slower than a cart.
)> :#Storage... well... if it's not being used, it's a waste.
)
)So any Jaguar cartridge that dosent use every bit of its space is a waste as
)well? The sad fact is, is that the Jaguar has no room to expand. CD32 users
)have 550 megs of space to grow into.
)

Well, with a cartridge, there is no waste, you moron!!! You put in as
much ROM as you need.

I'd say it is definatey a waste to put a 10MB game on CD-ROM, if I get
a CD-ROM then the games had better pack the damn CD full to the gills
- I wan't what I'm paying for!! If all you get is 10MB CD-32 games,
then the CD-ROM drive is USELESS.

<a few hundred lines of wasted quotes from Clay's post deleted>

)>The only thing I question is how the CD-32's colors will be presented
)>to the public, since they can't really say 24-bit color, and the truth
)>is too confusing for most consumers. I guess ity doesn't matter that
)>much, they can just call it a 32-bit machine.
)>
)
)Actually, they can get away with it.. Although its a half-truth. The CD32 has a
)24-bit pallete, and can display graphics identical to true 24bit in resolutions
)up to slightly over 640 X 400..
)

)Much the same was as Atari can get away with callng their Jaguar a "64 bit
)machine" when only a fragment of the console is true 64-bit, that being a small
)bus that interconnects the GPU and the display chip. The rest of the console is
)16-bit, where CD32 is full 32-bit.
)

Surprise!! You're wrong again. All of the chips are connected to the
64-bit bus. The sound chip is 32 bit, the cartridge port is 32 bit,
the only rthing that's 16 bit is the 68000 and the pathway from your
brain to your mouth.

)
)> :#>Another developer had stated their Pinball Illusions or with it
)Fantasies,
)>
)> :#>whatever, will come out more levels for the CD32 version than the Amiga
)> :#>version.
)> :#>
)> :#Not to be too inflammatory, but if only one title shows marked
)improvement
)> :#over the A1200 version, what is the purpose of CD-32?
)>
)> Geez, that was only used as an example of what I had posted earlier about.
)> One title doesn't mean that's all, did you want a listing of what every
)> developer said they are planning on?
)>-----------------------------
)>
)>Well, actually, yes we do. We've had them for the Jaguar and 3DO...
)>
)>--

No developer list, eh? Not surprising...
--
---> Kendall Gelner (kendall@rice.edu)

# 3043. Re: call me a traitor but the ad sucks

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 21:11:50 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26151150@flammulated.owlnet.rice.edu>
Source record: 20274

In article <cdonley.2pb0@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
)jjindda@uclink.berkeley.edu (Joon Sung Choi) writes:
)
)>Finally I saw the Jaguar ad.
)>I don't think many people would be impressed when they saw a couple of
)>Jaguar games displayed in the ad. Atari should've put other games
)>which really takes advantage of 24bit graphic and all the crap people
)>are talking about here....
)>
)>Oh, well, but I am still getting Jaguar.....hhhhhhh
)>
)
)
)
)Hate to say "I toldja so" , but.... You people have fallen to hard for Atari's
)marketing propoganda. If your Jaguar really WAS all of the "64 bit game
)console" Atari pushed it as, you wouldnt see depressing posts like this, now,
)would you?
)

Sure, some people are never satisfied. I personally think that
Cybermorph and Raiden look fun to play, as well as being graphically
impressive (Cybermorph moves more Gourad shaded (not constant shading,
Clay) polygons in a second than the CD-32 can in a month.

Cresent Galaxy looks really impressive, but I don't like that kind of game.

Also, at least the Jaguar is being advertised on TV. Where are the
CD-32 ads? Answer: There are none!!

--
---> Kendall Gelner (kendall@rice.edu)

# 3044. Re: Jaguar is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 21:21:28 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26152128@flammulated.owlnet.rice.edu>
Source record: 20275

In article <cdonley.2pb6@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:

)rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
)
)>In a message of 23 Nov 93 20:23:20, Gerry Mon wrote:
)>
)>GM> Think about it. If someone can make a 32-bit 68030 talk to 16-bit
)>GM> wide memory (as in the Falcon and Mac LC II), then it should be
)>GM> possible to do the opposite (i.e. allow a 16-bit 68000 to talk to
)>GM> 64-bit wide memory).
)
)Uhhh, heh, I dont think you understand how bus architectures work. Thats like
)saying:
)
)"Well, this Cray II XMP supercomputer can emulate a Commodore 64 -- I dont see
)why a Commodore 64 cant emulate a Cray"
)

You fool!! I think Rickard in a comp-sci major like myself, and he has
more knowlede of a BUS than you could ever hope to aattain. You seem
to have goot all of your BUS experience by riding them rather than
studying computers than have a bus in them...

)Think of the term "32 bit wide bus" as a sewer pipe.. its 32 feet wide.. It can
)handle the traffic of a 16-bit (or 16-foot wide) water supply going through it.
)
)Now on the other hand, lets say you have a 16bit (16 foot wide) sewer pipe.. It
)cant handle the amount of water(data) a 32-bit pipe carries..
)

Your analagy works well so far, undoubtedly due to your expertise with
sewer pipes.

)
)A 16-bit CPU can only address 16-bit memory, at maximum.. It can address 8 bit
)memory, 16-bit memory, but NOT 32-bit memory.
)

What a moron. I can think of many different ways to arrange such a
systen. To simplifiy to a level you'll understand, let me use a
simple memory model in expanation.

Suppose we have something stored in memory at location zero. In a
64-bit chip, we just say: Give e the thing at location 0. In a 16 bit
chip, to get the same thing, we would say: Give me the thing at 0, at

16, at 32, at 48. See? We can access all of memory!!

)In otherwords, your Jaguar dosent have 64-bit memory, because if it did, there
)would be no way for the CPU to access it! :) Also, the fact that 64-bit-wide
)RAM chips go for $450-$600 PER MEGABYTE in eletronics catalogs, may make you
)scratch your head. The Jag has 16-bit memory.
)

You don't have to use 64-bit memory. You could use 16-bit or 32-bit
memory on a 64-bit bus if you wanted to. Memory design is not tied to
the bus like you seem to think.

)
)>
)>Error .. the memory in the Falcon is 32bit.
)
)The Falcon has an 030(32-bit) chip that sits on a 16-bit bus. Its memory,
)therefore, is 16-bit.
)
)

Well, you are wrong again (is there an echo in here?) The Falcon has
32-bit memory. The 68030 accesses it 16-bits at a time. All of the
Falcon's coprocessors (DSP, DMA, Blitter) access this memory 32-bits
at a time.

)
)>
)>(The datapath may be 16, but the memory is 32, and is used as such by all the
)>other chips)
)
)Nope. Sorry, 16.
)

Nope, sorry, 32.

)>
)>GM> By the way, are you for real? I hope you realize that your actions
)>GM> are having the opposite effect. Because of you, I'm sure a lot of
)>GM> people won't even consider a CD32 now...
)>
)
)

No reply. Actually, I had thought about the CD-32 before, but you
have definately driven me far away from one, if only for the reason
that I don't want to own anything that you think has a good design!!

--
---> Kendall Gelner (kendall@rice.edu)

# 3045. Re: Clayhead gets it right again... Not!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 21:24:52 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26152452@flammulated.owlnet.rice.edu>
Source record: 20276

In article <cdonley.2pcu@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:

)sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
)
)>> Uhhh, heh, I dont think you understand how bus architectures work.
)>
)>> Think of the term "32 bit wide bus" as a sewer pipe.. its 32 feet
)>> wide.. It can handle the traffic of a 16-bit (or 16-foot wide) water
)>> supply going through it.
)>
)>> Now on the other hand, lets say you have a 16bit (16 foot wide)
)>> sewer pipe.. It cant handle the amount of water(data) a 32-bit
)>> pipe carries..
)>
)>Unless you make the water flow twice as fast on the 16 foot pipe
)>section, and have an interface that "funnels" the 32-foot wide area
)>into the 16-foot wide area... Actually it's called Bernouilli's
)>equation of fluid dynamics. Your analogy has just proven you wrong.
)
)Yeah, but its kinda hard to make electrons flow through copper wire at twice
)the speed they normally do, now isnt it? Sit down.
)

No, it is called doubling the clock speed of the bus (something I'm sure you will fail to understand.
--
---> Kendall Gelner (kendall@rice.edu)

# 3046. Re: Clayhead gets it right again...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 21:27:53 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26152753@flammulated.owlnet.rice.edu>
Source record: 20277

In article <2d4pd6$i9u@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad) writes:

)Clayton Donley (cdonley@amiganet.xnet.com) wrote:
): Yeah, but its kinda hard to make electrons flow through copper wire at twice
): the speed they normally do, now isnt it? Sit down.
)
)Take it easy... We both know that it's not the electrons that move - it's the
)electric field. The issue is, that it seems kind of stupid to have two 32-bit
)devices connected with a 16-bit bus. What's the point with that, Falcon
)advocates? Btw, could you _prove_ that the 16-bit buffer between processor
)and memory is clocked at double speed? If so, I'm satisfied.
)

No we can't prove this about the Falcon yet, but we aren't talking
about the Falcon, we are talking about the ability to move data over a
bus to an arbitrailty large device on either end. The Claymeisters
reasoning would lead one to belive that a 16MHz bus moves as much
data as a 32MHz bus...

--
---> Kendall Gelner (kendall@rice.edu)

# 3047. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 21:29:54 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26152954@flammulated.owlnet.rice.edu>
Source record: 20278

In article <2d3maj$anb@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:

)
)What was that stupid thing that Commodore released a couple of years ago -
)CD-I? Well, that baby STAYED ON THE SHELVES, I don't know of any places that
)actually sold one, and CD-32, being very similar, may well go the same way. If
)I was going to buy a console at the moment, I would buy a MEGA-CD, as the Jag
)is not out ....
)But it is coming - hey if Atari Oz think it's coming, it must be due here next
)week .....
)
)Karl.
)

They released CDTV, which was more of a flop than CDI.

CDI is making a comeback though, you would be mistaken to put them out
of the picture yet. They are going for heavy martketing now, and have
titles that will move systems.

--
---> Kendall Gelner (kendall@rice.edu)

# 3048. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 21:39:19 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26153919@flammulated.owlnet.rice.edu>
Source record: 20279

In article <9311261322.AA01566@bot32> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

) rickard_troedsson@troed.ct.se (Rickard Troedsson) writes..
)
)>Yeah .. I went to the local videogames store .. sure they had a Cd32 .. at 4000
)>SEK (The Jag will be around 2500 SEK btw), they had NO good games (there are
)>only 10 Meg A1200 conversions available) and they earned NOTHING selling them
)>.. (IF they will sell one - they haven't YET!)
)
) I think you`ll find that most forthcoming Amiga games will also
)be released on CD32 Although maybe not proper CD product, they will
)deliver a large base of good software for the machine whilst the
)true CD titles are being developed. Take a look at `Microcosm` for
)the CD32 to see what sort of things you can do with specially
)developed CD software.

Great, lots of old software, just what I wanted in a game system.

)
) As regards sales, in the UK Amiga software runs a close second to
)Sega megadrive software. ST sales are at the bottom of the list - at
)the same level as the C64! No wonder theres not much support for it
)anymore.
)
) If you want the Jaguar to be successful, there will have to be a
)LOT of good software for it. I really doubt that will happen, but it
)can only be good news for gamesplayers if it does. Not that its
)going to have any positive impact on the Atari computer line. If it`s
)a sucess, Atari will concentrate on the Jaguar. If not, Atari go
)down. Either way, the most probable future for Falcon software
)developement is slow starvation.
)

Why can't they use some of the Jaguar money to work on the computer line? They seem to like the computer business for some reason, and they have even said that they would do this. If the CD-32 does well, does it mean that Commodore will spend all of the time working up CD-32 stuff? no way.

Also, they biously used up resources developing the Jaguar, but now that it's out, they don't have to spend R&D money anymore.

--
---> Kendall Gelner (kendall@rice.edu)

# 3049. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 21:42:59 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26154259@flammulated.owlnet.rice.edu>
Source record: 20280

In article <9311261414.AA01702@bot32> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:
)>And I am still wondering: WHY should anyone who is already owner of an Amiga
)>buy a CD^32? Remember that C= themselves asked the games companies to make
)>their CD games compatible with ALL AGA machines (including the 4000/040).
)
) I can only speak for myself but as an A1200 owner I WON`t be
)buying a CD32.
) I WILL be buying the CD Drive add-on to give compatibility
)though, as I suspect will be many of the 120000 plus UK A1200
)owners.

This is EXACTLY why I think buying a CD-32 is silly. Why not buy a computer, which has the same capabilities of the CD-32.

That's why I'm buying a Jaguar (and possibly later a 3DO) which offer superior graphics and sound to computer based systems.
--
---> Kendall Gelner (kendall@rice.edu)

# 3050. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 21:48:48 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26154848@flammulated.owlnet.rice.edu>
Source record: 20281

In article <9311261502.AA01822@bot32> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:
)
)
) Look, Atari advocates. WHEN the Jaguar is released and we can see
)for ourselves then Flame the CD32. The Fact is that the CD32 is out
)and is selling in numbers with a good future.
)
) Does ***ANYONE*** who is currently advocating the Jaguar actually
)OWN one, or know someone who does? Has anyone actually SEEN one in
)action in *real life*?
)

The Jaguar is out now, a number of people on rec.games.video.misc have them, mine is coming in the mail.

) Look at the above arguement about colours/resolution. Can anyone
)definitely , absolutely confirm or deny the figures. I doubt they
)can as even the dickheads feverishly advocating it don`t really know
)that much about it. I realise that Atari owners are sore at the
)Amiga for wiping out their beloved home computers (the ST and
)Falcon) but please wait until we see some hard evidence.
)

Although you Amiga fanatics like to belive you have wiped out the ST, you are wrong - I still own one.

The full specs have been availiable for quite some time, ye of little knowledge. I have seen to Jaguar running in TV spots, and its claims are realistic. It is not some kind of weenie system like the CD-32.

) For what its worth, I think the Jaguar looks MUCH better
)technically than the CD32, but which one will still be around in 2
)years time?
)

Both will.

) I will buy my hardware based on price, software choice and
)lastly specs. Brand name (Atari/Commodore) does not come into it or
)I would be owning an Atari now having previously owned an Atari VCS,
)Atari 400 and 800XL. I will buy the best system based on the above
)criteria and any wanker who would buy a system just because it has
)the Atari or Commodore badge on it isn`t worth bothering with.
)

I buy my systems for the same reason, that's why I'm getting a Jaguar. They have a lot of big developers, plus more on the way. The price is on the same level as a CD-32 (actually cheaper, but then I plan to get a JAG CD eventually). All in all, I can't see any problems goinmg with a Jaguar.

--
---> Kendall Gelner (kendall@rice.edu)

# 3051. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 21:51:38 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26155138@flammulated.owlnet.rice.edu>
Source record: 20282

In article <9311261518.AA01857@bot32> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:
)leigh@twain.ucs.umass.edu (Leigh A. Knowlton) writes....
)
)>Yes, the Jaguar CAN animate in 24-bit color. And it can do it a hell of a lot
)>better than your wimpy CD32 since the CD32 doesn't even have 24-bit color.
)>BWAHAHAHAHA.
)
) Ah, you actually own a Jaguar then, or maybe have used one? The
)fact is that you DON`T really know exactly what the Jaguar is
)capable of. You`ve just seen specs floating around on the internet.
)Maybe it does 24-bit colour, maybe 32-bit (as RT claims). Who knows?
)
) Just how do you animate 24-bit colour pics off of ROM cart? Most
)ROMs are only 3 megabytes at most and they cost a fortune in the UK.
)Don`t give me that guff about `50 Meg on a cart` as it was
)referrring to JPEG compressed graphics. Are you going to decompress
)at 25 fps to give 24-bit animations? Moreover, you can JPEG static
)pictures but program code and to a certain extent program data is
)still going to have to fit within a 2 or 3 meg ROM space ceiling.
)

You don't animate the pics off of a cart (although you could I guess),
you load the compressed pics into memory with the built in hardware
decompression and use them from there.

The CD may hold a lot of data, but you can't get at it very quickly,
so you'll have to do the same thing anyway - making the use of
compression a valid argumnet when comparing against CD-ROM baseed
systems.

--
---> Kendall Gelner (kendall@rice.edu)

# 3052. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-26 23:43:44 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov26.234344.5911@infodev.cam.ac.uk>
Source record: 20283

In article <KENDALL.93Nov26152954@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <2d3maj$anb@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl
Meyland) writes:
|>
|> )
|> )What was that stupid thing that Commodore released a couple of years ago -
|> )CD-I? Well, that baby STAYED ON THE SHELVES, I don't know of any places that
|> )actually sold one, and CD-32, being very similar, may well go the same way. If
|> )I was going to buy a console at the moment, I would buy a MEGA-CD, as the Jag
|> )is not out ....
|> )But it is coming - hey if Atari Oz think it's coming, it must be due here next
|> )week .....
|> )
|> )Karl.
|> )
|>
|> They released CDTV, which was more of a flop than CDI.

WRONG! CDTV sold tens of thousands of units more than CD-I sold. CDTV's sales
were very disappointing, but compared to CD-I it was a raging sucess!

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

## 3053. CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 00:02:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf6992c@troed.ct.se>
Source record: 20198

In a message of 26 Nov 93 15:32:16, John Terence Kennedy wrote:

JT> The Falcon was completely INcompatible with the old ST games.
JT> The A1200 could run approx 70% of the old A500 stuff.

Bullshit, the Falcon runs approx. 70-80% of the old ST/STE games.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3054. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 00:04:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf699a8@troed.ct.se>
Source record: 20199

In a message of 26 Nov 93 15:48:33, John Terence Kennedy wrote:

JT> You have to play SNES games Rickard, as there simply aren`t any
JT> for your beloved Falcon. As an Amiga owner I can enjoy the benefits
JT> of a nice 32-bit machine with multi-tasking o/s AS WELL AS all the
JT> top computer games.

I consider my Falcons to be a COMPUTER - not a games machine like AMIGAS.

JT> BTW: I also note that Silica sell 1 meg/no HD Falcons at 499 UKP.
JT> I`ve also seen Ladbroke sell the same configuration of Falcon, so
JT> please stop your `All Falcons are 4Mb/65 Meg HD at least` crap. The
JT> BASE Falcon is actually lower spec than the BASE amiga 1200 for what
JT> its worth.

The BASE Falcon is 4/65 (nowadays 4/85) ... the reason you can buy lower-specs ones is because you can upgrade them yourself. (Ask any developer)

JT> Why do Atari owners feel such a fear of the CD32??

We don't, everyone who's seen one laughs at it.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3055. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 00:38:03 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26183803@great-gray.owlnet.rice.edu>
Source record: 20284

In article <1993Nov26.234344.5911@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
)|>
)|> They released CDTV, which was more of a flop than CDI.
)
)WRONG! CDTV sold tens of thousands of units more than CD-I sold. CDTV's sales
)were very disappointing, but compared to CD-I it was a raging sucess!
)

CDI is still going. Where are the CDTV units?
--
---> Kendall Gelner (kendall@rice.edu)

# 3056. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 02:35:18 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov27.023518.10669@infodev.cam.ac.uk>
Source record: 20285

In article <KENDALL.93Nov26183803@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Nov26.234344.5911@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P.
Brown) writes:
|> )|>
|> )|> They released CDTV, which was more of a flop than CDI.
|> )
|> )WRONG! CDTV sold tens of thousands of units more than CD-I sold. CDTV's sales
|> )were very disappointing, but compared to CD-I it was a raging sucess!
|> )
|>
|> CDI is still going. Where are the CDTV units?

This has got to rank as one of the most brain dead comments of the day. CDTV was
discontinued. The machine that during development was known as CDTV 2 is out
there, and has sold half a million units so far. Wake up!

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 3057. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 02:56:43 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CH4quJ.Msp@news.Hawaii.Edu>
Source record: 20286

Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:
:#In article <CGxouo.L25@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
:#>:#c) For a video game, ROMs are usually better than CDs, because they
:#>:# are faster (in fact, I like the NEO*GEO of a friend more than the CD^32),
:#>:# even though the CD^32 is cheaper.
:#>
:#>Catridges are only better in the fact they are faster at access. In everything
:#>else they are worse. A CD-ROM has more storage, the more storage, the more
:#>information that can be stored.

:#Hmmm....like those PC games with Megabytes of GIFs in between :-). Sorry, but
:#I want to PLAY a game, I don't spend that much time viewing the intro.

In this newsgroup, the general attitude towards the games console is games,
which is understandable but you sometimes have to look beyond that. The
console are able to offer more than just games as anyone with a CDROM
pheripheral can attest to. Sure, I'll probably buy games that are
available on a CD but, I'll also like to have an encyclopedia, rather than
having to buy a whole hardback version. Then there are Clipart, Demos,
Utilities, such as Fred Fish's PD collection, music, video, photographs,
etc for CDROM.

:# CD-ROMs are also cheaper to produce than
:#>catridges, in quantity. Cheaper to produce means cheaper software for
:#>users.

:#:-) Hardly to believe. Here in Europe the music industry tries to raise the
:#CD prices from ~30 DM to ~50 DM, even though CDs are cheaper to produce than
:#LPs.

This is a fallout from the greed of the corporations. Over in the states,
I hardly see anymore LPs being made. Everything is coming out on CDs or
tapes. Even those ads on TV for music collections don't offer LPs anymore.

:#>Don't know what kind of shops those are in Germany but, here in the U.S.
:#>I've already seen advertisements for CD32 for sale from a mailorder firm in
:#>Canada, and another from a U.S. mailorder firm named Tenex. Just got my
:#>catalog from Tenex this weekend.

:#Well, I HAVE seen an played the CD^32 at one of the major department shops
:#in Munich meanwhile (Karstadt, to be precise). The graphics look quite
:#good (I played 'Oscar') but the game pad is the worst I ever used.

Game pads are a non-issue. Too many differing opinions on those things and
easily replaceable.

--

jimmy@uhunix.uhcc.hawaii.edu

# 3058. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 03:33:20 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CH4sJL.I2@news.Hawaii.Edu>
Source record: 20187

In article <2cvpep$f2h@cville-srv.wam.umd.edu> you wrote:
:#In article <CGzCsF.GI3@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
:#>That's if the games being put on CD-ROMs can fit on a catridge. In my
:#>experience the majority of stuff coming out on CD-ROMs will not fit on a
:#>catridge. I've seen Crash 'N Burn, nice, but I don't really go for racing
:#>games. Not my type of fun, sorry.

:#Well, what games being released for the CD-32 that are ports of A1200 games
:#can NOT fit on a few floppy disks?

What CD32 games can fit on a few floppy disks? I'm guessing that by few
you mean only 4 or 5 disks. I don't know how you plan on putting all of
the music, levels, graphics and other stuff that comes with CDROM games
onto a few disks. Dynamix, who left the Amiga game market, had a game
called Willy Beamish that took up to 12 disks. This game had nice graphics
and some decent sound but was pretty much something like a King's Quest
type of game that I don't really enjoy. Just an example of how large games
are getting now.

:#And given that the Jag's cartridges are able to hold as much as (at least)
:#4 or 5 of the A1200's double sided, double density (880k) disks, why would
:#such a game not be able to fit on a Jaguar cartridge?

Unless the catridge can hold up to 110 MegaBytes, I don't think it'll work
to well. You could have several catridges to hold that much if you want.
Your conclusion is that CD games are only about 5 MBs or so, my contention
is that this is wrong.

:#So I think the catch is... right now, the games for the CD-32 are ports
:#of A1200 games that were distributed on floppy. I've heard of 4 and 5 disk
:#games... so that's about 4MB.

Ports, do not always mean a straight conversion. In the case of CD games,
it usually has more added. So, it's beyond 4MB.

:#4MB will fit on a Jaguar cartridge... so... why make the consumer pay
:#for a CD that they don't need? Like I said, no one has charged
:#any less (yet) for a CD game than for a catridge game... except Phillips
:#CD-I, and that's an effort to move machines with cheap software.

Are catridges cheaper than CDs to make? In a small sample, yes. In a
larger sample, no.

:#>The software that's been coming out for CD32 CD-ROM disks can't be piled
:#>into a catridge without losing a lot of other things that enhances the game.
:#>Given your words, what good is the Falcon advantage if software that comes
:#>out that demands the added storage isn't available?

:#What things are you talking about that won't fit on a cartridge but
:#can fit on a CD-ROM?

Try the encyclopedia. Try hundreds of MBs of Clipart. Try movies. Stop
basing everything on games, CDs open up a whole slew of things for people
to use. Why limit yourself to games?

:#These games were originally on the Amiga 1200. So what you're saying
:#is that the "frills" that are added on make the games for CD-32
:#better than the A1200 versions?

Why not? Lots of people want "frills", music, levels, graphics, etc.

:#And what are you talking about the Falcon for? How does storage relate
:#to an Atari computer? It can use CD-ROMs, hard drives, etc. etc...
:#and comes with a high density floppy...

Opps, meant Jaguar not Falcon.

:#>I think the stages for Jaguar software development will follow along
:#>something of these lines, IMHO:
:#>For Atari to provide a catridge based system will only insure
:#>that developers will have to squeeze down the size of the code to fit on
:#>the catridge. That's going to leave the Falcon with an initial slew of
:#>catridge games that will not be showing off everything the Falcon has to
:#>give until a CD-ROM player comes out.

:#The cartridges can hold up to 40 Mb (and this could be either megabytes or
:#megawords or, at worst, megabits) of data.
:#Say it's mega"bits". That's 5MB.

How does that compare to CDROM with 110 MB?

:#That's more than 5 floppy disks for an A1200 game.
:#Now, if CD-32 games are just reissued ports of A1200 games, how many do
:#you think are going to exceed that size?

Most likely all. I don't think the developer's are that foolish. If it's
the same size as the A1200 games then CD32 owners could just hook up a disk
drive and buy the A1200 version.

:#Are they going to show off the CD-32's power?

Same as the A1200, but with more added.

:#>This also, brings into question the next phase of software development.
:#>For awhile developers will be still producing games for the Jaguar on
:#>catridges, even after the CD-ROM becomes available since the catridge based
:#>consoles will be their low-end until a larger number of CD-ROM units are
:#>sold.

:#This is an assumption. CD units for the Jaguar have already been shown in
:#final form, and I would counter your negative assumption with the positive
:#one that they have them in developer's hands already.

Well, like how many of these will be ports of the catridges? The same reasoning could be followed here.

:#In fact, Atari did state the CD unit won't ship until they have a base of
:#software for it to make it worth purchasing.

Huh????? Base of software for the Jaguar or for the CD? If it's base of software for the CD that they are talking about then why will developers make CD stuff if the CD is going to come after. If it's a base of catridge base games then same reasoning applies from previous argument, games will be ports from the catridges.

:#>Third phase, the Jaguar will be seeing many ports of catridge based games
:#>to CD-ROM disks so, it'll be facing the same thing as the A1200 -> CD32
:#>ports. Most of those CD-ROM ports will carry extra sound, levels, etc.

:#You are jumping to conclusions rather quickly. If they only have "24"
:#games to begin with, how many ports are they going to make of the original
:#24 to CD, hmmm?

Why not hold the same reasoning you hold for the A1200->CD32 ports. I'm assuming you not trying to set a double standard here. If you're going to assume most of the CD32 games will be A1200 ports, why isn't it true for Jaguar catridge games -> Jaguar CD ports?

:#Odds are equally good they will have new titles... however, you are
:#simply speculating now in an attempt to bring the Jag down to the
:#CD-32's level because the issue of A1200->CD-32 ports is damaging
:#the CD-32's reputation.

No, I'm not trying to bring anything down except to bring a little rational thinking into a hotly emotional debate. Nothing you've said as yet is proof that the same wouldn't be followed. I'm judging by what developers are doing and have been doing while you seem to think that the Jaguar will be following a whole different set of marketing ploys?

:#>Geez, that was only used as an example of what I had posted earlier about.
:#>One title doesn't mean that's all, did you want a listing of what every
:#>developer said they are planning on?

:#Sure, why not. I'd like to see the specs.

Look in some of the Amiga game magazines, as they have articles on CD32 developers and plans. Don't know if you'd call it specs though.

--
==========Jimmy@uhunix.uhcc.hawaii.edu==========

# 3059. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 04:02:07 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CH4tvJ.yD@news.Hawaii.Edu>
Source record: 20189

Kendall Helmstetter Gelner (kendall@great-gray.owlnet.rice.edu) wrote:
:#In article <CGzCsF.GI3@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
:#But the Jaguar provides a larger cartrige space and hardware
:#compression so you can stuff a lot of graphics into a cart, this
:#overcomes some of the space problem. You could probably fit any of
:#the CD-32 10mb games into a Jag cartridge.

Why consider the CD32 to have only 10MB games? I thought everyone here
thought that the poster who posted this doesn't know what he's talking
about. Like I've said most of these CDROM games usually have more than
just the game itself but added things.

:# The software that's been coming out for CD32 CD-ROM disks can't be piled
:# into a catridge without losing a lot of other things that enhances the game.
:# Given your words, what good is the Falcon advantage if software that comes
:# out that demands the added storage isn't available?
:#------------------------------

:#It can in a Jag cartride, as long as most of the 10MB or so is
:#graphics. A friedian slip on your part saying Falcon?

Guess you mean Freudian. Just a slip, don't know if Sigmund had anything
to do with the slip...8-). Sorry, Jaguar not Falcon.

What happens if it's more than 10MB? Isn't a Jag cartridge 5 MB? I guess
you're mean it'll fit on a 10MB with compression right? Though I don't
think any compression programs will give you a 2->1 compression ratio.
Usually, it's about 60%. I could be mistaken.

:#------------------------------
:# I think the stages for Jaguar software development will follow along
:# something of these lines, IMHO:
:# For Atari to provide a catridge based system will only insure
:# that developers will have to squeeze down the size of the code to fit on
:# the catridge. That's going to leave the Falcon with an initial slew of
:# catridge games that will not be showing off everything the Falcon has to
:# give until a CD-ROM player comes out.
:#------------------------------

:#Not code, but graphics... it's really the graphics that suffer the
:#most cutback in a cart system. I think that you can show off quite a
:#lot of what the Jaguar (you said Falcon again, tsk tsk) can do with 2
:#MB of code and 12 MB of graphics...

Yeah, slipping again. Almost forgot the Jaguar's name while I was
composing another message. Sorry, too many animals...8-).

Does any of the games coming out for the Jaguar show off the abilities of
the Jaguar? You can show off anything with probably about 1 MB maybe even
less, but what good is it if it is only a demo?

:# This also, brings into question the next phase of software development.
:# For awhile developers will be still producing games for the Jaguar on
:# catridges, even after the CD-ROM becomes available since the catridge based
:# consoles will be their low-end until a larger number of CD-ROM units are
:# sold.
:#------------------------------

:#Some games just don't need a CD-ROM. I myself anticipate games that
:#use both the cartrige and CD-ROM, if done cleverly this could really
:#enhance a game!!
:#And I think that a number of ports like 7th guest and Dracula will be
:#out soon after the CD release anyway. You can play these until truly
:#original Jag CD games later.

I'll agree some things don't need a CDROM, hell look at Tetris. But, to
get the games I'd like, it would need a CDROM...8-). But, you see, until
the CD release stuff like Dracula and 7th Quest won't be coming out. Even
CD stuff for the Jaguar which will utilize the Jaguar will take more time
now, since it isn't released with the Jaguar.

Are you anticipating games that will utilize both the catridge and CDROM?
If it is then the following is my opinion on that line of reasoning:
I wonder about games that will use both catridge and CDROM. I'm not saying
that it can't be done but, I doubt it will be done. It's a matter of why
do it. Developers will go for the easier and cheaper route than go the
harder and more expensive route.

:# Third phase, the Jaguar will be seeing many ports of catridge based games
:# to CD-ROM disks so, it'll be facing the same thing as the A1200 -> CD32
:# ports. Most of those CD-ROM ports will carry extra sound, levels, etc.
:#------------------------------

:#No they won't. Why would a game already on cart beconverted to
:#CD-ROM? That makes no sense. Perhaps a sequel or something, but not
:#a direct port.

Why not? They'll most likely offer extras on the CDROM just like CD32
ports. Instead of devising a whole new game just add extras and resell it.
I've seen this happen so many times. It's much easier to add extra stuff
and repackage it to sell to those who haven't bought the previous one as
yet, and to give a little extra who did buy it and want more of the same.

:# The last phase is that the Jaguar will begin seeing more games being
:# available on CD-ROM and shows off the capabilities of the Jaguar.
:#------------------------------

:#This will take a little while, but some developers have Jag CD's right
:#now, so it may happen sooner than you think.

Developers may have it but, which do you think they will bring out software
for? If the CD isn't in the market then it's out of the development phase
til a fair portion of the user base has it.

:#------------------------------
:# Because of Atari providing a catridge based console, it'll take the Jaguar a
:# much longer time in reaching the final phase of software development than
:# if they had initially came out with a CD-ROM based console.
:#------------------------------

:#not that much longer, and if our CD part breaks down the whole machine
:#isin't unusable.

Actually same goes for the CD32. Just attach a drive.

:# Well, I'm not saying that the CD32 is the best on the market, but it is
:# better than the Nintendo/Genesis systems. It also has a good initial price
:# and has been showing a lot of developer support. I believe C= stated about
:# 75 CD32 titles should be out by end of this year. I wouldn't claim that
:# the CD32 will stomp the Jaguar as each has their merits. Same goes for the
:# 3DO though I still don't like that price tag.
:#------------------------------

:#I agree with everything here.

:# :#(in fact, i really don't think it will be able to compete with Jag
:# :# in the marketplace because of the keywords "64-bit" and the 24-bit
:# :# video...)

:# Remains to be seen.
:#------------------------------

:#The only thing I question is how the CD-32's colors will be presented
:#to the public, since they can't really say 24-bit color, and the truth
:#is too confusing for most consumers. I guess ity doesn't matter that
:#much, they can just call it a 32-bit machine.

It a matter for the marketing people.

:# Geez, that was only used as an example of what I had posted earlier about.
:# One title doesn't mean that's all, did you want a listing of what every
:# developer said they are planning on?
:#------------------------------

:#Well, actually, yes we do. We've had them for the Jaguar and 3DO...

I've already replied once to this. I really haven't seen too much about
software development of the Jaguar. I've seen some from people who don't
have anything to do with software development but not really too much from
actual developers. 3DO, I've seen a few postings from actual developers.

--

jimmy@uhunix.uhcc.hawaii.edu

# 3060. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 04:07:56 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CH4u59.11L@news.Hawaii.Edu>
Source record: 20190

C.P. Brown (cpb1001@hermes.cam.ac.uk) wrote:
:#In article <KENDALL.93Nov26183803@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
:#|> CDI is still going. Where are the CDTV units?
:#This has got to rank as one of the most brain dead comments of the day. CDTV was
:#discontinued. The machine that during development was known as CDTV 2 is out
:#there, and has sold half a million units so far. Wake up!

Well, CD32. I don't know if I'd consider CD-I as a viable console. It's
price range is still a bit high. There are improvements slated or already
done but, I think that most people will view it as a past thing.

Phillips should have changed the name to something else to let people know
it's a new machine. Most people who hear of it now and seen the old CD-I
units in Sears and whatever, will be thinking wasn't that what came out 1
or 2 years ago. Hence thinking that it's old stuff.

My money isn't on CD-I that's for sure.

--

jimmy@uhunix.uhcc.hawaii.edu

# 3061. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 05:39:38 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26233938@flammulated.owlnet.rice.edu>
Source record: 20196

In article <CH4tvJ.yD@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
)Kendall Helmstetter Gelner (kendall@great-gray.owlnet.rice.edu) wrote:
):#In article <CGzCsF.GI3@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
):#But the Jaguar provides a larger cartrige space and hardware
):#compression so you can stuff a lot of graphics into a cart, this
):#overcomes some of the space problem. You could probably fit any of
):#the CD-32 10mb games into a Jag cartridge.
)
)Why consider the CD32 to have only 10MB games? I thought everyone here
)thought that the poster who posted this doesn't know what he's talking
)about. Like I've said most of these CDROM games usually have more than
)just the game itself but added things.

Well, I'll admit I heard the 1MB figure somewhere around this base for
a lot of tyhe A1200 ports being released for the CD-32. I'll admit
that this figure may not be based in reality...

)
):# The software that's been coming out for CD32 CD-ROM disks can't be piled
):# into a catridge without losing a lot of other things that enhances the game.
):# Given your words, what good is the Falcon advantage if software that comes
):# out that demands the added storage isn't available?
):#-----------------------------
)
):#It can in a Jag cartride, as long as most of the 10MB or so is
):#graphics. A friedian slip on your part saying Falcon?
)
)Guess you mean Freudian. Just a slip, don't know if Sigmund had anything
)to do with the slip...8-). Sorry, Jaguar not Falcon.
)
)What happens if it's more than 10MB? Isn't a Jag cartridge 5 MB? I guess
)you're mean it'll fit on a 10MB with compression right? Though I don't
)think any compression programs will give you a 2->1 compression ratio.
)Usually, it's about 60%. I could be mistaken.
)

The Jaguar has a JPEG compression in hardware, and you can pretty
easily get 7:1 compression without too much loss of quality -
especially for 24-bit images.

):#-----------------------------
):# I think the stages for Jaguar software development will follow along
):# something of these lines, IMHO:
):# For Atari to provide a catridge based system will only insure
):# that developers will have to squeeze down the size of the code to fit on

):# the catridge. That's going to leave the Falcon with an initial slew of
):# catridge games that will not be showing off everything the Falcon has to
):# give until a CD-ROM player comes out.
):#------------------------------
)
):#Not code, but graphics... it's really the graphics that suffer the
):#most cutback in a cart system. I think that you can show off quite a
):#lot of what the Jaguar (you said Falcon again, tsk tsk) can do with 2
):#MB of code and 12 MB of graphics...
)
)Yeah, slipping again. Almost forgot the Jaguar's name while I was
)composing another message. Sorry, too many animals...8-).
)
)Does any of the games coming out for the Jaguar show off the abilities of
)the Jaguar? You can show off anything with probably about 1 MB maybe even
)less, but what good is it if it is only a demo?
)

Well, I think that the games coming out show off the Jaguar in
different ways. I myself cannot wait to start playing Cybermorph,
which has been said by many others to have really good games play and
be fairly complex. It shows off the gourad shading in hardware, with
lots of shaded 3-d terrain that you can wander around in al you like.
It also has a morphing ship, and I have a soft spot in my heart for
all things that morph. :-)

Cresent Galaxy looks really pretty and shows off the 24-bit color, but
I myself don't like games like that (a side scrolling shooter).

Raiden looks to be cool, and the sound and graphics are said to be
just like the arcade. I'm a really big Raiden fan, so I'm going to
get this one.

Aliens Vs. Preditor sounds really good, with a texture mapped tunnel
system to run around in and do battle with your foes.

I've only seen Cybermorph, Cresent Galaxy, and Raiden in a TV clip,
but that convinced me to buy a Jaguar (along with the developer list).

):# This also, brings into question the next phase of software development.
):# For awhile developers will be still producing games for the Jaguar on
):# catridges, even after the CD-ROM becomes available since the catridge based
):# consoles will be their low-end until a larger number of CD-ROM units are
):# sold.
):#------------------------------
)
):#Some games just don't need a CD-ROM. I myself anticipate games that
):#use both the cartrige and CD-ROM, if done cleverly this could really
):#enhance a game!!
):#And I think that a number of ports like 7th guest and Dracula will be
):#out soon after the CD release anyway. You can play these until truly
):#original Jag CD games later.

)
)I'll agree some things don't need a CDROM, hell look at Tetris. But, to
)get the games I'd like, it would need a CDROM...8-). But, you see, until
)the CD release stuff like Dracula and 7th Quest won't be coming out. Even
)CD stuff for the Jaguar which will utilize the Jaguar will take more time
)now, since it isn't released with the Jaguar.
)

I believe that the people that make seventh guest have already signed
as Jaguar developers awile ago, and Atari has also said that a few
developers have Jag CD units and are developing stuff for them. I
think there will be a few titles when it comes out, and I don't think
ports will take very long (since they just have to redo the interface
stuff).

)Are you anticipating games that will utilize both the catridge and CDROM?
)If it is then the following is my opinion on that line of reasoning:
)I wonder about games that will use both catridge and CDROM. I'm not saying
)that it can't be done but, I doubt it will be done. It's a matter of why
)do it. Developers will go for the easier and cheaper route than go the
)harder and more expensive route.
)

Well, I'll admit it is unlikley, but I'd really like to see this done.
I don't think it would add much cost to a game over a cart game, as
CD's are cheap and most of the price of a game is development costs.
The question is weither any company will recognize the advantage such
a setup could give.

):# Third phase, the Jaguar will be seeing many ports of catridge based games
):# to CD-ROM disks so, it'll be facing the same thing as the A1200 -> CD32
):# ports. Most of those CD-ROM ports will carry extra sound, levels, etc.
):#----------------------------
)
):#No they won't. Why would a game already on cart beconverted to
):#CD-ROM? That makes no sense. Perhaps a sequel or something, but not
):#a direct port.
)
)Why not? They'll most likely offer extras on the CDROM just like CD32
)ports. Instead of devising a whole new game just add extras and resell it.
)I've seen this happen so many times. It's much easier to add extra stuff
)and repackage it to sell to those who haven't bought the previous one as
)yet, and to give a little extra who did buy it and want more of the same.
)

Like I said, they may release a sequel, but I don't think they'd go so
far as to put the same game (or even a slightly enhanced one) on CD.

Actually, now that I think of it, they might just release the same
game on CD, but not an upgraded one...

Wait, I've thought again. I guess my problem with this is that I'd be
really pissed if I bought a cart and then they soon after released a
CD version with more stuff. You may be right, come to think of it -
don't they do this for some Sega stuff? OK, I'll concede the point.

):# The last phase is that the Jaguar will begin seeing more games being
):# available on CD-ROM and shows off the capabilities of the Jaguar.
):#------------------------------
)
):#This will take a little while, but some developers have Jag CD's right
):#now, so it may happen sooner than you think.
)
)Developers may have it but, which do you think they will bring out software
)for? If the CD isn't in the market then it's out of the development phase
)til a fair portion of the user base has it.

But they need games to release the unit, so someone somewhere is
working on it!!

I think a lot will depend on how soon the initial shipment sells. As
far as I ccan tell, it's been moving pretty well (I think almost all
of the initial units were preordered!!).

)
):#------------------------------
):# Because of Atari providing a catridge based console, it'll take the Jaguar a
):# much longer time in reaching the final phase of software development than
):# if they had initially came out with a CD-ROM based console.
):#------------------------------
)
):#not that much longer, and if our CD part breaks down the whole machine
):#isin't unusable.
)
)Actually same goes for the CD32. Just attach a drive.
)

Well, perhaps, but a system with a CD as the primary media will have
fairly large games that would be painful to use without a HD. I guess
you could still use one disk Amiga games, but where's the fun in that?

):# Well, I'm not saying that the CD32 is the best on the market, but it is
):# better than the Nintendo/Genesis systems. It also has a good initial price
):# and has been showing a lot of developer support. I believe C= stated about
):# 75 CD32 titles should be out by end of this year. I wouldn't claim that
):# the CD32 will stomp the Jaguar as each has their merits. Same goes for the
):# 3DO though I still don't like that price tag.
):#------------------------------
)
):#I agree with everything here.
)
):# :#(in fact, i really don't think it will be able to compete with Jag
):# :# in the marketplace because of the keywords "64-bit" and the 24-bit
):# :# video...)

)
):# Remains to be seen.
):#------------------------------
)
):#The only thing I question is how the CD-32's colors will be presented
):#to the public, since they can't really say 24-bit color, and the truth
):#is too confusing for most consumers. I guess ity doesn't matter that
):#much, they can just call it a 32-bit machine.
)
)It a matter for the marketing people.
)

True, but the Jaguar has real marketing friendly numbers - "64-bit!!"
sure sounds good on TV, and the press just eats it up.

):# Geez, that was only used as an example of what I had posted earlier about.
):# One title doesn't mean that's all, did you want a listing of what every
):# developer said they are planning on?
):#------------------------------
)
):#Well, actually, yes we do. We've had them for the Jaguar and 3DO...
)
)I've already replied once to this. I really haven't seen too much about
)software development of the Jaguar. I've seen some from people who don't
)have anything to do with software development but not really too much from
)actual developers. 3DO, I've seen a few postings from actual developers.
)

I've seen three posts so far from developers for the Jaguar - Eric
Smith, who works at Atari (I'm not sure what connection he has with
the Jaguar), Some guy from the company working on Kansumi Ninja (which
may be OK - I thought the screen shots looked poor, but apparently
they have not much to do with the final game), and some guy from
Activision. They all of posted at one time or another to
rec.games.video.misc (If I wree them I'd keep out of the advocay
groups too!!).

What I am really more interested in is a list of companies signed on
as developers for the CD-32. I keep hearing stuff like "half the
world population is now a CD-32 developer!!", but I'd like to see an
actual list.

I myself don't hate the CD-32, although some of my replies to the One
Named Clay may have made it look that way. I just think it is less
powerful that the 3DO or Jaguar, and it is too much of a computer
wannabe to suit me (shades of Coleco adam).

It is refreshing to see a reasonable post, though. Me and my blood
pressure thank you.

--
---> Kendall Gelner (kendall@rice.edu)

# 3062. Re: CD-32 is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 05:52:45 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2d6pvd$r5c@darkstar.UCSC.EDU>
Source record: 20191

In <9311261428.AA01732@bot32> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

> The Falcon was completely INcompatible with the old ST games.
> The A1200 could run approx 70% of the old A500 stuff.
I'm sorry to intrude, but I've heard this LIE too many times today. Although there are only two "Falcon Only" games I can think of (Transarctica and Ishar) using compatability programs such as BACKWARD, the Falcon gets about 70% compatability with STE compatable games. and all new software I've seen says "ST/STE/Falcon" on it...

> The Falcon today has NO games and is selling very poorly.
With CUbase Audio Falcon now out, the Falcon sales have begun to pick up quite a bit...

~Chris

# 3063. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 05:56:13 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2d6q5t$r5o@darkstar.UCSC.EDU>
Source record: 20192

In <9311261522.AA01866@bot32> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

>aspect@cats.ucsc.edu (Christopher Taylor Oates) writes..

>>In fact, the letters ST for the atari series
>>mean SIXTEEN/THIRTY TWO and the TT stands for 32/32.

> Maybe they should have called the Falcon the TS then.
> (for Thirty two/Sixteen)

Maybe for the Thirty-Two/Sixty Four?? :)
Actually, "Falcon" was the codename for the bigger version (never produced yet) of the new computer. the current "Falcon030" started out as "Sparrow". The name got out, people liked it, and it stuck. I saw an old Atari mag where first rumors of the TT called it an "EST". Personally, I think Falcon is a good name.

~Chris

>Gavan (via a friends account)

# 3064. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 06:23:17 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov27002317@flammulated.owlnet.rice.edu>
Source record: 20200

```
In article <1993Nov26.202705.12456@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg)
writes:
)aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
)>In <1993Nov25.022126.21767@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg)
writes:
)>> <...> Not
)>>to mention that it is absolute overkill to use anything over 400 pixels
)>>horizontally since few TV sets are able to display the pixels properly at
)>>those resolutions. And with the intrinsic memory restrictions of cartridge
)>>games, the graphics set would be abysmal.
)
)>That's funny, since when I run my falcon on my TV at 768 x 480 overscan
)>it looks fine to me. Definitely better than 384 x 240, even with interlace.
)
) What you're seeing is effectively anti-aliasing. Try doing some proper
)work using that resolution on a TV and you're bound to get problems
)distinguishing individual pixels. TV sets don't have that kind of
)resolution.

But it still looks better.

)
)>And sure, if you are trying to do 60fps animation, then 768 x 480 x 32bit
)>will eat up all the processing time, but at a more reasonable 30 fps, you
)>are only using half of TOM's ability. Sounds like plenty left over to me.
)
) Plenty of time? Think again. The Jaguar uses a DRAM implementation,
)so pumping out 768*480*32 bit interlace would eat up roughly half of the
)alleged 100MB/s bandwidth alone. Then you'll have to copy some new data to
)display, which takes twice as much time as the output does, even if you
)just do a straight memory->memory copy... To be able to do that you'd need
)50% more bandwidth than is available.
)

Why would copying out new stuff to display take 2x the bandwidth? How
often are you going to change the whole screen?

)>> 256 colours are more than enough for most games. Coupled with the
)>>copper and a good graphic artist, you can do just about anything with
)>>that. You really should see some of the stuff we're working on.
)
)>Sure, right... that's why everyone (except Commodore) are making machines
)>with better than 8 bit graphics...
)
) Who is `everyone'? SNES has 8-bit gfx, the SEGA has 4/6-bit graphics
```

)(hybrid), 8-bit cels are commonly used in 3DO games. The Jaguar apparently
)has 24/32-bit modes, but given the fact that it is a cartridge system,
)few games will have imagery drawn in 24 bits.
)

Cresent Galaxy uses 24-bits. Raiden uses at least 16-bit color.
Cybermorph uses 24-bit color. Aliens Vs. Preditor uses 24-bit color.
In fact, almost everything I can think of planned for the Jaguar uses
a lot of colors.

Actually anything 3Dish will use 24-bit color, and the hardware
compression of pictures makes using 24-bit images practical from a
cart.

--
---> Kendall Gelner (kendall@rice.edu)

# 3065. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 06:32:43 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov27003243@flammulated.owlnet.rice.edu>
Source record: 20201

In article <1993Nov26.204852.12992@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)
)>Ehrm ... okey ... you DO know what the bus-specs are, right? ... 107Mb/s ..
)>that's more than enough for full-screen 32-bit graphics ..
)>(I'm not saying EVERY game will use it - but we talked about MAXIMUM specs!)
)
) Yes, I know the Jaguar specifications very well, thank you. I also know
)how to interpret them, which you obviously don't. Do the maths and tell me
)what you come up with. Q: Is full-screen animation at 768*480*32 possible
)at 30fps? Here's the answer reversed if you don't manage: !oN.

What about 24-bit (I think the other 8 are either Alpha channel or
z-buffer info that doesn't get used in animations). I'd say this is
possible from CD, maybe from a cart. What exactly do you mean by
"animation", anyway? loading a bunch of seperate images into memory
and then page-flipping? the Jaguar should be able to do that
easily...

)
)>SB> 256 colours are more than enough for most games. Coupled with the
)>SB> copper and a good graphic artist, you can do just about anything with
)>SB> that. You really should see some of the stuff we're working on.
)
)>More than 640Kb RAM will never be needed .. :-))))) ... Heard that one before?
)>(Hint - IBM PC)
)
) I never uttered it, that's for sure. I didn't say that 256 colours was
)optimal, but it's enough for most purposes. It's also very practical. I'm
)doing a conversion of Alien Breed II for SEGA right now, and I can tell you
)it's a hell to get all graphics into the cartridge, even though they only
)occupy a little more than 4 bits per pixel. I use some of the most
)sophisticated and efficient data compression algorithms available, but it's
)still difficult to squeeze everything in. Using 24-bit graphics imagery
)wouldn't exactly help.
)

But since you're having so much trouble with compression, would'nt
hardware compression be nice? The Jag has this. The Jag also has a
larger cart size.

I think 256 color graphics are not enough nowadays, and I wouldn't buy
a game system that had a limit like this for practical games. The
whole reason I've waited to buy a game system is to get something that
computers couldn't offer me sound and graphics wise. Otherwise, I'd

rather have a computer.

<private war deleted>
--
---> Kendall Gelner (kendall@rice.edu)

# 3066. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 06:38:41 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov27003841@flammulated.owlnet.rice.edu>
Source record: 20202

In article <1993Nov26.205942.13450@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
)>In a message of 25 Nov 93 14:08:27, Clayton Donley wrote:
)
)>CD> Exactly. Jaguar enthusiasts have got themselves so hooked on vapor that
)>CD> they actually believe that a CD-Rom is available -today- for their
)>CD> console. Fact is, it isnt, hasnt been announced, and probably WONT be
)>CD> until the middle of next year, and by then, it will have already been
)>CD> left in the dust with such marketing flops as CD-I, and the TurboGrafx-16
)>CD> -- All of which "promised", but never delivered their products.
)
)>Open up GamePro October ... a Jaguar with a CD-ROM attached.
)
) On a PICTURE, yes. But can anybody who wants one go to a shop and
)buy it? No. Because it won't be available until 3Q94.

I heard 1stQ 94. Where is your info from?

)
)>CD> What the Jaguar wants, the CD32 already has. CD-Rom in every deck,
)>CD> full-motion video, and a massive library of titles already available.
)
)>Where's the FMV for the CD32? On sale?
)
) Yes.

Where? How much?

)
)>"high-speed" 32 bit RAM ... it's chipram ... and we ALL have heard what a
)>problem bus-contention is on the CD32 ..
)
) It's not much of a problem, since most stuff is done at the 320x200
)resolution, where bus contention is minimal.
)

But there still is some contention.

)>CD> cartridge could hold the typical CD32 game. The best compression
)>CD> schemes out there only offer about 45% compression.
)
)>:-) .. Graphics compressed with JPEG goes WELL beyond 45% ..
)
) And at a price - fringing. JPEG is lossy, remember?
)

Yes, but not very lossy for 24-bit images - you can compress a 24-bit image pretty far and still have it look almost exactly the same on a 24-bit display.

Another advantage of this is that images on the Jag CD could be compressed, for a much faster loading time - making these colorful graphics more practical to use from CD or cart.

--
---> Kendall Gelner (kendall@rice.edu)

# 3067. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 07:12:30 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2d6uku$ri8@darkstar.UCSC.EDU>
Source record: 20197

In <1993Nov26.202705.12456@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

> What you're seeing is effectively anti-aliasing. Try doing some proper
>work using that resolution on a TV and you're bound to get problems
>distinguishing individual pixels. TV sets don't have that kind of
>resolution.

Possibly, but if it "looks better than 320 x 200 does" isn't that worth it?
WHat I was doing were some video titling for a school project with my Falcon.
and running the higher resolutions looked better than a low resolution with
software antialiasing.

> Plenty of time? Think again. The Jaguar uses a DRAM implementation,
>so pumping out 768*480*32 bit interlace would eat up roughly half of the
>alleged 100MB/s bandwidth alone. Then you'll have to copy some new data to
>display, which takes twice as much time as the output does, even if you
>just do a straight memory->memory copy... To be able to do that you'd need
>50% more bandwidth than is available.
You may be right here. I know next to nothing about hardware implementation
of graphics. SOmebody else to answer maybe?

> Who is `everyone'? SNES has 8-bit gfx, the SEGA has 4/6-bit graphics
>(hybrid), 8-bit cels are commonly used in 3DO games. The Jaguar apparently
>has 24/32-bit modes, but given the fact that it is a cartridge system,
>few games will have imagery drawn in 24 bits.

Oh, let me se. There's every PC Clone maker, every new Mac, the Falcon,
The "In the works" projects from Nintendo & Sega, the Jaguar... Just about
everybody except Commodore. I'm talking computers as well as game consoles
here. What does Commodore have against doing a real True Color graphics mode?
It seems to me that HAM modes are a workaround for inferior (i.e. not fast
enough to handle that many bitplanes) graphics hardware.

~Chris

>--
>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>========== Disclaimer: I only speak for myself, not Team 17. ============

# 3068. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 11:33:28 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov27.113328.25154@ida.liu.se>
Source record: 20206

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Nov25.022126.21767@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>)horizontally since few TV sets are able to display the pixels properly at
>)those resolutions. And with the intrinsic memory restrictions of cartridge
>)games, the graphics set would be abysmal.
>)

>Ahh, but the hardware compression helps a lot here - you can stuff a
>bunch of graphics here.

The Jaguar does not have hardware decompression. Sorry.

>If I wanted 256 color games, I'd get a clone. People say stuff like
>this over and over again through history, and are the ones that fall
>behind.

Sure. I don't say it's optimal, but it's enough for most things. I.e.
it's not really a problem.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3069. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 11:39:01 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov27.113901.25277@ida.liu.se>
Source record: 20207

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <9311261518.AA01857@bot32> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

>) Just how do you animate 24-bit colour pics off of ROM cart? Most
>)ROMs are only 3 megabytes at most and they cost a fortune in the UK.
>) <...>

>You don't animate the pics off of a cart (although you could I guess),
>you load the compressed pics into memory with the built in hardware
>decompression and use them from there.

A. there is no such thing as hardware decompression in the Jaguar. It's
all done in software.

B. Regardless of which compression scheme you use, you're not going to
fit a whole lot of graphics into a 3MB cart. 24-bit graphics are
*extremely* storage-intensive.

>The CD may hold a lot of data, but you can't get at it very quickly,
>so you'll have to do the same thing anyway - making the use of
>compression a valid argumnet when comparing against CD-ROM baseed
>systems.

The difference is that you don't have to compress the data very tightly
when you spool for example HAM8-data off a CD-ROM, since you have lots of
disc space to burn. You'll never see any FMV sequences in Jaguar cart-based
games.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3070. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 11:46:48 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov27.114648.25388@ida.liu.se>
Source record: 20209

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 26 Nov 93 15:48:33, John Terence Kennedy wrote:

>JT> You have to play SNES games Rickard, as there simply aren`t any
>JT> for your beloved Falcon. As an Amiga owner I can enjoy the benefits
>JT> of a nice 32-bit machine with multi-tasking o/s AS WELL AS all the
>JT> top computer games.

>I consider my Falcons to be a COMPUTER - not a games machine like AMIGAS.

Oh dear. Maybe that's because there are no games for the Falcon, then?
This is a ridiculous argument anyway since there are more professional
applications for the Amiga than the Atari could ever dream of.

>The BASE Falcon is 4/65 (nowadays 4/85) ... the reason you can buy lower-specs
>ones is because you can upgrade them yourself. (Ask any developer)

Fuzzy logic at work or what? The `base' machine is considered to be
the lowest-spec machine that is sold.

>JT> Why do Atari owners feel such a fear of the CD32??

>We don't, everyone who's seen one laughs at it.

Oh well. The engineers at Texas Instruments laughed pretty hard when
the VIC-20 was released as well, and we all know how that battle turned
out don't we? The TI99/4A went down in flames, even though it was
technically superior.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3071. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 11:53:07 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov27.115307.25520@ida.liu.se>
Source record: 20208

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Nov26.202705.12456@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>)>That's funny, since when I run my falcon on my TV at 768 x 480 overscan
>)>it looks fine to me. Definitely better than 384 x 240, even with interlace.
>)
>) What you're seeing is effectively anti-aliasing. Try doing some proper
>)work using that resolution on a TV and you're bound to get problems
>)distinguishing individual pixels. TV sets don't have that kind of
>)resolution.

>But it still looks better.

Sure, but does it look good enough to warrant a fourfold increase in
storage space for graphics? Not to mention the fourfold bandwidth demands.

>) Plenty of time? Think again. The Jaguar uses a DRAM implementation,
>)so pumping out 768*480*32 bit interlace would eat up roughly half of the
>)alleged 100MB/s bandwidth alone. Then you'll have to copy some new data to
>)display, which takes twice as much time as the output does, even if you
>)just do a straight memory->memory copy... To be able to do that you'd need
>)50% more bandwidth than is available.

>Why would copying out new stuff to display take 2x the bandwidth? How
>often are you going to change the whole screen?

Every frame (30fps). I thought we were talking about full-screen
animation. That's what I mean with "30fps animation" anyway.
--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3072. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 12:05:44 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov27.120544.25716@ida.liu.se>
Source record: 20210

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>In <1993Nov26.202705.12456@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>> What you're seeing is effectively anti-aliasing. Try doing some proper
>>work using that resolution on a TV and you're bound to get problems
>>distinguishing individual pixels. TV sets don't have that kind of
>>resolution.

>Possibly, but if it "looks better than 320 x 200 does" isn't that worth it?

If you think it warrants a fourfold increase in memory and bus bandwidth
use, then OK. As a game designer, I do not think it's a good idea - I'd use
the memory for more varied graphics instead.

>WHat I was doing were some video titling for a school project with my Falcon.
>and running the higher resolutions looked better than a low resolution with
>software antialiasing.

For video titling, this type of anti-aliasing is great. That's why the
Amiga (and CD32) has a 1440x576 graphics mode.

>> Who is `everyone'? SNES has 8-bit gfx, the SEGA has 4/6-bit graphics
>>(hybrid), 8-bit cels are commonly used in 3DO games. The Jaguar apparently
>>has 24/32-bit modes, but given the fact that it is a cartridge system,
>>few games will have imagery drawn in 24 bits.

>Oh, let me se. There's every PC Clone maker, every new Mac, the Falcon,
>The "In the works" projects from Nintendo & Sega, the Jaguar... Just about
>everybody except Commodore. I'm talking computers as well as game consoles
>here.

Every PC Clone maker? Possibly. But you're still not going to see any
games using that mode in the near future simply because it's not standard
in most machines.

Every new Mac? Sure. All Mac models sold today may have 24-bit capability,
but the VRAM of some models does not allow it.

Falcon? Sure, it's got 16-bit graphics, but who's using it?

SEGA & Nintendo "in the works" systems? I was talking about things
available today, not in 1995.

>What does Commodore have against doing a real True Color graphics mode?
>It seems to me that HAM modes are a workaround for inferior (i.e. not fast
>enough to handle that many bitplanes) graphics hardware.

Commodore would certainly have had truecolor capability in the CD32 if it had a chipset that would handle it. The lack of a truecolor mode is not really a problem anyway, even if it would be nice. And HAM8 is very nice - effectively hardware decompression, even though it is not practical to use in all cases.

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3073. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 12:20:53 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov27.122053.25921@ida.liu.se>
Source record: 20211

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>Here's an interesting thing I have yet to see come up - how much CD-32
>OS is in RAM? The Jaguar has no OS, leaving 2MB free. the 3DO has an
>800K OS. How much RAM does the CD-32 OS take up?

The CD32 has a 1MB ROM which holds the OS. RAM is only used for buffers
and variable data, which amounts to some 100KB.

>If most of a typical CD-32 game is graphics, then a cartrige could
>hold it. How much of a given CD-32 game is code? I'd say at most 1
>MB (and that would be pushing it!!) If you get an average of 7x
>compression of graphics, that leaves you with 28MB (4MB * 7) of
>graphics, larger than many (any?) current CD-32 titles.

Sure. Just don't forget that 24-bit data occupies 3 times as much data
as 8-bit data, so you won't have more graphics, just more storage space
allocated to it.

>Well, with a cartridge, there is no waste, you moron!!! You put in as
>much ROM as you need.

Do you have any idea how much ROM's cost? They are *expensive*.

>I'd say it is definatey a waste to put a 10MB game on CD-ROM, if I get
>a CD-ROM then the games had better pack the damn CD full to the gills
>- I wan't what I'm paying for!! If all you get is 10MB CD-32 games,
>then the CD-ROM drive is USELESS.

This is silly. Just because a CD-ROM disc can contain 600MB doesn't
mean it has to be packed full with data "to get what you're paying for".
CD^32 games cost less than 30 pounds, so even if a CD game would only
contain as much data as a Jaguar cart could hold, it would be just
as much "worth the money" as the same game on a cartridge (at twice
the price!).

Moreover, there's another advantage to CD's besides the storage space -
CD's are cheap as hell to produce.

>No developer list, eh? Not surprising...

There are developer lists available. I don't feel like typing them in
however. You can do it yourself, though - just jot down the names of all
top Euro developers, and some US companies such as LucasArts, MindScape,
EA, and Acclaim.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
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# 3074. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 12:26:18 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov27.122618.26031@ida.liu.se>
Source record: 20212

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Nov26.205942.13450@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>)>Open up GamePro October ... a Jaguar with a CD-ROM attached.
>)
>) On a PICTURE, yes. But can anybody who wants one go to a shop and
>)buy it? No. Because it won't be available until 3Q94.

>I heard 1stQ 94. Where is your info from?

Atari developer support.

>)>Where's the FMV for the CD32? On sale?
>)
>) Yes.

>Where? How much?

Where: in Europe. How much: 199 UKP last time I heard. Which is less
than the CD-I unit as far as I know.

>) It's not much of a problem, since most stuff is done at the 320x200
>)resolution, where bus contention is minimal.

>But there still is some contention.

Sure. The Jaguar has it too. The only system that doesn't is the 3DO
which has dual-ported VRAM.

>)>:-) .. Graphics compressed with JPEG goes WELL beyond 45% ..
>)
>) And at a price - fringing. JPEG is lossy, remember?

>Yes, but not very lossy for 24-bit images - you can compress a 24-bit
>image pretty far and still have it look almost exactly the same on a
>24-bit display.

For "natural" images this is true, but for cartoon-ish images and
other graphics with sharp edges, there is clearly visible fringing
with JPEG.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
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========== Disclaimer: I only speak for myself, not Team 17. ============

# 3075. Re: call me a traitor but the ad sucks

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 12:28:46 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov27.122846.26099@ida.liu.se>
Source record: 20213

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>Also, at least the Jaguar is being advertised on TV. Where are the
>CD-32 ads? Answer: There are none!!

You know, on this side of the atlantic, the situation is reversed.
The Jaguar and 3DO is nowhere, the CD32 is everywhere. And it's being
(gasp) advertised, even!

No wonder the CD32 is not being advertised in the US - it's not even
been released there yet!

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3076. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 12:39:00 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov27.123900.26260@ida.liu.se>
Source record: 20214

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <9311261322.AA01566@bot32> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

>they have even said that they would do this. If the CD-32 does well,
>does it mean that Commodore will spend all of the time working up
>CD-32 stuff? no way.

No, because Commodore computers have a market. In the professional
market, as "multimedia"/graphics workstations, and in the home market,
as hobby/home computers. The A1200 has sold 300,000+ units, how many
Falcons have been sold? 20,000? 15,000?

>Also, they biously used up resources developing the Jaguar, but now
>that it's out, they don't have to spend R&D money anymore.

When you've finished a project, it's time to start on the next-
generation system. If you don't, you're in trouble. Commodore did
this mistake some years ago, and that's why they had economic
diffculties lately.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3077. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 16:01:10 UTC
From: renfro@bnr.ca
Message-ID: <2d7tk6$nn3@crchh610.bnr.ca>
Source record: 20205

In article <cdonley.2pau@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:

Okay, I'll jump on the bandwagon and blast this stupid @#$%&*!
(Except I'll be nice and delete most of the crap.)

>Exactly. Jaguar enthusiasts have got themselves so hooked on vapor that they
>actually believe that a CD-Rom is available -today- for their console. Fact is,
>it isnt, hasnt been announced, and probably WONT be until the middle of next
>year, and by then, it will have already been left in the dust with such
>marketing flops as CD-I, and the TurboGrafx-16 -- All of which "promised" , but
>never delivered their products.
>
No, the Jag CD is not available for consumers, but it has been announced, we
have all (at least those with our eyes open) seen pictures of it in the
magazines, it has been demonstrated, and I believe I have seen mention of
developers who have it and are working on games for it.

Do you think it would be wise to release a CD before the games have been
developed for it? I suppose they could have just done some quick ports
of old Amiga/ST/Sega/Nintendo games, but what would be the point. I think
it is better to give the developers time to do some decent work with the
Jags capabilities.

And regarding the 'crap' games that have been shown on the Jag, I think
they are at least as good as anything else that's out there (less the
3DO, maybe) and not bad at all considering they are first generation
games on completely new technology.

RandyH

# 3078. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 16:01:11 UTC
From: hasse@krynn.solace.mh.se
Message-ID: <hasse.754414977@fizban>
Source record: 20203

y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>>In a message of 25 Nov 93 03:21:26, Stefan Boberg wrote:

>>SB> It is painfully obvious that you don't have the hardware specifications
>>SB> for the Jaguar. No sane programmer would ever use such a mode, since you
>>SB> basically wouldn't be able to do anything else but display the screen.

>>Ehrm ... okey ... you DO know what the bus-specs are, right? ... 107Mb/s ..
>>that's more than enough for full-screen 32-bit graphics ..
>>(I'm not saying EVERY game will use it - but we talked about MAXIMUM specs!)

> Yes, I know the Jaguar specifications very well, thank you. I also know
>how to interpret them, which you obviously don't. Do the maths and tell me
>what you come up with. Q: Is full-screen animation at 768*480*32 possible
>at 30fps? Here's the answer reversed if you don't manage: !oN.

Why? I can't see why it couldn't handle it, since it will only take approx.
44MB/s to accomplish. (768*480*4*30 = 44 236 800 byte/s). 32 bits is 4 bytes
you know..... :)

>>SB> 256 colours are more than enough for most games. Coupled with the
>>SB> copper and a good graphic artist, you can do just about anything with
>>SB> that. You really should see some of the stuff we're working on.

>>More than 640Kb RAM will never be needed .. :-))))) ... Heard that one before?
>>(Hint - IBM PC)

> I never uttered it, that's for sure. I didn't say that 256 colours was
>optimal, but it's enough for most purposes. It's also very practical. I'm

I agree, and in 640x400... :)

>doing a conversion of Alien Breed II for SEGA right now, and I can tell you
>it's a hell to get all graphics into the cartridge, even though they only
>occupy a little more than 4 bits per pixel. I use some of the most
>sophisticated and efficient data compression algorithms available, but it's
>still difficult to squeeze everything in. Using 24-bit graphics imagery
>wouldn't exactly help.

The Jaguar has something they call an object processor. If it works even
remotely as the object processor that you can find in the old Atari Asteroids
games it can help very much to keep down the memoryusage, since the graphics
it will _generate_ in realtime wont take up any memory in true meaning.

[stuff deleted]

>--
>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>========== Disclaimer: I only speak for myself, not Team 17. ============

--
hasse@solace.mh.se | Hans Holmberg | If all dinosaurs died out million of
+46 60 163108 work | Sommarvagen 5 | years ago, then why does Windows and
+46 60 569169 home | S-854 67 Sundsvall | DOS still exist???
+46 60 569266 fax | Sweden | "Jurassic park?? That's PC-lab 4"

# 3079. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 16:23:43 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CH5s7L.1q9@cbnews.cb.att.com>
Source record: 20204

In article <9311261502.AA01822@bot32> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:
>tpp@cbnews.cb.att.com (Grue) writes....
>
>>>The CD32 can display >262144< colors AND animate at that resolution, from a
>>>pallete of 16.7 million.
>>>
>>>Jag loses. Neeext...
>
>>You're the only loser here. And your CD32.
>
> Look, Atari advocates. WHEN the Jaguar is released and we can see
>for ourselves then Flame the CD32. The Fact is that the CD32 is out
>and is selling in numbers with a good future.
>
> Does ***ANYONE*** who is currently advocating the Jaguar actually
>OWN one, or know someone who does? Has anyone actually SEEN one in
>action in *real life*?

Why, yes, I do own one. Thank you for asking.

> Look at the above arguement about colours/resolution. Can anyone
>definitely , absolutely confirm or deny the figures. I doubt they

Cybermorph uses what I will refer to in technical jargon as a "shitload" of colors. That's about all I can tell you. Definitely more than 256, probably a few thousand.

> For what its worth, I think the Jaguar looks MUCH better
>technically than the CD32, but which one will still be around in 2
>years time?

Possibly both, but CD32 may only be on Europe, since I don't think it will sell much here.

> I will buy my hardware based on price, software choice and
>lastly specs. Brand name (Atari/Commodore) does not come into it or
>I would be owning an Atari now having previously owned an Atari VCS,
>Atari 400 and 800XL. I will buy the best system based on the above
>criteria and any wanker who would buy a system just because it has
>the Atari or Commodore badge on it isn`t worth bothering with.
>
> Will I buy a Jaguar - Maybe. IF it has a large amount of
>excellent games for it.
>
>Gavan (via a friends account)

Tom

--

+--------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is no time. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+--------------------------------------------------------------------------+

# 3080. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 21:58:14 UTC
From: hartley@blanc.ee.umn.edu
Message-ID: <CH67xE.K8J@news2.cis.umn.edu>
Source record: 20215

In <cs93294.754343299@wolfcreek.cs.ualberta.ca> cs93294@assn023.cs.ualberta.ca (Stuart David A) writes:

>hmmm this stuff sounds almost exactly like the things I've heard described that
>the Jaguar can do. And that's straight out of atari explorer too, and I doubt
>that they would have reason to stretch the facts since they are independant
>of atari.

Much as I like Atari Explorer for official information, there is a reason it tends to get the inside scoop on new hardware and real machine specs: It is not truly independent of Atari. Since at least 1983 when I started reading it, it has been tied directly to Atari; that is why it continues publishing despite falling revenue. Long after Antic and Analog folded their eight-bit magazines, AE kept its coverage, including tutorials and software reviews. Check the magazine masthead, usually on the page after the index (or maybe the same page); somewhere after all the staff names is a little paragraph that I think indicates who owns and publishes AE. If it doesn't say Atari Corp. explicitly, I think it at least gives a clue in that it is published in Sunnyvale, where Atari Corp. has its headquarters.

Allegedly, the Tramiels at some point around 1990 decided they wanted to keep a tighter rein on AE (sometimes called pre-publication review, which when done by governments is declared censorship and is usually illegal.) The result was a lot of friction with the editorial staff, and eventually the Editor-in-Chief, David Ahl, stepped down.

For reviews of third-party products, AE is as good as any other. And for official Atari products descriptions, it usually beats the others into print. But if you're looking for honest criticism, look somewhere else, because you won't see a harsh word against Atari's products or management shortcomings in Atari Explorer.

Timothy Hartley

# 3081. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:06:39 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov27.220639.45665@rchland.ibm.com>
Source record: 20216

In article <cdonley.2p3b@amiganet.xnet.com>, cdonley@amiganet.xnet.com (Clayton Donley) writes:

[stuff deleted]

|> Repeat: There is NO DIFFERENCE between a HAM8 and a pure 24-BIT image, as long
|> as the resolution of the screen does not exceed 262144 pixels. This means that
|> a 24-bit image and a HAM8 image are IDENTICAL, up until (roughly) 640 X 400.

Here we go: THIS IS FALSE.

Clayton- Ham8 consumes 1/3rd the memory of a 24-bit screen and IT DOES HAS
very small differences. They are for all practical purposes damn hard to
notice and in a TV there's practically no way to distinguish (in 640x xxx).

The are NOT IDENTICAL. For practical purposes they could be considered though.

|>
|>
|>
|> Hope that clears things up.
|>
|> +-------------------------------------------------------------------------+
|> |Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
|> | cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
|> +-------------------------------------------------------------------------+
|> | Ooooh, my OS has a first name...its A-M-I-G-A.... |
|> +-------------------------------------------------------------------------+

--
---------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3082. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:09:57 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov27.220957.45726@rchland.ibm.com>
Source record: 20217

In article <cdonley.2p3o@amiganet.xnet.com>, cdonley@amiganet.xnet.com (Clayton Donley) writes:
|> cmedley@wam.umd.edu (Charles Medley) writes:
|>

[stuff deleted]

|> Right. Your Jaguar can only do 65536 colors on one screen (and thats just a
|> static display. A Jaguar (or a Falcon for that matter) cant animate in its
|> 65536-color mode.

Clayton, I can't believe what you are saying. Of course the Falcon can animate in this mode, why you say that? It's just a 16-bit (15?) type display. It can be animated. I would like to know from where you got the Jaguar information.

|> Your Jag can do 24-bit, as long as the screen resolution that youre using
|> contains fewer than 65536 pixels.. In otherwords, your Jaguar can do 24-bit in
|> 320 X 200, and thats it. (320 X 200 = 64000 pixels)

This might be true, but again, from where you got the information?

|>
|>
|> The CD32 on the other hand, can have displays identical to 24-bit at 320 X 200,
|> 320 X 400, 512 X 512, and 640 X 400, since a CD32 can display 4 times as many
|> colors as your Jaguar, from a pallete of 16.7 million. Too bad for Atari.
|>
|>
|> Looks like you lose again.

Clayton, I would like to know from where you got your information.

|>
|> +-------------------------------------------------------------------------+
|> |Amiga 2500/030/882 @ 33 Mhz!| // "I trust Irving Gould about as far as I |
|> | cdonley@amiganet.chi.il.us | \X/ can throw a Buick." -My local Ami dealer|
|> +-------------------------------------------------------------------------+
|> | Ooooh, my OS has a first name...its A-M-I-G-A.... |
|> +-------------------------------------------------------------------------+

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3083. Re: Charles->Ham8 exp was Re: HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:12:12 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov27.221212.7386@rchland.ibm.com>
Source record: 20218

In article <2d093p$m4e@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley)
writes:
|> In article <1993Nov24.144040.46311@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> > Charles, what you are saying about starting with a Ham8 image
|> >and then start to say, cut and paste, manipulate and then you lose
|> >some quality is true if you do this directly.
|> >
|> > However, some program like ImageF/X and Brilliance keep internally
|>
|>
|> Ok, score one for the objective people in this discussion. :)

Thanks, I guess we both scored :-)
--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3084. 260,000+ Ham8 color limit? was Re: HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:14:55 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov27.221455.20247@rchland.ibm.com>
Source record: 20219

In article <2d09ig$m95@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|> In article <cdonley.2p35@amiganet.xnet.com>,
|> Clayton Donley <cdonley@amiganet.xnet.com> wrote:
|> >cmedley@wam.umd.edu (Charles Medley) writes:
|> >

[stuff deleted]

|> True, but a 24-bit image may utilize colors of with variations on the
|> 256 intensities of red, green, and blue... and this means that when
|> a 262,144 color display attempts to approximate it, it may come close,
|> but not be able to exactly recreate that image, especially in the digital
|> domain.

Charles, I just wanted to point out that actually Ham8 can produce more than the 262,000+ colors that people or even C= claim. Someone mentioned that C= said 256,000 because this is 640x400 in pixels.

If you chose your 64 base registers in such a way that you address the combinations of the lower two bits (less significant bits) you can produce such a display.

Just wanted to point that out...

[stuff deleted]

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3085. Really? was Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:16:04 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov27.221604.41307@rchland.ibm.com>
Source record: 20220

```
In article <sebelt01.754166910@starbase.spd.louisville.edu>,
sebelt01@starbase.spd.louisville.edu () writes:
|>
|> NEWS FLASH!!
|> (Nov. 23 21:30EST) Amiga, manufacturer of home computer systems and, more
|> recently, a home video console, has recalled their CD-32 home entertainment
|> system. Doug Gunnit of Amiga was quoted as saying `There are some
|> features that need to be worked out that can't be accomplished in the
|> field'. Reported bugs include incompatibility with the standard AGA
|> chipset and a seemingly random bus-error resulting in failure of
|> burst-mode memory writes. This, of course, was no surprise to the
|> industry; they knew the CD-32 was a joke all along, and that anyone
|> on comp.sys.atari.advocacy who sticks up for the CD-32 is a f*cking
|> idiot. Amiga's suck, bite me! Atari forever.
|>
|> Thanks for reading this public service announcement.
|>
|> --
|> sebelt01@starbase.spd.louisville.edu IRC: Sneaker Hacking on a 1040STe..

Well, where's the source?

Looks like a lie to me...

--------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 3086. Re: call me a traitor but the ad sucks

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:17:05 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov27.221705.35734@rchland.ibm.com>
Source record: 20221

In article <2d0t48$m43@agate.berkeley.edu>, jjindda@uclink.berkeley.edu (Joon Sung Choi) writes:
|> Finally I saw the Jaguar ad.
|> I don't think many people would be impressed when they saw a couple of
|> Jaguar games displayed in the ad. Atari should've put other games
|> which really takes advantage of 24bit graphic and all the crap people
|> are talking about here....
|>
|> Oh, well, but I am still getting Jaguar.....hhhhhhh
|>

I'll call you an objective person. I think people need to be objective
and avoid the 'hype syndrome.'

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3087. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:19:13 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov27.221913.35801@rchland.ibm.com>
Source record: 20222

In article <2cf33c1a@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 24 Nov 93 01:49:21, Ricardo Hernandez Muchado wrote:
|>
|> RH> EVIDENCE? Or is it just 'I told myself so'
|>
|> Easy, call up a swedish "hey babe give me the number to xxxxx" service, then
|> ask for the number to "Spelbutiken" (Gamesstore) in H{ssleholm, tell them I
|> sent you and they'll be happy to tell you that they HAVE NO PROFIT selling the
|> CD32, and that they HAVEN'T SOLD A UNIT yet!

Well, strange, they have sold so much at the UK. But again, you still think
the Sun goes around the place where you live... tsk tsk.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3088. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:22:02 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov27.222202.7205@rchland.ibm.com>
Source record: 20223

In article <2cf33cfa@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 24 Nov 93 01:57:41, Ricardo Hernandez Muchado wrote:
|>

[stuff deleted]

|> RH> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> RH> we had expected it to be. The price of the games will be in the
|> RH> 49-89 range, depending on the title, and the developer. ga
|>
|> They raised the price to cover the cost of the extra game, which is EXATLY what
|> I wrote!
|>
|> (Jaguar $200, game $50 = $250!!!!!!!)
|>
|> The price of the Jaguar has NOT been raised, they've included a game!

Listen asshole, this is it. Any other of the ATARIANS fellows want to prove this blind person wrong? ATARI WAS INCLUDING THE GAME ORIGINALLY ANYWAY. WHAT'S YOUR F*CKING PROBLEM?

[stuff deleted]

|> RH> Yep. I guess all cartridges games play music when decompressing
|> RH> information
|> RH> and 'going to the next' level.
|>
|> Decompressing is done on the fly in the Jaguar, you'll have PLENTY of CPU time
|> left for music .. ;)

One the fly, yes, plenty of CPU time... well...

|>
|> RH> |> Yep .. no figures/sources from you either .. seems NOONE can back the
|> RH> |> sales-claims up ..
|> RH>
|> RH> Well, I think Stefan is a reliable source, you know.
|>
|> He hasn't presented me with a source.

He himself is a source. DON'T YOU GET IT? HE HAS ACCESS TO C= INFORMATION DIRECTLY.

It's as if the author of Spectre, commented on the Falcon sales.

```
|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 3089. Re: HAM8 is the MiniDisc of the video realm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:24:15 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov27.222415.45152@rchland.ibm.com>
Source record: 20224

In article <KENDALL.93Nov24192722@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <cdonley.2p35@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley)
writes:

[stuff deleted]

|> I'm sure it's great for stills and paint programs that can take the
|> time to make the image look good, but it would take some overhead to
|> use this mode for a game.

Kendall, as I said before (from Stefan) you can use this mode for
a game if you put every odd column painted with one of the 64 base registers.

You have to move the bobs on odd boundaries, and again you can always
use sprites. It works and the screen looks darn colorful- particularly
if using a 640x200 mode.

|>
|> At any rate, at its best it is almost as good as the 3DO and Jaguar
|> which offer real 24-bit color.
|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3090. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:25:59 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov27.222559.45726@rchland.ibm.com>
Source record: 20225

In article <1993Nov25.014442.21079@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

[stuff deleted]

|>
|> I didn't catch this thread until now (haven't been reading the Atari
|> groups lately), so I have to assume that you're still arguing about the
|> A1200 sales. If so, I can tell you that it has sold over 300,000 units
|> worldwide as of November 1, 1993. 150,000 of these were sold in the U.K
|> alone. Source: Computer Trade Weekly and Commodore UK. They're selling
|> all computers they can produce, basically.

Thanks a lot Stefan. This guy is just like Marc Barret!

|>
|> >+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> >+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|>
|> --
|> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
|> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
|> ========== Disclaimer: I only speak for myself, not Team 17. ============

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3091. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:27:58 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov27.222758.7385@rchland.ibm.com>
Source record: 20226

In article <2cf447b8@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 24 Nov 93 15:49:33, Clayton Donley wrote:
|>
|> CD> paint on!
|> CD>
|> CD> Repeat: There is NO DIFFERENCE between a HAM8 and a pure 24-BIT image, as
|> CD> long
|> CD> as the resolution of the screen does not exceed 262144 pixels. This means
|> CD> that
|> CD> a 24-bit image and a HAM8 image are IDENTICAL, up until (roughly) 640 X
|> CD> 400.
|> Get a book.
|>
|> When going from one colour to another, you'll get fringes in HAMx (very visible
|> in HAM6, but they're there in HAM8 too)
|>
|> I have a Falcon, but I've programmed on an Amiga (my worst nightmare ... ) it
|> was VERY easy to see the difference between HAM pictures and REAL 24-bit
|> pictures ... VERY EASY ...

On HAM PICTURES, yes. BUT THIS CLEARLY SHOWS THAT YOU HAVE NO F*CKING IDEA ABOUT HAM8 LOOKS LIKE, BECAUSE IT IS VERY WELL IMPLIED YOU HAVEN'T SEEN ONE!

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3092. Re: WHO IS THIS FOOL ?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:29:19 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov27.222919.45588@rchland.ibm.com>
Source record: 20227

In article <2d415e$5k4@usenet.rpi.edu>, oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
|>
|> Clayton Donely you have tooo much time on your hands.

Exact same thoughts came to me about Rickard too.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3093. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:50:26 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov27165026@flammulated.owlnet.rice.edu>
Source record: 20228

In article <1993Nov27.114648.25388@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 26 Nov 93 15:48:33, John Terence Kennedy wrote:

>JT> You have to play SNES games Rickard, as there simply aren`t any
>JT> for your beloved Falcon. As an Amiga owner I can enjoy the benefits
>JT> of a nice 32-bit machine with multi-tasking o/s AS WELL AS all the
>JT> top computer games.

>I consider my Falcons to be a COMPUTER - not a games machine like AMIGAS.

Oh dear. Maybe that's because there are no games for the Falcon, then?
This is a ridiculous argument anyway since there are more professional
applications for the Amiga than the Atari could ever dream of.
------------------------------

Plenty of games for my Falcon - all of the STE games plus some new stuff.

>The BASE Falcon is 4/65 (nowadays 4/85) ... the reason you can buy lower-specs
>ones is because you can upgrade them yourself. (Ask any developer)

Fuzzy logic at work or what? The `base' machine is considered to be
the lowest-spec machine that is sold.
------------------------------

Yeah, but just like the base A1200 it is difficult to use one as is.
The base machine is only there so you can buy your own HD and go right
for 14MB of memory. It also is for the people who don't want any of
the bundled software (although I like the included stuff enough I
bought a Falcon with the HD).

------------------------------
>JT> Why do Atari owners feel such a fear of the CD32??

>We don't, everyone who's seen one laughs at it.

Oh well. The engineers at Texas Instruments laughed pretty hard when
the VIC-20 was released as well, and we all know how that battle turned
out don't we? The TI99/4A went down in flames, even though it was
technically superior.
------------------------------

Well, thank god TI isn't making the Jaguar, Atari is. And we all know
what happened with the game market early on, the 2600 dominated for
years.

You just continue to support my theory that the CD-32 is a crippled
A1200 by your comparison to early computer battles, which are
different than the game system battles (at least for real game systems).

--
---> Kendall Gelner (kendall@rice.edu)

# 3094. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 22:53:03 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov27165303@flammulated.owlnet.rice.edu>
Source record: 20229

In article <1993Nov27.113328.25154@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Nov25.022126.21767@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>)horizontally since few TV sets are able to display the pixels properly at
>)those resolutions. And with the intrinsic memory restrictions of cartridge
>)games, the graphics set would be abysmal.
>)

>Ahh, but the hardware compression helps a lot here - you can stuff a
>bunch of graphics here.

The Jaguar does not have hardware decompression. Sorry.
---

The Jaguar does have hardware decompression, where do you get your facts from?

>If I wanted 256 color games, I'd get a clone. People say stuff like
>this over and over again through history, and are the ones that fall
>behind.

Sure. I don't say it's optimal, but it's enough for most things. I.e. it's not really a problem.
---

Yeah, and no one will even want to use magnetic disks when they have the convenience of saving to cassete tape!!

--
---> Kendall Gelner (kendall@rice.edu)

# 3095. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 23:00:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf7dbf0@troed.ct.se>
Source record: 20146

In a message of 26 Nov 93 21:48:52, Stefan Boberg wrote:

SB> still difficult to squeeze everything in. Using 24-bit graphics imagery
SB> wouldn't exactly help.

Try realtime JPEG.

SB> Several times. Regarding the HAM issue some weeks ago, A1200 prices,
SB> and so on... You often state things you don't know for sure as if they
SB> were the gospel truth.

Please specify!

I know exactly how HAM works (worked in it) and I can back up my statements on
A1200 prices.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3096. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 23:02:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf7dc6a@troed.ct.se>
Source record: 20145

In a message of 26 Nov 93 21:59:42, Stefan Boberg wrote:

SB> On a PICTURE, yes. But can anybody who wants one go to a shop and
SB> buy it? No. Because it won't be available until 3Q94.

Why sell it before there are killer games (dracula, space pirates - both in development) ready?

SB> >Where's the FMV for the CD32? On sale?
SB>
SB> Yes.

How nice, costs?

SB> >"high-speed" 32 bit RAM ... it's chipram ... and we ALL have heard what a
SB> >problem bus-contention is on the CD32 ..
SB>
SB> It's not much of a problem, since most stuff is done at the 320x200
SB> resolution, where bus contention is minimal.

Great, now we all know that the CD32 will use 320*200 .. I will remember that when Donkey (sorry, Donley) starts arguing again.

SB> >:-) .. Graphics compressed with JPEG goes WELL beyond 45% ..
SB>
SB> And at a price - fringing. JPEG is lossy, remember?

Yep .. you can easily do 1:10 without any problem. (Have some 1.2Mb pictures JPEG:ed down to 120Kb ... looks DAMN GOOD .. )

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3097. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 23:03:04 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov27170304@flammulated.owlnet.rice.edu>
Source record: 20230

In article <1993Nov27.113901.25277@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <9311261518.AA01857@bot32> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

>) Just how do you animate 24-bit colour pics off of ROM cart? Most
>)ROMs are only 3 megabytes at most and they cost a fortune in the UK.
>) <...>

>You don't animate the pics off of a cart (although you could I guess),
>you load the compressed pics into memory with the built in hardware
>decompression and use them from there.

A. there is no such thing as hardware decompression in the Jaguar. It's
all done in software.
------------------------------

I'll look up my sources and try to confirm the hardwareness of this.

B. Regardless of which compression scheme you use, you're not going to
fit a whole lot of graphics into a 3MB cart. 24-bit graphics are
*extremely* storage-intensive.
------------------------------

Yes, and JPEG produces extremely good compression rates - I use as an
example my 4MB (when decompressed to 16-bit image, 24-bit originally)
waterfall that takes only 230k or so of disk space. SO regardless of
hardware or software decompression, you could still fit a lot of stuff
on a cart. Also, I believe the maximum cart size was 5MB?

>The CD may hold a lot of data, but you can't get at it very quickly,
>so you'll have to do the same thing anyway - making the use of
>compression a valid argumnet when comparing against CD-ROM baseed
>systems.

The difference is that you don't have to compress the data very tightly
when you spool for example HAM8-data off a CD-ROM, since you have lots of
disc space to burn. You'll never see any FMV sequences in Jaguar cart-based
games.
------------------------------

The promlem is not one of space, it is one of transfer rate - CD-ROMs
only transfer 300k/sec. Are you telling me that you can store a HAM8
picture in oly 30K? (that's what you'd need to get 30FPS off of CD).
And I don't see why you can't see some FMV off of cart (though not
very long, obviously!!)

I agree that the CD-ROM can hold a lot of stuff, but it does have limits...
--
---> Kendall Gelner (kendall@rice.edu)

# 3098. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 23:09:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf7de14@troed.ct.se>
Source record: 20147

In a message of 27 Nov 93 12:39:01, Stefan Boberg wrote:

SB> A. there is no such thing as hardware decompression in the Jaguar. It's
SB> all done in software.

1) Loading a software (exchangeable, modifyable) routine into SRAM, running it.

2) Have routine in ROM and run it.

What would you prefer?

I'd prefer nr 1.

That's how the Jaguar does it.

If you're such a good developer, you wouldn't even post such bullshit as you
do.

SB> B. Regardless of which compression scheme you use, you're not going to
SB> fit a whole lot of graphics into a 3MB cart. 24-bit graphics are
SB> *extremely* storage-intensive.

6MB .. MEGABYTE ... where did you get 3MB from .. another lie?

24bit compressed AREN'T ... add to that that you can do a lot of gouraud
texturemapped vectors and you have some BIG STUFF on the screen ..

SB> The difference is that you don't have to compress the data very tightly
SB> when you spool for example HAM8-data off a CD-ROM, since you have lots of
SB> disc space to burn. You'll never see any FMV sequences in Jaguar
SB> cart-based
SB> games.

Who the hell wants to view FMV sequences when trying to play a game? If I want
to watch FMV I'll go for MOVIES .. not GAMES ...

SB> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
SB> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
SB> ========== Disclaimer: I only speak for myself, not Team 17. ============

Wonder why Team17 doesn't agree with you.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3099. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 23:11:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf7de8a@troed.ct.se>
Source record: 20148

In a message of 27 Nov 93 12:46:48, Stefan Boberg wrote:

SB> Oh dear. Maybe that's because there are no games for the Falcon, then?
SB> This is a ridiculous argument anyway since there are more professional
SB> applications for the Amiga than the Atari could ever dream of.

I've used Amigas, I don't want one.

SB> Fuzzy logic at work or what? The `base' machine is considered to be
SB> the lowest-spec machine that is sold.

Nope, the base-machine is the one developers consider to be the base-machine.
(Sometimes one really wonders if you are a developer at all .. )

Fuzzy logic is fun to do, don't mix it up with this bullshit.

SB> Oh well. The engineers at Texas Instruments laughed pretty hard when
SB> the VIC-20 was released as well, and we all know how that battle turned
SB> out don't we? The TI99/4A went down in flames, even though it was
SB> technically superior.

Yeah .. do you want a vic 20?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3100. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 23:12:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf7dee2@troed.ct.se>
Source record: 20149

In a message of 27 Nov 93 13:05:44, Stefan Boberg wrote:

SB> Falcon? Sure, it's got 16-bit graphics, but who's using it?

Everyone .. move.w = one pixel is DAMN good for pixel-manipulations!

SB> Commodore would certainly have had truecolor capability in the CD32 if
SB> it had a chipset that would handle it. The lack of a truecolor mode is

Hey .. tell that to Clay Dinkey .. not us ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3101. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 23:13:09 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov27171309@flammulated.owlnet.rice.edu>
Source record: 20231

In article <1993Nov27.115307.25520@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
>In article <1993Nov26.202705.12456@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>)>That's funny, since when I run my falcon on my TV at 768 x 480 overscan
>)>it looks fine to me. Definitely better than 384 x 240, even with interlace.
>)
>) What you're seeing is effectively anti-aliasing. Try doing some proper
>)work using that resolution on a TV and you're bound to get problems
>)distinguishing individual pixels. TV sets don't have that kind of
>)resolution.

>But it still looks better.

Sure, but does it look good enough to warrant a fourfold increase in
storage space for graphics? Not to mention the fourfold bandwidth demands.
------------------------------

Yes, it is. the memory may be somewhat of an issue, but on a CD space
essentially doesn't matter - and for rendering 3D-images, lots of
colors are really useful, and make things look a LOT better.

>) Plenty of time? Think again. The Jaguar uses a DRAM implementation,
>)so pumping out 768*480*32 bit interlace would eat up roughly half of the
>)alleged 100MB/s bandwidth alone. Then you'll have to copy some new data to
>)display, which takes twice as much time as the output does, even if you
>)just do a straight memory->memory copy... To be able to do that you'd need
>)50% more bandwidth than is available.

>Why would copying out new stuff to display take 2x the bandwidth? How
>often are you going to change the whole screen?

Every frame (30fps). I thought we were talking about full-screen
animation. That's what I mean with "30fps animation" anyway.
------------------------------

You didn't say 30FPs animation before.

Here's how I see it. If you are just doing a full screen,
non-interactive animation, you either use something like cinepak or
MPEG to spool stuff off of a CD in realtime, or you load everything
into memory and just move the screen address (consuming zero extra
bus). No problem here!

In doing a game, lets say you write out a screen that takes half the
bus as you say. You are then free to move data with a total size of a

bit larger than the screen (you move memory from one place to another,
up to the size of the screen). If you have to erase stuff on the screen, then I guess this would be reduced. Just make the game 15fps!

We haven't taken into account stuff that the object processor is
supposed to be able to do, like just plop 3D objects (or sprites,
perhaps?) directly in the screen output instead of writing to memory
first.

--
---> Kendall Gelner (kendall@rice.edu)

# 3102. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 23:14:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf7df54@troed.ct.se>
Source record: 20150

In a message of 27 Nov 93 13:26:18, Stefan Boberg wrote:

SB> >)buy it? No. Because it won't be available until 3Q94.
SB>
SB> >I heard 1stQ 94. Where is your info from?
SB>
SB> Atari developer support.

How come I don't believe you?

(Guess...)

SB> Where: in Europe. How much: 199 UKP last time I heard. Which is less
SB> than the CD-I unit as far as I know.

199 UKP for the FMV unit ALONE?????

Wow .. :-) .. Now I know what NOT to buy ..

SB> For "natural" images this is true, but for cartoon-ish images and
SB> other graphics with sharp edges, there is clearly visible fringing
SB> with JPEG.

Not as much as with HAM8!

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3103. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 23:20:10 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov27172010@flammulated.owlnet.rice.edu>
Source record: 20232

In article <1993Nov27.122053.25921@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
>I'd say it is definatey a waste to put a 10MB game on CD-ROM, if I get
>a CD-ROM then the games had better pack the damn CD full to the gills
>- I wan't what I'm paying for!! If all you get is 10MB CD-32 games,
>then the CD-ROM drive is USELESS.

This is silly. Just because a CD-ROM disc can contain 600MB doesn't mean it has to be packed full with data "to get what you're paying for". CD^32 games cost less than 30 pounds, so even if a CD game would only contain as much data as a Jaguar cart could hold, it would be just as much "worth the money" as the same game on a cartridge (at twice the price!).
---

But the whole thing is that Jag carts will not be "twice the price" of the CD's, it seems that they will cost about the same ($50 - $80 for Jag carts, the same range as 3DO games). Some CD-32 titles may be cheaper, but would I want to buy them at all?

Moreover, there's another advantage to CD's besides the storage space - CD's are cheap as hell to produce.
---

That is true, but it sure hasn't shown to be a real advantage so far...

>No developer list, eh? Not surprising...

There are developer lists available. I don't feel like typing them in however. You can do it yourself, though - just jot down the names of all top Euro developers, and some US companies such as LucasArts, MindScape, EA, and Acclaim.
---

Well, that's a start - that's all I want to see is a list of some of the bigger names!! I had heard Acclaim was one, but all I hear from everyone is the "horde" of other developers. LucasArts is impressive.

--
---> Kendall Gelner (kendall@rice.edu)

# 3104. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 23:23:34 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov27172334@flammulated.owlnet.rice.edu>
Source record: 20233

In article <1993Nov27.122618.26031@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Nov26.205942.13450@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>)>Open up GamePro October ... a Jaguar with a CD-ROM attached.
>)
>) On a PICTURE, yes. But can anybody who wants one go to a shop and
>)buy it? No. Because it won't be available until 3Q94.

>I heard 1stQ 94. Where is your info from?

Atari developer support.
---

Are you a Jaguar developer? That would make me listen a lot harder to
what you are saying.

>)>Where's the FMV for the CD32? On sale?
>)
>) Yes.

>Where? How much?

Where: in Europe. How much: 199 UKP last time I heard. Which is less
than the CD-I unit as far as I know.
---

Hmm, the CDI unit is $250 - does anyone know the exchange rate offhand?

>) It's not much of a problem, since most stuff is done at the 320x200
>)resolution, where bus contention is minimal.

>But there still is some contention.

Sure. The Jaguar has it too. The only system that doesn't is the 3DO
which has dual-ported VRAM.

>)>:-) .. Graphics compressed with JPEG goes WELL beyond 45% ..
>)
>) And at a price - fringing. JPEG is lossy, remember?

>Yes, but not very lossy for 24-bit images - you can compress a 24-bit
>image pretty far and still have it look almost exactly the same on a
>24-bit display.

For "natural" images this is true, but for cartoon-ish images and
other graphics with sharp edges, there is clearly visible fringing

with JPEG.

I think for animated stuff and backrounds and such, that fringing
becomes hardly noticable. I'm willing to live with a little fringing
if it means they can store a lot more on the cart.

--
---> Kendall Gelner (kendall@rice.edu)

# 3105. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-27 23:37:56 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov27173756@flammulated.owlnet.rice.edu>
Source record: 20234

In article <1993Nov27.113901.25277@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <9311261518.AA01857@bot32> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

>) Just how do you animate 24-bit colour pics off of ROM cart? Most
>)ROMs are only 3 megabytes at most and they cost a fortune in the UK.
>) <...>

>You don't animate the pics off of a cart (although you could I guess),
>you load the compressed pics into memory with the built in hardware
>decompression and use them from there.

A. there is no such thing as hardware decompression in the Jaguar. It's
all done in software.

B. Regardless of which compression scheme you use, you're not going to
fit a whole lot of graphics into a 3MB cart. 24-bit graphics are
*extremely* storage-intensive.
------------------------------

Ok, I just found out where I had info about the above from the Jaguar
FAQ on rec,games.video.misc.

Here's the relevent paragraph:
---------------------------------------------------------------------
The Jaguar contains two megabytes (16 megabits) of fast page-mode DRAM.
Game cartridges can support up to six megabytes (48 megabits) of
uncompressed or compressed information. Compressed data can be uncompressed
in real-time, and can be equivalent to almost 50 megabytes (400 megabits).
Compression is performed with JagPEG, an enhanced JPEG image decompression
mechanism.
---------------------------------------------------------------------

So the Jag carts hold up to 6MB (not 3MB), and the compression may not
be in hardware but is "realtime" (which led me to think hardware). I
still don't see how you could claim realtime decompression of images
without some kind of hardware assist - JPEG is pretty computationally
expensive.

--
---> Kendall Gelner (kendall@rice.edu)

# 3106. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 01:26:30 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2d8uo6$32o@darkstar.UCSC.EDU>
Source record: 20235

In <1993Nov27.120544.25716@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>>Possibly, but if it "looks better than 320 x 200 does" isn't that worth it?

> If you think it warrants a fourfold increase in memory and bus bandwidth
>use, then OK. As a game designer, I do not think it's a good idea - I'd use
>the memory for more varied graphics instead.

I do. Since the Jaguar has enough memory and bus for this, why not?

> Every PC Clone maker? Possibly. But you're still not going to see any
>games using that mode in the near future simply because it's not standard
>in most machines.

But it is standard in every Jaguar and every Falcon.

> Every new Mac? Sure. All Mac models sold today may have 24-bit capability,
>but the VRAM of some models does not allow it.

Hate to sound like an Apple advocate, but even their new Powerbook has 16 bit
graphics (on the Powerbook screen, not just on the external monitor)

I think all Macs have at least 16 bit graphics though.

> Falcon? Sure, it's got 16-bit graphics, but who's using it?

Um... every art/graphics program I own, just to name seven titles...

> SEGA & Nintendo "in the works" systems? I was talking about things
>available today, not in 1995.

Okay, but at least they've ANNOUNCED something better, haven't they? I thought
I heard somewhere about the next CD^xxx thing would still not have any real
true color mode.

> Commodore would certainly have had truecolor capability in the CD32 if
>it had a chipset that would handle it. The lack of a truecolor mode is
>not really a problem anyway, even if it would be nice. And HAM8 is very
>nice - effectively hardware decompression, even though it is not practical
>to use in all cases.

Yes, well, I think that says it all. The chipset can't handle it. The
chipsets for machines from all other companies can. 'Nuff Said?

~Chris
>--
>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>========== Disclaimer: I only speak for myself, not Team 17. ============

# 3107. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 01:39:17 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2d8vg5$34i@darkstar.UCSC.EDU>
Source record: 20236

Actually, Atari Explorer (the print mag) is just about dead. What is being published still is Atari Explorer Online, a completely independent ono-line mag.

~Chris

# 3108. Re: Really? was Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 01:42:24 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2d8vm0$380@darkstar.UCSC.EDU>
Source record: 20137

In <1993Nov27.221604.41307@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

>|> industry; they knew the CD-32 was a joke all along, and that anyone
>|> on comp.sys.atari.advocacy who sticks up for the CD-32 is a f*cking
>|> idiot. Amiga's suck, bite me! Atari forever.
>|>
>|> Thanks for reading this public service announcement.
>|>
>|> --
>|> sebelt01@starbase.spd.louisville.edu IRC: Sneaker Hacking on a 1040STe..

> Well, where's the source?

> Looks like a lie to me...

Looks like a JOKE to me... just missing the smiley. :)

~Chris

>------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

## 3109. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 01:51:39 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov28.015139.20477@rchland.ibm.com>
Source record: 20139

In article <KENDALL.93Nov27165026@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Nov27.114648.25388@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan
Boberg) writes:
|> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> >In a message of 26 Nov 93 15:48:33, John Terence Kennedy wrote:
|>
|> >JT> You have to play SNES games Rickard, as there simply aren`t any
|> >JT> for your beloved Falcon. As an Amiga owner I can enjoy the benefits
|> >JT> of a nice 32-bit machine with multi-tasking o/s AS WELL AS all the
|> >JT> top computer games.
|>
|> >I consider my Falcons to be a COMPUTER - not a games machine like AMIGAS.
|>
|> Oh dear. Maybe that's because there are no games for the Falcon, then?
|> This is a ridiculous argument anyway since there are more professional
|> applications for the Amiga than the Atari could ever dream of.
|> ------------------------------
|>
|> Plenty of games for my Falcon - all of the STE games plus some new stuff.

He's talking for the new stuff Kendall. He's obviously poking at
Rickard's obvious ignorance.

|> >The BASE Falcon is 4/65 (nowadays 4/85) ... the reason you can buy lower-specs
|> >ones is because you can upgrade them yourself. (Ask any developer)
|>
|> Fuzzy logic at work or what? The `base' machine is considered to be
|> the lowest-spec machine that is sold.
|> ------------------------------
|>
|> Yeah, but just like the base A1200 it is difficult to use one as is.
|> The base machine is only there so you can buy your own HD and go right
|> for 14MB of memory. It also is for the people who don't want any of
|> the bundled software (although I like the included stuff enough I
|> bought a Falcon with the HD).

Kendall, the same happens with the A1200. The thing is that
since Rickard insists so much on the 'stupid common base A1200 without
hardisk and 2 megs of chip ram with no fast ram' Stefan just mentioned
EXACTLY the same for the Falcon. IT IS VALID.

|> ------------------------------
|> >JT> Why do Atari owners feel such a fear of the CD32??
|>

|> >We don't, everyone who's seen one laughs at it.
|>
|> Oh well. The engineers at Texas Instruments laughed pretty hard when
|> the VIC-20 was released as well, and we all know how that battle turned
|> out don't we? The TI99/4A went down in flames, even though it was
|> technically superior.
|> ------------------------------
|>
|> Well, thank god TI isn't making the Jaguar, Atari is.

Which means it could be even worse.

|> And we all know
|> what happened with the game market early on, the 2600 dominated for
|> years.

Well, the atari 2600 had virtually no competition.

|>
|> You just continue to support my theory that the CD-32 is a crippled
|> A1200 by your comparison to early computer battles, which are
|> different than the game system battles (at least for real game systems).

Ah ah, actually, the A1200 is a crippled CD-32 :-) (no akiko :-( )

|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3110. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 01:58:53 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov28.015853.10808@rchland.ibm.com>
Source record: 20140

In article <KENDALL.93Nov27170304@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Nov27.113901.25277@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan
Boberg) writes:
|> kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> >In article <9311261518.AA01857@bot32> p9150919@athmail1.causeway.qub.ac.uk (John
Terence Kennedy) writes:
|>
|> >) Just how do you animate 24-bit colour pics off of ROM cart? Most
|> >)ROMs are only 3 megabytes at most and they cost a fortune in the UK.
|> >) <...>
|>
|> >You don't animate the pics off of a cart (although you could I guess),
|> >you load the compressed pics into memory with the built in hardware
|> >decompression and use them from there.
|>
|> A. there is no such thing as hardware decompression in the Jaguar. It's
|> all done in software.
|> ------------------------------
|>
|> I'll look up my sources and try to confirm the hardwareness of this.

There isn't Kendall. One of the RISC Jaguar chips have to be programmed
for that. This is not HARDWARE decompression.

|> B. Regardless of which compression scheme you use, you're not going to
|> fit a whole lot of graphics into a 3MB cart. 24-bit graphics are
|> *extremely* storage-intensive.
|> ------------------------------
|>
|> Yes, and JPEG produces extremely good compression rates - I use as an
|> example my 4MB (when decompressed to 16-bit image, 24-bit originally)

Ah, but then you are proving Stefan right: almost nobody will use
a true Jaguar 24-bit mode on a cart. You said yourself "4MB (when
decompressed to 16-bit image, 24-bit originally)"
^^^^^^^^^^^^

You don't end up with a 24-bit image, first point.

|> waterfall that takes only 230k or so of disk space. SO regardless of
|> hardware or software decompression, you could still fit a lot of stuff
|> on a cart. Also, I believe the maximum cart size was 5MB?

It's 6 (48 mega-bits) MBytes. That's still way too much memory (230k in
an image). And that image is not true 24-bits!

|> >The CD may hold a lot of data, but you can't get at it very quickly,
|> >so you'll have to do the same thing anyway - making the use of
|> >compression a valid argumnet when comparing against CD-ROM baseed
|> >systems.
|>
|> The difference is that you don't have to compress the data very tightly
|> when you spool for example HAM8-data off a CD-ROM, since you have lots of
|> disc space to burn. You'll never see any FMV sequences in Jaguar cart-based
|> games.
|> ------------------------------
|>
|>
|> The promlem is not one of space, it is one of transfer rate - CD-ROMs
|> only transfer 300k/sec.

First, make that around 330k to 355k/sec.

|> Are you telling me that you can store a HAM8
|> picture in oly 30K? (that's what you'd need to get 30FPS off of CD).

No, for example the CDXL format is also compressed, but you don't need
the mega-compression that takes so long of the JPEG. For the Video CD
you need an mpeg card anyway, WICH IS WHAT ATARI ALSO STATED FOR THE JAGUAR.

It also means that HAM8 data for games can be pulled straight off the
CD quite quickly.

|> And I don't see why you can't see some FMV off of cart (though not
|> very long, obviously!!)
|>
|> I agree that the CD-ROM can hold a lot of stuff, but it does have limits...
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3111. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 02:00:24 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2d90no$l2v@harbinger.cc.monash.edu.au>
Source record: 20138

Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:

[...]

: ----------------------------------------------------------------------
: The Jaguar contains two megabytes (16 megabits) of fast page-mode DRAM.
: Game cartridges can support up to six megabytes (48 megabits) of
: uncompressed or compressed information. Compressed data can be uncompressed
: in real-time, and can be equivalent to almost 50 megabytes (400 megabits).
: Compression is performed with JagPEG, an enhanced JPEG image decompression
: mechanism.
: ----------------------------------------------------------------------

: So the Jag carts hold up to 6MB (not 3MB), and the compression may not
: be in hardware but is "realtime" (which led me to think hardware). I
: still don't see how you could claim realtime decompression of images
: without some kind of hardware assist - JPEG is pretty computationally
: expensive.

What do you mean by "real-time"? The hardware only JPEG and MPEG
decompressors are pretty expensive. Don't you Falcon guys use the
DSP for JPEG decompression? IBM have made a new DSP based modem/
sound-card/FAX/answering-machine-all-in-one-card for the clones that
includes JPEG decompression as well.

- Jim

: --
: ---> Kendall Gelner (kendall@rice.edu)

# 3112. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 02:02:29 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov28.020229.35708@rchland.ibm.com>
Source record: 20141

In article <KENDALL.93Nov27173756@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Nov27.113901.25277@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan
Boberg) writes:
|> kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

[stuff deleted]

|> So the Jag carts hold up to 6MB (not 3MB), and the compression may not
|> be in hardware but is "realtime" (which led me to think hardware).

Kendall, all I suggest to you on this one is not to believe all you see
written. 'Realtime' looks like a nice word, but it might apply to
a decompression rate that can give you 2 fps, 5 fps, 10 fps, 15fps, etc.
It might take even a second, or say half a second. This is still truly
real-time?

|> I
|> still don't see how you could claim realtime decompression of images
|> without some kind of hardware assist - JPEG is pretty computationally
|> expensive.

Well, read above. I imagine that the Jaguar sound RISC could decompress
quite quickly, but realtime? Hmmmmmmmmm.....

Well, maybe 'realtime' ;-)

|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3113. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 05:53:19 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov27235319@flammulated.owlnet.rice.edu>
Source record: 20143

In article <1993Nov28.020229.35708@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
In article <KENDALL.93Nov27173756@flammulated.owlnet.rice.edu>, kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Nov27.113901.25277@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

[stuff deleted]

|> So the Jag carts hold up to 6MB (not 3MB), and the compression may not
|> be in hardware but is "realtime" (which led me to think hardware).

Kendall, all I suggest to you on this one is not to believe all you see written. 'Realtime' looks like a nice word, but it might apply to a decompression rate that can give you 2 fps, 5 fps, 10 fps, 15fps, etc. It might take even a second, or say half a second. This is still truly real-time?
---

Good question, I myself am not sure - "realtime" is a pretty fuzzy term.

|> I
|> still don't see how you could claim realtime decompression of images
|> without some kind of hardware assist - JPEG is pretty computationally
|> expensive.

Well, read above. I imagine that the Jaguar sound RISC could decompress quite quickly, but realtime? Hmmmmmmmm.....

Well, maybe 'realtime' ;-)
---

Well, actually I personally have never thought of it as something that you could use "on the fly" for animations or anything - I've just thought of it as a useful way to get a lot more info in a cart, that you could just decompress to memory. That still holds true. I think I will stop calling it ardware decompression though - it probably does use the DSP or something to do the decompression.

Let this be a leson to all - Gotta be careful when reading the marketing reports!! :-)

--
---> Kendall Gelner (kendall@rice.edu)

# 3114. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 05:58:42 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov27235842@flammulated.owlnet.rice.edu>
Source record: 20142

In article <1993Nov28.015139.20477@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
<previous stuff deleted>
|> ------------------------------
|> >JT> Why do Atari owners feel such a fear of the CD32??
|>
|> >We don't, everyone who's seen one laughs at it.
|>
|> Oh well. The engineers at Texas Instruments laughed pretty hard when
|> the VIC-20 was released as well, and we all know how that battle turned
|> out don't we? The TI99/4A went down in flames, even though it was
|> technically superior.
|> ------------------------------
|>
|> Well, thank god TI isn't making the Jaguar, Atari is.

Which means it could be even worse.
------------------------------

Hey!! Them's opionions there, feller.

|> And we all know
|> what happened with the game market early on, the 2600 dominated for
|> years.

Well, the atari 2600 had virtually no competition.
------------------------------

I wouldn't say that, it had Intellivision and Coleco among others.

<rest deleted>
--
---> Kendall Gelner (kendall@rice.edu)

# 3115. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 06:05:07 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov28000507@flammulated.owlnet.rice.edu>
Source record: 20144

In article <1993Nov28.015853.10808@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
<other stuff deleted, I now accept software decompression>
)|> B. Regardless of which compression scheme you use, you're not going to
)|> fit a whole lot of graphics into a 3MB cart. 24-bit graphics are
)|> *extremely* storage-intensive.
)|> ------------------------------
)|>
)|> Yes, and JPEG produces extremely good compression rates - I use as an
)|> example my 4MB (when decompressed to 16-bit image, 24-bit originally)
)
) Ah, but then you are proving Stefan right: almost nobody will use
)a true Jaguar 24-bit mode on a cart. You said yourself "4MB (when
)decompressed to 16-bit image, 24-bit originally)"
) ^^^^^^^^^^^^
)
) You don't end up with a 24-bit image, first point.
)

Whoa there, I just said that because I have a Falcon which just has a 16-bit display - That's the size I get of a 16-bit image (It's pretty large). It was originally a 24-bit image and can be decompressed to a 24-bit image if you like. That has nothing to do with using 24-bits on a Jaguar.

)|> waterfall that takes only 230k or so of disk space. SO regardless of
)|> hardware or software decompression, you could still fit a lot of stuff
)|> on a cart. Also, I believe the maximum cart size was 5MB?
)
) It's 6 (48 mega-bits) MBytes. That's still way too much memory (230k in
)an image). And that image is not true 24-bits!
)

The original image is 24-bits, and 24-bits of information are stored in it, it's just that I chose to uncompress it to 16-bits because that's the limit in my Falcon.

)|> >The CD may hold a lot of data, but you can't get at it very quickly,
)|> >so you'll have to do the same thing anyway - making the use of
)|> >compression a valid argumnet when comparing against CD-ROM baseed
)|> >systems.
)|>
)|> The difference is that you don't have to compress the data very tightly
)|> when you spool for example HAM8-data off a CD-ROM, since you have lots of
)|> disc space to burn. You'll never see any FMV sequences in Jaguar cart-based

)|> games.
)|> ------------------------------
)|>
)|>
)|> The promlem is not one of space, it is one of transfer rate - CD-ROMs
)|> only transfer 300k/sec.
)
) First, make that around 330k to 355k/sec.
)
)|> Are you telling me that you can store a HAM8
)|> picture in oly 30K? (that's what you'd need to get 30FPS off of CD).
)
) No, for example the CDXL format is also compressed, but you don't need
)the mega-compression that takes so long of the JPEG. For the Video CD
)you need an mpeg card anyway, WICH IS WHAT ATARI ALSO STATED FOR THE JAGUAR.
)

Or you can use Cinepak on both the Jaguar and 3DO, which reqires no
extra hardware.

) It also means that HAM8 data for games can be pulled straight off the
)CD quite quickly.
)

But fast enough to animate at even 15fps? I guess if you use delta
animation and a lot of the screen doesn't change very quickly...

--
---> Kendall Gelner (kendall@rice.edu)

# 3116. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 07:48:46 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov28.074846.13635@infodev.cam.ac.uk>
Source record: 20151

In article <2cf7df54@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 27 Nov 93 13:26:18, Stefan Boberg wrote:
|>
|> SB> >)buy it? No. Because it won't be available until 3Q94.
|> SB>
|> SB> >I heard 1stQ 94. Where is your info from?
|> SB>
|> SB> Atari developer support.
|>
|> How come I don't believe you?
|>
|> (Guess...)
|>
|> SB> Where: in Europe. How much: 199 UKP last time I heard. Which is less
|> SB> than the CD-I unit as far as I know.
|>
|> 199 UKP for the FMV unit ALONE?????
|>
|> Wow .. :-) .. Now I know what NOT to buy ..

And just how much do you expect to pay for a better than SVHS quality Video player with CD quality sound?

|>
|> SB> For "natural" images this is true, but for cartoon-ish images and
|> SB> other graphics with sharp edges, there is clearly visible fringing
|> SB> with JPEG.
|>
|> Not as much as with HAM8!

Do you practice hard to be this dense, or is it something you were born with. You do post the most rediculous drivel I have ever seen (barring perhaps two posters to Amiga advocacy who are in my kill file). If you don't have something constructive, or even actually true to post, the please, for the sake of everyone in this group, SHUT UP!

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 3117. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 09:20:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf86d5c@troed.ct.se>
Source record: 20178

In a message of 27 Nov 93 23:27:58, Ricardo Hernandez Muchado wrote:

RH> On HAM PICTURES, yes. BUT THIS CLEARLY SHOWS THAT YOU HAVE NO F*CKING
RH> IDEA ABOUT HAM8 LOOKS LIKE, BECAUSE IT IS VERY WELL IMPLIED YOU HAVEN'T
RH> SEEN
RH> ONE!

Hasn't mummy learned you that writing in caps only is a big no-no?

Ham8 is lossy .... VERY lossy ... still some bloody amigoids call it "24bit
graphics" .. go kick their asses ...

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 3118. hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 09:27:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf86efe@troed.ct.se>
Source record: 20180

Just wondered ..

I owned a SNES before (kinda cool little machine), and one of the BEST things with it was that almost all the games I had could save to the cartridge's internal SRAM memory ... like, setting, where I finishes etc ..

I read in AEO #20 that the bundled game "Cybermorph" for the Jaguar also has this feature ...

Isn't it kinda hard to save settings to a CD-ROM?

:-)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3119. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 12:58:02 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov28.125802.14710@ida.liu.se>
Source record: 20160

hasse@krynn.solace.mh.se (Hans Holmberg) writes:
>y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>> Yes, I know the Jaguar specifications very well, thank you. I also know
>>how to interpret them, which you obviously don't. Do the maths and tell me
>>what you come up with. Q: Is full-screen animation at 768*480*32 possible
>>at 30fps? Here's the answer reversed if you don't manage: !oN.

>Why? I can't see why it couldn't handle it, since it will only take approx.
>44MB/s to accomplish. (768*480*4*30 = 44 236 800 byte/s). 32 bits is 4 bytes
>you know..... :)

I know pretty well how many bits there is in a byte, thank you. And I
also know that 44MB/s is what is required to get the picture *DISPLAYED*.
Now, another 44MB/s is required to read new data, and another 44MB/s to
write it to RAM. That adds up to 132 MB/s. Is 132MB/s more or less than
108MB/s ?

>>occupy a little more than 4 bits per pixel. I use some of the most
>>sophisticated and efficient data compression algorithms available, but it's
>>still difficult to squeeze everything in. Using 24-bit graphics imagery
>>wouldn't exactly help.

>The Jaguar has something they call an object processor. If it works even
>remotely as the object processor that you can find in the old Atari Asteroids
>games it can help very much to keep down the memoryusage, since the graphics
>it will _generate_ in realtime wont take up any memory in true meaning.

The SEGA has similar features (although not as sophisticated as the
Jaguar). You can flip sprites and tiles vertically and horizontally so
you won't have to store one image for each direction a sprite heads. It'a
still hell to fit everything into the cartridge.

>hasse@solace.mh.se | Hans Holmberg | If all dinosaurs died out million of

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3120. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 13:07:19 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov28.130719.14843@ida.liu.se>
Source record: 20161

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Nov27.114648.25388@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

> Oh dear. Maybe that's because there are no games for the Falcon, then?
> This is a ridiculous argument anyway since there are more professional
> applications for the Amiga than the Atari could ever dream of.

>Plenty of games for my Falcon - all of the STE games plus some new stuff.

"Some new stuff". Exactly.

> Fuzzy logic at work or what? The `base' machine is considered to be
> the lowest-spec machine that is sold.

>Yeah, but just like the base A1200 it is difficult to use one as is.

Depends. The A1200 has 2MB of memory which is more than enough for
most games out there. All AGA game developers consider this the
base machine.

> Oh well. The engineers at Texas Instruments laughed pretty hard when
> the VIC-20 was released as well, and we all know how that battle turned
> out don't we? The TI99/4A went down in flames, even though it was
> technically superior.

>Well, thank god TI isn't making the Jaguar, Atari is. And we all know
>what happened with the game market early on, the 2600 dominated for
>years.

Yes, but only by virtue of being the first machine on the market.
All Atari's successors to the 2600 failed spectacularly (5200, 7200
anyone?).

>You just continue to support my theory that the CD-32 is a crippled
>A1200 by your comparison to early computer battles, which are
>different than the game system battles (at least for real game systems).

I don't agree with your theory, but the analogy with early computer
battles was there to show that the most technically advanced system
is not necessarily the one that comes out as the winner. There are
plenty of other examples (Atari800 <-> C64, Coleco, Intellivision <-> 2600).

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org

========== Disclaimer: I only speak for myself, not Team 17. ============

# 3121. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 13:11:07 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov28.131107.14946@ida.liu.se>
Source record: 20162

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Nov27.113328.25154@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
> kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

> >Ahh, but the hardware compression helps a lot here - you can stuff a
> >bunch of graphics here.

> The Jaguar does not have hardware decompression. Sorry.

>The Jaguar does have hardware decompression, where do you get your
>facts from?

It does not. Sorry. I have access to development information. If I
state something as absolute as "The Jaguar does not have hardware
decompression.", then I am sure about it. I would gain nothing by
lying.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3122. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 13:17:33 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov28.131733.15042@ida.liu.se>
Source record: 20163

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Nov27.113901.25277@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

> The difference is that you don't have to compress the data very tightly
> when you spool for example HAM8-data off a CD-ROM, since you have lots of
> disc space to burn. You'll never see any FMV sequences in Jaguar cart-based
> games.

>The promlem is not one of space, it is one of transfer rate

If the problem is not one of space, then what is the problem with Jaguar
cartridge-based FMV? That's right - SPACE.

> - CD-ROMs
>only transfer 300k/sec. Are you telling me that you can store a HAM8
>picture in oly 30K? (that's what you'd need to get 30FPS off of CD).

The transfer rate is above 320KB/s, and CDXL on the CD32 (which is not
quite full-screen, but 2/3) manages 25fps (PAL) animation at those rates.
The quality is excellent, as anyone who's seen the CD32 demo discs can
confirm.

>And I don't see why you can't see some FMV off of cart (though not
>very long, obviously!!)

Sure. But it would be a waste of cartridge space, which is bad for
the rest of the game. Cartridge developers are always short on space.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3123. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 13:26:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf8a722@troed.ct.se>
Source record: 20179

In a message of 27 Nov 93 23:19:13, Ricardo Hernandez Muchado wrote:

RH> Well, strange, they have sold so much at the UK. But again, you still
RH> think
RH> the Sun goes around the place where you live... tsk tsk.

Stefan said the A1200 has sold half of its sales in UK too .. seems that
Commodore's only real market is UK ....

Who cares then, if they can't sell their systems in any other country - they
won't get big.

The sun visits this place too ya know ...

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3124. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 13:27:23 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov28.132723.15180@ida.liu.se>
Source record: 20164

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 26 Nov 93 21:48:52, Stefan Boberg wrote:

>SB> still difficult to squeeze everything in. Using 24-bit graphics imagery
>SB> wouldn't exactly help.

>Try realtime JPEG.

Wouldn't help. That 24-bit data would still use up more memory than the
SEGA graphics do already with the compression methods I use.

>SB> Several times. Regarding the HAM issue some weeks ago, A1200 prices,
>SB> and so on... You often state things you don't know for sure as if they
>SB> were the gospel truth.

>Please specify!

Now look, I don't archive articles from you, and new expires in one week
on this system. I can not quote you, but I have very good memory...

>I know exactly how HAM works (worked in it) and I can back up my statements on
>A1200 prices.

Well, Rickard. Here's what you said about HAM: "It takes three pixels to
change from black to white". You definitely said that. Moreover you've
claimed that the A1200 is only marginally cheaper than the Falcon, while
in real life, you can get an A1200 with a 80MB HD for 5500 SEK quite easily
if you shop around a little (like looking through the ads in DMz). You
claimed it cost 8000 SEK. Quite some difference.

And I'm sure you can back up your statements on A1200 prices. There's
always people who sell machines more expensively than others. Your basic
customer however often shops around a bit to get the cheapest possible,
instead of buying from the expensive dealer. I can easily find a 486
costing over 20,000 SEK. I can also quite easily find one that sells it
for half that.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3125. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 13:47:43 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov28.134743.15411@ida.liu.se>
Source record: 20165

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 27 Nov 93 12:39:01, Stefan Boberg wrote:

>SB> A. there is no such thing as hardware decompression in the Jaguar. It's
>SB> all done in software.

>1) Loading a software (exchangeable, modifyable) routine into SRAM, running
> it.
>2) Have routine in ROM and run it.
>What would you prefer?
>I'd prefer nr 1.
>That's how the Jaguar does it.

You're pretty dense. Neither of those options are called hardware
decompression. Hardware decompression does not consist of software in
ROM (that's FIRMWARE), it consists of a digital circuit that performs
the decompression without software assist. C-Cube manufactures such
things.

>If you're such a good developer, you wouldn't even post such bullshit as you
>do.

Oh my. Look who's talking. Point me to one falsehood I've stated, please.
At least I have documentation to back my claims up. Your posts are full
of inference for the most part.

>SB> B. Regardless of which compression scheme you use, you're not going to
>SB> fit a whole lot of graphics into a 3MB cart. 24-bit graphics are
>SB> *extremely* storage-intensive.

>6MB .. MEGABYTE ... where did you get 3MB from .. another lie?

Oh dear. Just because the SEGA can accommodate 4MB cartridges doesn't
mean that every SEGA game is 4MB. ROM is *expensive*, and you will most
of the time settle for less than the maximum if you are able to, since
your revenue will be greater if your expenses are lower (pretty basic
maths, no?).

>24bit compressed AREN'T ... add to that that you can do a lot of gouraud
>texturemapped vectors and you have some BIG STUFF on the screen ..

Oh this techno-talk makes me all fuzzy inside. Give me some more. "BIG
STUFF"? Sheesh. You sound like Beavis and Butthead. ("CD32, that sucks!
Gorrrd shading, yeah that sounds cool!").

>Who the hell wants to view FMV sequences when trying to play a game? If I want
>to watch FMV I'll go for MOVIES .. not GAMES ...

Who the hell wants to see actors play theatre when I might as well read
the script or the book at home?

>SB> ========== Disclaimer: I only speak for myself, not Team 17. ============

>Wonder why Team17 doesn't agree with you.

Amazing. In case you don't know what that disclaimer means, here's some
explanation for you: I work for Team 17, but that doesn't mean that
everything I say is considered to be official statements from the company,
but rather from ME as a person - not as a Team 17 employee. Team 17 pay
me to program, not to argue with Atari fanatics. That doesn't mean they
don't agree with me.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3126. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 13:54:58 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov28.135458.15592@ida.liu.se>
Source record: 20166

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Nov27.122618.26031@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

> >I heard 1stQ 94. Where is your info from?

> Atari developer support.

>Are you a Jaguar developer? That would make me listen a lot harder to
>what you are saying.

No I don't develop for the Jaguar. At least not yet. If the machine
takes off and sells enough to be economically viable to develop for,
we will certainly develop for it. I have been exposed to Jaguar
development documentation, nevertheless (through people that are
Jag developers), and we have occasional contacts with Atari.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3127. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 14:06:26 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov28.140626.15754@ida.liu.se>
Source record: 20168

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 26 Nov 93 21:59:42, Stefan Boberg wrote:

>SB> On a PICTURE, yes. But can anybody who wants one go to a shop and
>SB> buy it? No. Because it won't be available until 3Q94.

>Why sell it before there are killer games (dracula, space pirates - both in
>development) ready?

That doesn't make it available now, does it? That was the original argument.
And boy - "Dracula", eh? One of the worst games released this year.

>SB> >Where's the FMV for the CD32? On sale?
>SB>
>SB> Yes.

>How nice, costs?

UKP 199.

>Great, now we all know that the CD32 will use 320*200 .. I will remember that
>when Donkey (sorry, Donley) starts arguing again.

Most games use that resolution. So will most Jaguar games.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3128. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 14:13:26 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov28.141326.15860@ida.liu.se>
Source record: 20167

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 27 Nov 93 13:26:18, Stefan Boberg wrote:

>SB> >)buy it? No. Because it won't be available until 3Q94.
>SB>
>SB> >I heard 1stQ 94. Where is your info from?
>SB>
>SB> Atari developer support.

>How come I don't believe you? (Guess...)

You don't have to believe what I say. But that is what Atari stated
when asked on the developer "briefing". We were approached by Atari
but declined the development offer for now.

>SB> Where: in Europe. How much: 199 UKP last time I heard. Which is less
>SB> than the CD-I unit as far as I know.

>199 UKP for the FMV unit ALONE?????

MPEG decompression chips are expensive.

>Wow .. :-) .. Now I know what NOT to buy ..

The MPEG solution for the CD32 is the cheapest available so far, you
know.

>SB> For "natural" images this is true, but for cartoon-ish images and
>SB> other graphics with sharp edges, there is clearly visible fringing
>SB> with JPEG.

>Not as much as with HAM8!

More, bubba, because there is no equivalent of base colours in JPEG.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3129. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 14:37:34 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov28.143734.26115@rchland.ibm.com>
Source record: 20153

In article <KENDALL.93Nov27235319@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Nov28.020229.35708@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> In article <KENDALL.93Nov27173756@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> |> In article <1993Nov27.113901.25277@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan
Boberg) writes:
|> |> kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

[stuff deleted]

|> Well, actually I personally have never thought of it as something that
|> you could use "on the fly" for animations or anything - I've just
|> thought of it as a useful way to get a lot more info in a cart, that
|> you could just decompress to memory. That still holds true. I think
|> I will stop calling it ardware decompression though - it probably does
|> use the DSP or something to do the decompression.
|>
|> Let this be a leson to all - Gotta be careful when reading the
|> marketing reports!! :-)

Exactly! To give you an idea Kendall, having a scheme where the
ROM/RAM is compressed and decompressed in real-time is something that
is just being started to talk about, and so far is darn hard to do that.
You need relatively speaking $expensive$ technology and the effective
bandwidth you get is on the order of 10 to 20 megs/sec.

Now, if you have a 'wimpy' compression scheme, I guess you can
decompress 'in realtime'- my Amiga does it with the Anim format :-)

|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3130. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 14:40:22 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov28.144022.7230@rchland.ibm.com>
Source record: 20152

In article <KENDALL.93Nov27235842@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Nov28.015139.20477@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> <previous stuff deleted>
|> |> ------------------------------
|> |> >JT> Why do Atari owners feel such a fear of the CD32??
|> |>
|> |> >We don't, everyone who's seen one laughs at it.
|> |>
|> |> Oh well. The engineers at Texas Instruments laughed pretty hard when
|> |> the VIC-20 was released as well, and we all know how that battle turned
|> |> out don't we? The TI99/4A went down in flames, even though it was
|> |> technically superior.
|> |> ------------------------------
|> |>
|> |> Well, thank god TI isn't making the Jaguar, Atari is.
|>
|> Which means it could be even worse.
|> ------------------------------
|>
|> Hey!! Them's opionions there, feller.

I know Kendall, but then you made one two, didn't you? ;-)

|> |> And we all know
|> |> what happened with the game market early on, the 2600 dominated for
|> |> years.
|>
|> Well, the atari 2600 had virtually no competition.
|> ------------------------------
|>
|> I wouldn't say that, it had Intellivision and Coleco among others.

The Intellivision and Coleco came QUITE AFTER the A2600 was selling.
Heck, the A2600 was selling even before the ATARI home 8-bit computers!

(as just the 'ATARI' and the 'SEARS TELE-GAMES'). By that time,
it took the market already pretty much.

The Jaguar, on the other hand, is competing today against the established
Super-NES, and the Super-established Sega Genesis. (and looks like the
decently established CD-32 in Europe).

No flames, I like the prospect of the Jaguar- but I'm realistic.

```
|>
|> <rest deleted>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
-------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 3131. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 14:44:32 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov28.144432.26233@rchland.ibm.com>
Source record: 20154

In article <KENDALL.93Nov28000507@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Nov28.015853.10808@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> <other stuff deleted, I now accept software decompression>
|> )|> B. Regardless of which compression scheme you use, you're not going to
|> )|> fit a whole lot of graphics into a 3MB cart. 24-bit graphics are
|> )|> *extremely* storage-intensive.
|> )|> ------------------------------
|> )|>
|> )|> Yes, and JPEG produces extremely good compression rates - I use as an
|> )|> example my 4MB (when decompressed to 16-bit image, 24-bit originally)
|> )
|> ) Ah, but then you are proving Stefan right: almost nobody will use
|> )a true Jaguar 24-bit mode on a cart. You said yourself "4MB (when
|> )decompressed to 16-bit image, 24-bit originally)"
|> ) ^^^^^^^^^^^^
|> )
|> ) You don't end up with a 24-bit image, first point.
|> )
|>
|> Whoa there, I just said that because I have a Falcon which just has a
|> 16-bit display - That's the size I get of a 16-bit image (It's pretty
|> large). It was originally a 24-bit image and can be decompressed to a
|> 24-bit image if you like. That has nothing to do with using 24-bits
|> on a Jaguar.

My point is that the image you compressed is 16-bit. A 24-bit image
takes more, more than the 2xxk you took with your 16-bit image.
The whole point was that since 24-bit images take much more memory,
the Jaguar probably won't have a lot in a cartridge, and get away using
less colors than a 24-bit display.

It will still look good, no doubt ;-)

|> )|> waterfall that takes only 230k or so of disk space. SO regardless of
|> )|> hardware or software decompression, you could still fit a lot of stuff
|> )|> on a cart. Also, I believe the maximum cart size was 5MB?
|> )
|> ) It's 6 (48 mega-bits) MBytes. That's still way too much memory (230k in
|> )an image). And that image is not true 24-bits!
|> )
|>
|> The original image is 24-bits, and 24-bits of information are stored
|> in it, it's just that I chose to uncompress it to 16-bits because

|> that's the limit in my Falcon.

Ah, okay, I understand you now. Sorry for the above. Still 230k
is quite a bit, but helps.

|>
|> )|> >The CD may hold a lot of data, but you can't get at it very quickly,
|> )|> >so you'll have to do the same thing anyway - making the use of
|> )|> >compression a valid argumnet when comparing against CD-ROM baseed
|> )|> >systems.
|> )|>
|> )|> The difference is that you don't have to compress the data very tightly
|> )|> when you spool for example HAM8-data off a CD-ROM, since you have lots of
|> )|> disc space to burn. You'll never see any FMV sequences in Jaguar cart-based
|> )|> games.
|> )|> ------------------------------
|> )|>
|> )|>
|> )|> The promlem is not one of space, it is one of transfer rate - CD-ROMs
|> )|> only transfer 300k/sec.
|> )
|> ) First, make that around 330k to 355k/sec.
|> )
|> )|> Are you telling me that you can store a HAM8
|> )|> picture in oly 30K? (that's what you'd need to get 30FPS off of CD).
|> )
|> ) No, for example the CDXL format is also compressed, but you don't need
|> )the mega-compression that takes so long of the JPEG. For the Video CD
|> )you need an mpeg card anyway, WICH IS WHAT ATARI ALSO STATED FOR THE JAGUAR.
|> )
|>
|> Or you can use Cinepak on both the Jaguar and 3DO, which reqires no
|> extra hardware.

Kendall: Or Commodore's proprietary CDXL wich also doesn't take extra-hardware.
I mentioned two examples above, one wich is CDXL which is a C= proprietary
format and the Video CD/mpeg card stuff. CDXL doesn't require
extra hardware.

|> ) It also means that HAM8 data for games can be pulled straight off the
|> )CD quite quickly.
|> )
|>
|> But fast enough to animate at even 15fps?

Yes, C= has already shown it with CDXL.

|> I guess if you use delta
|> animation and a lot of the screen doesn't change very quickly...
|>

Yep, it happens with CinePak too. Have you seen the 3DO? On huge'
deltas, it slows down a bit.

|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3132. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 14:48:18 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov28.144818.10941@rchland.ibm.com>
Source record: 20155

In article <2cf7dbf0@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 26 Nov 93 21:48:52, Stefan Boberg wrote:
|>
|> SB> still difficult to squeeze everything in. Using 24-bit graphics imagery
|> SB> wouldn't exactly help.
|>
|> Try realtime JPEG.

Try realtime Reality Checks Rickard. You are pitiful.

|> SB> Several times. Regarding the HAM issue some weeks ago, A1200 prices,
|> SB> and so on... You often state things you don't know for sure as if they
|> SB> were the gospel truth.
|>
|> Please specify!

Like 'Ham8' fringes badly among other things. Admit it Rickard, you are an ignorant where Ham8 is concerned.

|> I know exactly how HAM works (worked in it) and I can back up my statements on
|> A1200 prices.

Now, you didn't. You haven't used Ham8 and you very well implied that in another of your posts ("I could distinguish between a 24-bit display and a HAM display easily").

You are an ignorant Rickard, so shut up, try things before you post.

About A1200 prices, since I don't live in Sweden, I don't know- but surely here and the UK the reality is different- AND SINCE the SUN doesn't revolve around Sweden- too bad for you.

Stefan already backed up his #'er on Amount of A1200's sold... are you willing to take back your accusations and admit it?

300,000 machines worldwide... that's quite a nice number... Probably after Christmas it would hit the 400,000 mark easily, and this without taking the CD-32's into account.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3133. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 14:51:05 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov28.145105.7176@rchland.ibm.com>
Source record: 20156

In article <2cf7dc6a@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 26 Nov 93 21:59:42, Stefan Boberg wrote:
|>
|> SB> On a PICTURE, yes. But can anybody who wants one go to a shop and
|> SB> buy it? No. Because it won't be available until 3Q94.
|>
|> Why sell it before there are killer games (dracula, space pirates - both in
|> development) ready?
|>
|> SB> >Where's the FMV for the CD32? On sale?
|> SB>
|> SB> Yes.
|>
|> How nice, costs?

He already mentioned. I think he mentioned 250UKP or 200UKP, don't remember well. You seem to ignore posts with information Rickard... doesn't surprise me one bit...

|>
|> SB> >"high-speed" 32 bit RAM ... it's chipram ... and we ALL have heard what a
|> SB> >problem bus-contention is on the CD32 ..
|> SB>
|> SB> It's not much of a problem, since most stuff is done at the 320x200
|> SB> resolution, where bus contention is minimal.
|>
|> Great, now we all know that the CD32 will use 320*200 .. I will remember that
|> when Donkey (sorry, Donley) starts arguing again.

Well, and if you think that most Jaguar games will use 7xx x 5xx resolution I have a bridge to sell you. Did you know that the Jaguar also will have a bus contention here?

|> SB> >:-) .. Graphics compressed with JPEG goes WELL beyond 45% ..
|> SB>
|> SB> And at a price - fringing. JPEG is lossy, remember?
|>
|> Yep .. you can easily do 1:10 without any problem. (Have some 1.2Mb pictures
|> JPEG:ed down to 120Kb ... looks DAMN GOOD .. )

Without any problem? Hmmmm.....

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

```
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 3134. Master Rickard: was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 15:25:19 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov28.152519.7273@rchland.ibm.com>
Source record: 20158

In article <2cf7de14@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 27 Nov 93 12:39:01, Stefan Boberg wrote:
|>
|> SB> A. there is no such thing as hardware decompression in the Jaguar. It's
|> SB> all done in software.
|>
|> 1) Loading a software (exchangeable, modifyable) routine into SRAM, running it.
|>
|> 2) Have routine in ROM and run it.
|>
|> What would you prefer?
|>
|> I'd prefer nr 1.
|>
|> That's how the Jaguar does it.

Ah, but that IS NOT hardware decompression....

|>
|> If you're such a good developer, you wouldn't even post such bullshit as you
|> do.

And if you really know how to program, YOU WOULDN'T EVEN POST AT ALL.

Let's review your track record Rickard:

1- Ham8 doesn't look like 24-bits, "I have programmed in HAM, I know"

BZZZZZZZZZT! HAM is not equal to HAM8 wich obviously you haven't seen.

2- You can't animate in Ham8:

BZZZZZZZZZT! I do it every day using Scala and DeluxePaint IV AGA
for 2D & 3D video work

3- You can't make a game in Ham8:

BZZZZZZZZZT! Yes, you can. You can use the sprites, or like Stefan
explained (maybe it was just too hard for you to comprehend):

Making every odd column one of the 64 base registers, same
with the bobs, move them in those boundaries. Use 640x xxx res.

The screen will look darn colorful, no side effect fringing when
moving the bobs.

4- The Falcon can use BURST mode

BZZZZZZZZZT! Motorola requires 32-bit datapath access to memory. And BTW,
NOBODY here has dared to try turning burst mode on and
off to see if there's a difference.

You are supposed to be a 'programmer' Rickard, what happened?

Maybe you are just 'computationally challenged' like Windows 3.1...

5- 199 UKP for the FMV unit ALONE????? [Raist note: regarding the MPEG CD-32]

Wow .. :-) .. Now I know what NOT to buy ..

BZZZZZZZZZT! Guess how much will that unit be for the ATARI Jaguar or CD-I or
3DO? (and ALONE, yes, ALONE). It will be around the same
price or even more expensive (CD-I case)

6- SB> other graphics with sharp edges, there is clearly visible fringing
SB> with JPEG.

>Not as much as with HAM8!

BZZZZZZZZZT! HAM8 fringes can be avoided by carefully choosing the 64-registers.
This require no hardmath because there is a lot of programs
that will do it for you (ImageFX- commerical, ADPro- commercial
, Render24 - Public Domain). SINCE YOU HAVEN'T SEEN HAM8
*ANYWAY* YOU DON'T KNOW. Ditto.

7- The A1200 hasn't been selling well, or just hinting that the Falcon has
been selling better:

BZZZZZZZZZT! The A1200 has now officialy more than 300,000 computers worldwide,
the Falcon - ATARI themselves admitted it has been selling
really slow. Please, no offense or flame to Falcon owners,
I have recommended the Falcon to two friends of mine interested
in connecting a midi keyboard to a computer. This is intended
for blind master Rickard, who believes the Universe revolves
around Sweden.

8- SB> Fuzzy logic at work or what? The `base' machine is considered to be
SB> the lowest-spec machine that is sold. [Raist note: regarding the Falcon
that is sold with no hardisk]

>Nope, the base-machine is the one developers consider to be the base-machine.
>(Sometimes one really wonders if you are a developer at all .. )

BZZZZZZZZZT! And using your own logic, what makes you think that the
A1200 with just 2 megs chip ram is the low-level base
machine?

On the other hand, whatever machine sells the most,
becomes the base machine- developers want it or not.
Those that see reality, earn money, those that don't
go chapter 11 in the US (bankruptcy).

So if ATARI has a less expensive Falcon model, probably
the model that would sell the most would be the most

inexpensive, unless the Falcon market is made of people
that can afford more than $1,500 US dollars (which isn't
the ST/STE market, of which many want a Falcon)

9- |> Who the hell wants to view FMV sequences when trying to play a game? If I want
|> to watch FMV I'll go for MOVIES .. not GAMES ...

BZZZZZZZZZT! FMV movie clips like scenes when you finish the game, you
accomplish certain parts of the game, etc. ***are very
rewarding*** to the player and help
with the story/plot. The mere fact that 3DO and
the SEGA CD are doing this proves you wrong. Actually,
this is one of their most touted features for games!

And then, there are those games like Dragon's Lair
which a lot of people like, that are just made
of a lot of this.

10- Stefan isn't a good developer (implied):

BZZZZZZZZZT! Stefan has brought to the Amiga community LHA, and works on the
'Team 17' development company (also for Psygnosis from what I read
in a recent post of his). The 'Team 17' has come out with
excellent games for the Amiga (Alien Breed II), and working
for Psygnosis kind of sez it all.

Now, since we judged someone, let's judge you Rickard:

Where do you work and what have you done?

We have to be fair here...

---

[stuff deleted]

|> SB> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
|> SB> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
|> SB> ========== Disclaimer: I only speak for myself, not Team 17. ============
|>
|> Wonder why Team17 doesn't agree with you.

Duh!

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Ah, so that means that all the things you post is not actually you?
Are you a medium and spirits post for you, or what?

Duh? Right? Well, same for you above...

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3135. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 15:56:01 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2dahmh$d7o@sol.ctr.columbia.edu>
Source record: 20157

In article <1993Nov28.145105.7176@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
}
} |> SB> >:-) .. Graphics compressed with JPEG goes WELL beyond 45% ..
} |> SB>
} |> SB> And at a price - fringing. JPEG is lossy, remember?
} |>
} |> Yep .. you can easily do 1:10 without any problem. (Have some 1.2Mb pictures
} |> JPEG:ed down to 120Kb ... looks DAMN GOOD .. )
}
} Without any problem? Hmmmm.....
}

Most of the moving graphics can be highly compressed, due to their
motion. Since they won't be around long enough for you to study them
their lossyness won't be as important.

Also, of course, the JAG-CD is a dual-speed thing, so buy that, and
all this becomes academic. Drag compressed images from CD, and you
ought to get fantastic frame-rate graphics.

Simon.

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3136. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 17:11:08 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov28.171108.39901@rchland.ibm.com>
Source record: 20159

In article <2dahmh$d7o@sol.ctr.columbia.edu>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
|> In article <1993Nov28.145105.7176@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> }
|> } |> SB> >:-) .. Graphics compressed with JPEG goes WELL beyond 45% ..
|> } |> SB>
|> } |> SB> And at a price - fringing. JPEG is lossy, remember?
|> } |>
|> } |> Yep .. you can easily do 1:10 without any problem. (Have some 1.2Mb pictures
|> } |> JPEG:ed down to 120Kb ... looks DAMN GOOD .. )
|> }
|> } Without any problem? Hmmmm.....
|> }
|>
|> Most of the moving graphics can be highly compressed, due to their
|> motion. Since they won't be around long enough for you to study them
|> their lossyness won't be as important.
|>
|> Also, of course, the JAG-CD is a dual-speed thing, so buy that, and
|> all this becomes academic. Drag compressed images from CD, and you
|> ought to get fantastic frame-rate graphics.

True, but the same applies to CD-32, doesn't it?

Also, let's wait for the Jaguar CD to TRULY come out, we are talking again about 'vaporware.'

|>
|> Simon.
|> _____________________________________________________________________
|> \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
|> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
|> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
---------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3137. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 18:03:27 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov28.180327.18994@ida.liu.se>
Source record: 20169

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Nov27.115307.25520@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
> >> <games at 7xx*5xx resolution>

> >But it still looks better.

> Sure, but does it look good enough to warrant a fourfold increase in
> storage space for graphics? Not to mention the fourfold bandwidth demands.

>Yes, it is. the memory may be somewhat of an issue, but on a CD space
>essentially doesn't matter - and for rendering 3D-images, lots of
>colors are really useful, and make things look a LOT better.

Ahem. Since when did the Jaguar have a CD? The whole point was that
it's not likely that Jaguar games would use the higher resolution.

> >Why would copying out new stuff to display take 2x the bandwidth? How
> >often are you going to change the whole screen?

> Every frame (30fps). I thought we were talking about full-screen
> animation. That's what I mean with "30fps animation" anyway.

>You didn't say 30FPs animation before.

That's right, I did not. You did.

>Here's how I see it. If you are just doing a full screen,
>non-interactive animation, you either use something like cinepak or
>MPEG to spool stuff off of a CD in realtime, or you load everything
>into memory and just move the screen address (consuming zero extra
>bus). No problem here!

There are plenty of holes in your argument here. First of all, in
the spooling off CD, you will have to employ compression or use CLUT
based modes, because you won't be able to spool 24-bit data off CD,
and that takes plenty of bus bandwidth (although a bit less than
memory->memory copy). Loading everything into memory really isn't
an option either since each full frame would occupy 1.5MB.

>We haven't taken into account stuff that the object processor is
>supposed to be able to do, like just plop 3D objects (or sprites,
>perhaps?) directly in the screen output instead of writing to memory
>first.

The Object processor still has to read the images from RAM.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3138. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 18:10:40 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov28.181040.19174@ida.liu.se>
Source record: 20170

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>In <1993Nov27.120544.25716@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>> Every PC Clone maker? Possibly. But you're still not going to see any
>>games using that mode in the near future simply because it's not standard
>>in most machines.

>But it is standard in every Jaguar and every Falcon.

Doesn't change the PC scene much does it?

>> Every new Mac? Sure. All Mac models sold today may have 24-bit capability,
>>but the VRAM of some models does not allow it.

>Hate to sound like an Apple advocate, but even their new Powerbook has 16 bit
>graphics (on the Powerbook screen, not just on the external monitor)

>I think all Macs have at least 16 bit graphics though.

When I was looking at Macs one year ago, several models were only delivered
with a half meg of VRAM. You won't even be able to view 640*480 in 16-bit
without expanding the VRAM.

>> SEGA & Nintendo "in the works" systems? I was talking about things
>>available today, not in 1995.

>Okay, but at least they've ANNOUNCED something better, haven't they? I
>thought I heard somewhere about the next CD^xxx thing would still not have
>any real true color mode.

If the next system from Commodore uses the AAA chipset which is being
developed now, then it will have truecolor capability in resolutions up
to 1280x1024. The AAA chipset has been "announced".

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3139. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 21:23:24 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov28152324@flammulated.owlnet.rice.edu>
Source record: 20171

In article <1993Nov28.144432.26233@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
<top part deleted>
)|> Whoa there, I just said that because I have a Falcon which just has a
)|> 16-bit display - That's the size I get of a 16-bit image (It's pretty
)|> large). It was originally a 24-bit image and can be decompressed to a
)|> 24-bit image if you like. That has nothing to do with using 24-bits
)|> on a Jaguar.
)
) My point is that the image you compressed is 16-bit. A 24-bit image
)takes more, more than the 2xxk you took with your 16-bit image.
)The whole point was that since 24-bit images take much more memory,
)the Jaguar probably won't have a lot in a cartridge, and get away using
)less colors than a 24-bit display.
)

I didn't compress it, it was a 24-bit image originally. I just
decompressed the jpeg into a 16-bit image which took something over
4MB of space...

) It will still look good, no doubt ;-)
)

Yep!

)|> )|> waterfall that takes only 230k or so of disk space. SO regardless of
)|> )|> hardware or software decompression, you could still fit a lot of stuff
)|> )|> on a cart. Also, I believe the maximum cart size was 5MB?
)|> )
)|> ) It's 6 (48 mega-bits) MBytes. That's still way too much memory (230k in
)|> )an image). And that image is not true 24-bits!
)|> )
)|>
)|> The original image is 24-bits, and 24-bits of information are stored
)|> in it, it's just that I chose to uncompress it to 16-bits because
)|> that's the limit in my Falcon.
)
) Ah, okay, I understand you now. Sorry for the above. Still 230k
)is quite a bit, but helps.
)

Yes, it really lets you hold a lot on a cartridge!! I agree that the
final image in memory takes up a lot of space, but the Jaguar does
have 2MB or so.

<more stuff deleted>
)|> ) No, for example the CDXL format is also compressed, but you don't need
)|> )the mega-compression that takes so long of the JPEG. For the Video CD
)|> )you need an mpeg card anyway, WICH IS WHAT ATARI ALSO STATED FOR THE JAGUAR.
)|> )
)|>
)|> Or you can use Cinepak on both the Jaguar and 3DO, which reqires no
)|> extra hardware.
)
) Kendall: Or Commodore's proprietary CDXL wich also doesn't take extra-hardware.
)I mentioned two examples above, one wich is CDXL which is a C= proprietary
)format and the Video CD/mpeg card stuff. CDXL doesn't require
)extra hardware.
)

Oh, OK... I hadn't heard of CDXL before. I'll accept that.

<some stuff deleted>

)|> I guess if you use delta
)|> animation and a lot of the screen doesn't change very quickly...
)|>
)
) Yep, it happens with CinePak too. Have you seen the 3DO? On huge'
)deltas, it slows down a bit.
)

I haven't had a chance to see much of the 3DO in action beyond clips
on TV... But I have heard some critisim of it (who claim it looks too
blocky).
--
---> Kendall Gelner (kendall@rice.edu)

# 3140. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 21:31:02 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov28153102@flammulated.owlnet.rice.edu>
Source record: 20172

In article <1993Nov28.132723.15180@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
)>In a message of 26 Nov 93 21:48:52, Stefan Boberg wrote:
)
)>SB> still difficult to squeeze everything in. Using 24-bit graphics imagery
)>SB> wouldn't exactly help.
)
)>Try realtime JPEG.
)
) Wouldn't help. That 24-bit data would still use up more memory than the
)SEGA graphics do already with the compression methods I use.
)

I thought you said you were getting something like 50% compression?
If the sega has 8-bit graphics, then the compressiobn for JPEG still
renders a smaller cmpression size than the sega picture, allowing you
to hold a lot more graphics than the sega can access.

Or are you talking about main memory? The Jaguar still has a bit more
memory that the Genesis, so you could hold a roughly eqivilent amount
of uncompressed images in memory.

<rest deleted>
--
---> Kendall Gelner (kendall@rice.edu)

# 3141. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 21:39:42 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov28153942@flammulated.owlnet.rice.edu>
Source record: 20173

In article <1993Nov28.074846.13635@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
<some stuff deletd>
)|>
)|> 199 UKP for the FMV unit ALONE?????
)|>
)|> Wow .. :-) .. Now I know what NOT to buy ..
)
)And just how much do you expect to pay for a better than SVHS quality Video
)player with CD quality sound?
)

Well, I can get a cheap laserdisk player which offers superior quality video fdor about $200 (US), I'd say the FMV cart had better be less. I personally think this whole CD-ROM movie thing is silly, because laserdisk is better and you can't record on a CD-ROM. That's why I'm less than excited about these FMV carts for any system... I can get a really good VCR for less than the price of a FMV cart and get a lot more functionalliy. I think (hope) the whole CD-ROM FMV thing flops. Can anyone offer a reason why the FMV cart stuff is worth buying at any price?

--
---> Kendall Gelner (kendall@rice.edu)

# 3142. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 21:48:28 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov28154828@flammulated.owlnet.rice.edu>
Source record: 20174

In article <1993Nov28.125802.14710@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)hasse@krynn.solace.mh.se (Hans Holmberg) writes:
)>y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)
)>> Yes, I know the Jaguar specifications very well, thank you. I also know
)>>how to interpret them, which you obviously don't. Do the maths and tell me
)>>what you come up with. Q: Is full-screen animation at 768*480*32 possible
)>>at 30fps? Here's the answer reversed if you don't manage: !oN.
)
)>Why? I can't see why it couldn't handle it, since it will only take approx.
)>44MB/s to accomplish. (768*480*4*30 = 44 236 800 byte/s). 32 bits is 4 bytes
)>you know..... :)
)
) I know pretty well how many bits there is in a byte, thank you. And I
)also know that 44MB/s is what is required to get the picture *DISPLAYED*.
)Now, another 44MB/s is required to read new data, and another 44MB/s to
)write it to RAM. That adds up to 132 MB/s. Is 132MB/s more or less than
)108MB/s ?
)

Why are you reading the image then writing it back out to memory? If
you're using sprites, then you just do a memory to memory copy. Also,
why are we using 30FPS when something a bit lower (like 15-17fps)
would do.

)>>occupy a little more than 4 bits per pixel. I use some of the most
)>>sophisticated and efficient data compression algorithms available, but it's
)>>still difficult to squeeze everything in. Using 24-bit graphics imagery
)>>wouldn't exactly help.
)
)>The Jaguar has something they call an object processor. If it works even
)>remotely as the object processor that you can find in the old Atari Asteroids
)>games it can help very much to keep down the memoryusage, since the graphics
)>it will _generate_ in realtime wont take up any memory in true meaning.
)
) The SEGA has similar features (although not as sophisticated as the
)Jaguar). You can flip sprites and tiles vertically and horizontally so
)you won't have to store one image for each direction a sprite heads. It'a
)still hell to fit everything into the cartridge.
)

But the Jaguar offers a better compression rate, even including the
fact that the sega uses 8-bit grpahics and the Jaguar uses 24-bit. In
other words, the same image at 24-bits would compress to a slightly

smaller size than the same image compresses to on the Sega from 8
bits.
--
---> Kendall Gelner (kendall@rice.edu)

# 3143. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 21:52:24 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov28155224@flammulated.owlnet.rice.edu>
Source record: 20175

In article <1993Nov28.131107.14946@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
)>In article <1993Nov27.113328.25154@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)> kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
)
)> >Ahh, but the hardware compression helps a lot here - you can stuff a
)> >bunch of graphics here.
)
)> The Jaguar does not have hardware decompression. Sorry.
)
)>The Jaguar does have hardware decompression, where do you get your
)>facts from?
)
) It does not. Sorry. I have access to development information. If I
)state something as absolute as "The Jaguar does not have hardware
)decompression.", then I am sure about it. I would gain nothing by
)lying.
)

I agree about the hardware decompression thing now, but it still
changes none of my arguments about the use of it.

As for not lying, I'll agree that you are not lying - but saying that
you would gain nothing by it is a weak argument in an advocacy gruop -
whose only purpose is to convince other people through argument!! :-)

--
---> Kendall Gelner (kendall@rice.edu)

# 3144. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 21:56:04 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov28155604@flammulated.owlnet.rice.edu>
Source record: 20176

In article <1993Nov28.131733.15042@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
<some stuff deleted>
)>And I don't see why you can't see some FMV off of cart (though not
)>very long, obviously!!)
)
) Sure. But it would be a waste of cartridge space, which is bad for
)the rest of the game. Cartridge developers are always short on space.
)

But it doesn't mean that the wouldn't throw in a little for something like the ending reward sequence or something - they do stuff like the now on SNES and Genisis carts! I'm not saying that it would be widley used, just that it is possible and will probably be used a little bit.
--
---> Kendall Gelner (kendall@rice.edu)

# 3145. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-28 22:56:46 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Nov28.225646.29984@pcnntp.apple.com>
Source record: 20123

In article <2d4nq2$i9u@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad)
writes:
> Dale Adams (Dale_Adams@gateway.qm.apple.com) wrote:
> : A true 24 bit/pixel (bpp) display allows any pixel on the screen to
> : be any of 16 million (or so) colors. This is the value of a 24 bpp
> : display - you don't have color limitations for any pixel. This is not
> : true for HAM modes (HAM8 included) as there are interpixel color
> : dependencies. The color of many (most?) pixels on the screen must be
> : related to the preceding pixel - that's simply the way the hardware works.
> : Now HAM8 has its strengths, particularly for animation, but don't
equate
> : it to a true 24 bpp display mode.
>
> I own an Amiga 1200. The HAM8 fringing is barely noticeable. *But* you
> can only have 262,144 colors on a HAM8 screen. Well, you _could_ have more,
> but in all the nice color fades, the steps would nearly all be 18-bit. So,
> for a picture with many different colors, HAM8 is perfect.

No, it's not perfect. I'm sure you can contrive a picture for which it is
perfect, but for an average 24-bit color picture HAM8 cannot perfectly
display that picture. There will be color fringing artifacts due to the
inherent nature of the HAM technique. Now, whether the average person
would notice much of a difference between the 24-bit picture and a HAM8
version of the picture is a different matter. But HAM8 inherently cannot
perfectly represent an arbitrary 24 bit/pixel image.

>For a picture
> with many different shades of the same color, 256-color mode is much better.
> Anyway, you have a choice. (Btw, you have 64 base colors from which to
> choose
> in HAM8, apart from the red/green/blue component alterations. Those pixels
> using the base colors are not dependent on the previous pixel).

I know how HAM8 works, which is why I said for many (not "all") pixels
the color was dependent on the previous pixel.

> Anyway, I
> don't think you would run a game on a Jag in 24-bit mode. It would take a
> hell of a memory bandwidth for that, both for the display and for blitting
> around the objects.

Which is why I said that animation is one of HAM8's strenths.

> It's nice for pictures, though - but so is HAM8.

Maybe HAM8 is good for looking at still pictures, but not for things like image processing or photographic editing. HAM8 requires (lossy) translations back and forth between the HAM format and a direct mapped color scheme (e.g., RGB or YUV) when doing these types of operations.

> (For all of you who don't know, if you set a component, only the top 6 bits
> are affected. The lower two are left intact. So by carefully setting up the
> palette, you can have a different color on every pixel on the screen in any
> screen resolution, up to 1400x600 50Hz-interlace, or 800x600
> 72Hz-interlace.)

Sigh... You misunderstand. The strength of a 24 bit/pixel display isn't that every pixel on the screen can be a unique color. It's that for every pixel on the screen you can _choose_ the color you want it to be from a palette of 16 million colors. HAM8 does not allow this since the color of many/most pixels on the screen is related to the color of the previous pixel.

- Dale Adams

# 3146. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 05:21:57 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dc0tl$cmb@darkstar.UCSC.EDU>
Source record: 20177

In <1993Nov28.181040.19174@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>>But it is standard in every Jaguar and every Falcon.

> Doesn't change the PC scene much does it?

But if they didn't have a True Color ability, then it would be impossible
to consider them as current options.

>>I think all Macs have at least 16 bit graphics though.

> When I was looking at Macs one year ago, several models were only delivered
>with a half meg of VRAM. You won't even be able to view 640*480 in 16-bit
>without expanding the VRAM.

Sure, and any Mac out a year ago is considered Obsolete. Just ask Sinclap. :)
All of those had True Color ability by just purchasing more VRAM, though...
Can you do that with an Amiga or a CD^32? No. you have to purchase a whole
graphics card.

> If the next system from Commodore uses the AAA chipset which is being
>developed now, then it will have truecolor capability in resolutions up
>to 1280x1024. The AAA chipset has been "announced".

If that is true, I am sorry. But I heard that AAA had something (HAM12?) that
was still not True Color.

~Chris

>--
>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>========== Disclaimer: I only speak for myself, not Team 17. ============

# 3147. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 05:50:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf98dac@troed.ct.se>
Source record: 20182

In a message of 28 Nov 93 08:48:46, C.P. Brown wrote:

CB> |> 199 UKP for the FMV unit ALONE?????
CB> |>
CB> |> Wow .. :-) .. Now I know what NOT to buy ..
CB>
CB> And just how much do you expect to pay for a better than SVHS quality
CB> Video
CB> player with CD quality sound?

FMV is VHS quality .... *NOT* SVHS!!!!!

Get your facts straight before posting.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3148. Master Rickard: was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 05:57:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf98f66@troed.ct.se>
Source record: 20181

In a message of 28 Nov 93 16:25:19, Ricardo Hernandez Muchado wrote:

RH> |> That's how the Jaguar does it.
RH>
RH> Ah, but that IS NOT hardware decompression....

Nope, which means that my USRobotics 16.8 DUAL STANDARD is a SOFTWARE modem.

RH> Let's review your track record Rickard:

Sure, this is fun.

RH> 1- Ham8 doesn't look like 24-bits, "I have programmed in HAM, I know"
RH>
RH> BZZZZZZZZZT! HAM is not equal to HAM8 wich obviously you haven't
RH> seen.

Does HAM8 look like 24-bit?

RH> 2- You can't animate in Ham8:
RH>
RH> BZZZZZZZZZT! I do it every day using Scala and DeluxePaint IV AGA
RH> for 2D & 3D video work

Sure, in 50fps with CPU time left? (Which you will need for games and some
demos which was the issue we were discussing!)

RH> 3- You can't make a game in Ham8:
RH>
RH> BZZZZZZZZZT! Yes, you can. You can use the sprites, or like Stefan
RH> explained (maybe it was just too hard for you to
RH> comprehend):
RH>
RH> Making every odd column one of the 64 base registers,
RH> same
RH> with the bobs, move them in those boundaries. Use
RH> 640x xxx res.
RH>
RH> The screen will look darn colorful, no side effect
RH> fringing when
RH> moving the bobs.

Ehrm .. ok .. *STEFAN*! Will Team17 ever do a shoot'em'up or a vectorgame in
HAM8? Why not!? Please tell that to Raist here ..

RH> 6- SB> other graphics with sharp edges, there is clearly visible
RH> fringing
RH> SB> with JPEG.

RH>
RH> >Not as much as with HAM8!
RH>
RH> BZZZZZZZZZT! HAM8 fringes can be avoided by carefully choosing the
RH> 64-registers.
RH> This require no hardmath because there is a lot of
RH> programs
RH> that will do it for you (ImageFX- commerical, ADPro-
RH> commercial
RH> , Render24 - Public Domain). SINCE YOU HAVEN'T SEEN
RH> HAM8
RH> *ANYWAY* YOU DON'T KNOW. Ditto.

...puke....if you start moving things around you will have to do that math in
REALTIME .. SUCKING CPU time!

RH> 7- The A1200 hasn't been selling well, or just hinting that the Falcon
RH> has
RH> been selling better:

Error .... don't lie.

RH> BZZZZZZZZZT! And using your own logic, what makes you think that
RH> the
RH> A1200 with just 2 megs chip ram is the low-level base
RH> machine?

Which machine is the one developers make games and demos for?

A1200/2/0

RH> So if ATARI has a less expensive Falcon model,
RH> probably
RH> the model that would sell the most would be the most
RH> inexpensive, unless the Falcon market is made of
RH> people
RH> that can afford more than $1,500 US dollars (which
RH> isn't
RH> the ST/STE market, of which many want a Falcon)

Error .. of all the Falcon owners in Sweden there's not anyone owning a Falcon
1/0 who hasn't upgraded to atleast 4 meg and a harddrive .. I think I know that
better than you ..

RH> BZZZZZZZZZT! FMV movie clips like scenes when you finish the game,
RH> you
RH> accomplish certain parts of the game, etc. ***are very
RH>
RH> rewarding*** to the player and help
RH> with the story/plot. The mere fact that 3DO and
RH> the SEGA CD are doing this proves you wrong.
RH> Actually,
RH> this is one of their most touted features for games!

Hehe .. reviews from the SEGA-CD ... "no game-play, just a movie" .. (that car-game .. "played" it myself a few days ago .. )

RH> And then, there are those games like Dragon's Lair
RH> which a lot of people like, that are just made
RH> of a lot of this.

Then do that in realtime vector on the Jaguar instead of using graphics ..

RH> 10- Stefan isn't a good developer (implied):

Error, don't lie.

RH> |> + SYNC -------- Opinions expressed are definitely not my own! -------+
RH> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
RH> Ah, so that means that all the things you post is not actually you?
RH> Are you a medium and spirits post for you, or what?
RH>
RH> Duh? Right? Well, same for you above...
:-) .. already noticed it?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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# 3149. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 06:03:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf9909a@troed.ct.se>
Source record: 20183

In a message of 28 Nov 93 15:48:18, Ricardo Hernandez Muchado wrote:

RH> |> Try realtime JPEG.
RH>
RH> Try realtime Reality Checks Rickard. You are pitiful.

:-) ... you really like calling people names when you're in the corner ..

RH> Like 'Ham8' fringes badly among other things. Admit it Rickard, you
RH> are
RH> an ignorant where Ham8 is concerned.

Does HAM8 look like 24-bit?

RH> Now, you didn't. You haven't used Ham8 and you very well implied that
RH> in another of your posts ("I could distinguish between a 24-bit display
RH> and
RH> a HAM display easily").

Yes I can. (VERY good eyesight)

RH> You are an ignorant Rickard, so shut up, try things before you post.

:-) ... Calling names again? Come on .. we left stoneage quite a while ago ..

RH> About A1200 prices, since I don't live in Sweden, I don't know- but
RH> surely
RH> here and the UK the reality is different- AND SINCE the SUN doesn't
RH> revolve
RH> around Sweden- too bad for you.

Does then sun only revolve around UK then?

RH> Stefan already backed up his #'er on Amount of A1200's sold... are you
RH> willing
RH> to take back your accusations and admit it?

Nope, the A1200 hasn't sold well in Sweden.

RH> 300,000 machines worldwide... that's quite a nice number... Probably
RH> after Christmas it would hit the 400,000 mark easily, and this without
RH> taking the CD-32's into account.

You don't expect A1200 owners to buy CD32s, do ya? :-) .. they can already get
ALL the CD32 games as pirated copies on their A1200/HDs ...

Face it, CD32 has ONE market .... Amiga owners ... and all those who bought the
A1200 will probably NOT buy the CD32 ..

(Whereas almost ALL Falcon owners seem to go for the Jaguar)

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+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 3150. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 06:05:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf9911a@troed.ct.se>
Source record: 20185

In a message of 28 Nov 93 14:07:19, Stefan Boberg wrote:

SB> Depends. The A1200 has 2MB of memory which is more than enough for
SB> most games out there. All AGA game developers consider this the
SB> base machine.

Thankyou ... now will Raist please *SHUT UP* about the "base-machines"...

SB> I don't agree with your theory, but the analogy with early computer
SB> battles was there to show that the most technically advanced system
SB> is not necessarily the one that comes out as the winner. There are
SB> plenty of other examples (Atari800 <-> C64, Coleco, Intellivision <->
SB> 2600).

I don't think computers and consoles compete in the same way ... remember that SNES *GRABBED* 50% of Sega's market right away, and are eating on the rest too ... (I've heard 70%, but I don't remember where and can't back it up, don't quote me on that)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3151. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 06:09:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf9922c@troed.ct.se>
Source record: 20184

In a message of 28 Nov 93 14:27:23, Stefan Boberg wrote:

SB> Wouldn't help. That 24-bit data would still use up more memory than the
SB> SEGA graphics do already with the compression methods I use.

That's true, but since you have bigger cartridges, AND the mythical "object processor", I don't think that's a problem.

SB> >Please specify!
SB>
SB> Now look, I don't archive articles from you, and new expires in one week
SB> on this system. I can not quote you, but I have very good memory...

:-) .. If you have such a good memory, how come you couldn't specify?

SB> Well, Rickard. Here's what you said about HAM: "It takes three pixels to
SB> change from black to white". You definitely said that. Moreover you've

It DOES! Remember that you have ONLY 64-base colours .. now probably you will always have some for black-white conversions, but SOMEPLACE you will run out of base-colours ... you CAN'T DENY THAT!

SB> claimed that the A1200 is only marginally cheaper than the Falcon, while
SB> in real life, you can get an A1200 with a 80MB HD for 5500 SEK quite
SB> easily
SB> if you shop around a little (like looking through the ads in DMz). You
SB> claimed it cost 8000 SEK. Quite some difference.

The price I gave was for an A1200/80 *WITH* 4 meg RAM ... (as the base-Falcon) .. that's a little more .. I haven't seen any 5500 SEK ads though .. (I haven't got DMz, strange, not? :-)))

The Falcon030/85/4 is down to 10400:- now from Vara Datalager ..

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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3152. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 06:13:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf99310@troed.ct.se>
Source record: 20186

In a message of 28 Nov 93 14:47:43, Stefan Boberg wrote:

SB> You're pretty dense. Neither of those options are called hardware
SB> decompression. Hardware decompression does not consist of software in
SB> ROM (that's FIRMWARE), it consists of a digital circuit that performs
SB> the decompression without software assist. C-Cube manufactures such
SB> things.

Great ... (don't remember if *I* called it hardware, but I feel the border is
quite thin .. )

My modem is a software modem ... argh .. :-) .. (USRobotics..)

SB> >6MB .. MEGABYTE ... where did you get 3MB from .. another lie?
SB>
SB> Oh dear. Just because the SEGA can accommodate 4MB cartridges doesn't
SB> mean that every SEGA game is 4MB. ROM is *expensive*, and you will most
SB> of the time settle for less than the maximum if you are able to, since
SB> your revenue will be greater if your expenses are lower (pretty basic
SB> maths, no?).

Yet when we're talking maximum performance you should NOT quote "half-memory"
sizes ..

SB> Oh this techno-talk makes me all fuzzy inside. Give me some more. "BIG
SB> STUFF"? Sheesh. You sound like Beavis and Butthead. ("CD32, that sucks!
SB> Gorrrd shading, yeah that sounds cool!").

:-) .. would YOU like an object processor capable of creating 3D worlds in
realtime with no slowdown?

I would, that's why I like the vector/gouraud/texture stuff ..

SB> Who the hell wants to see actors play theatre when I might as well read
SB> the script or the book at home?

:-) .. That's true, books ARE better than movies ..

SB> Amazing. In case you don't know what that disclaimer means, here's some
SB> explanation for you: I work for Team 17, but that doesn't mean that
SB> everything I say is considered to be official statements from the company,
SB> but rather from ME as a person - not as a Team 17 employee. Team 17 pay
SB> me to program, not to argue with Atari fanatics. That doesn't mean they
SB> don't agree with me.

Are Team17 Jaguar developers, or how come you have access to the developers
information?

```
+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 3153. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 06:16:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf993c8@troed.ct.se>
Source record: 20087

In a message of 28 Nov 93 15:06:26, Stefan Boberg wrote:

SB> That doesn't make it available now, does it? That was the original
SB> argument.
SB> And boy - "Dracula", eh? One of the worst games released this year.

Didn't you mix "month" with "quarter" the other day when you quoted the CD to be available "3Q94" .. ? ... I've been thinking about that, and I DO know that Atari officially stated that it would be released when the nationalwide/europan shipping would start .. and THAT'S 1Q94, but maybe not January ... (According to Atari Sweden it will go on sale here in February)

SB> >Great, now we all know that the CD32 will use 320*200 .. I will remember
SB> that
SB> >when Donkey (sorry, Donley) starts arguing again.
SB>
SB> Most games use that resolution. So will most Jaguar games.

True for the CD32, MAYBE for the Jaguar ... (I think they'll use 320*200+overscan .. that's about 384*280 ... someone who had played a Jaguar game said it was a higher resolution ... )

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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# 3154. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 06:17:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf99408@troed.ct.se>
Source record: 20088

In a message of 28 Nov 93 15:13:26, Stefan Boberg wrote:

SB> You don't have to believe what I say. But that is what Atari stated
SB> when asked on the developer "briefing". We were approached by Atari
SB> but declined the development offer for now.

I still think you mixed "months" with "quarter" ..

SB> >SB> For "natural" images this is true, but for cartoon-ish images and
SB> >SB> other graphics with sharp edges, there is clearly visible fringing
SB> >SB> with JPEG.
SB>
SB> >Not as much as with HAM8!
SB>
SB> More, bubba, because there is no equivalent of base colours in JPEG.

EHRM! .. Do you call HAM8 as efficient as JPEG?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3155. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 09:01:28 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2dcdp8$aet@harbinger.cc.monash.edu.au>
Source record: 20089

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
: Just wondered ..

: I owned a SNES before (kinda cool little machine), and one of the BEST things
: with it was that almost all the games I had could save to the cartridge's
: internal SRAM memory ... like, setting, where I finishes etc ..

: I read in AEO #20 that the bundled game "Cybermorph" for the Jaguar also has
: this feature ...

: Isn't it kinda hard to save settings to a CD-ROM?

The 3DO and CD^32 come with SRAM. Nearly *ALL* the &$!@&@# consoles
on the market are shipping with SRAM. I'd prefer a floppy disk or
pop-out SRAM cartridge so you can swap things around in the SRAM.

I've heard that the CD^32 and 3DO don't tend to whomp over data from
other games, which suggests that either each game uses its own
portion and ram and it is just pure luck that it hasn't over-written
another games data, or that the o.s in each system tries to manage
the memory.

While, were onto stupid arguments, isn't it hard to stores MB's of
data in SRAM?

- Jim

# 3156. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 09:08:20 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2dce64INN9rg@tom.rz.uni-passau.de>
Source record: 20090
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <cdonley.2pj7@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>>experts please tell him something about how graphics boards work (chunky
>>modes) and what monitors and/or TV sets are able to display (PAL resolution,
>>NTSC resolution, 14" monitor limit, etc.)? I mean, he seems to post his
>>claims to c.s.atari.advocacy and not to c.s.amiga.advocacy (CD^32) because
>>he feels his statements are ridiculous.
>
>Thats funny, I have a 21" monitor about 6 feet away from me that has been doing
>PAL/NTSC perfectly on my Amiga for several years now.

a) Those multiscan monitors are no longer available (scan rates of newer multiscans start at 30-31 kHz)
b) new multiscans cannot display AGA graphics (if you don't have a ScanDoubler) and monitors <17" will not display 1280 pixels horizontally (the limit of 14" monitors is about 900 pixels, Michael van Elst told me :-))
c) Using a 21" monitor as an Amiga display is a waste of money (unless you have a graphics board), IMHO

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 3157. Re: Clayhead gets it *WRONG* again...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 09:28:29 UTC
From: sanders@sci.kun.nl
Message-ID: <CH8yBI.29u@sci.kun.nl>
Source record: 20091

In <2d316d$t0c@sol.ctr.columbia.edu> sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

>In article <cdonley.2pcu@amiganet.xnet.com>, cdonley@amiganet.xnet.com (Clayton Donley)
writes:
>} sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>} >
>} >Unless you make the water flow twice as fast on the 16 foot pipe
>} >section, and have an interface that "funnels" the 32-foot wide area
>} >into the 16-foot wide area... Actually it's called Bernouilli's
>} >equation of fluid dynamics. Your analogy has just proven you wrong.
>}
>} Yeah, but its kinda hard to make electrons flow through copper wire at twice
>} the speed they normally do, now isnt it? Sit down.

>You have to be doing this on purpose.

>The rate at which the bus runs is the clock rate. It has nothing to
>do with the speed of electrons through copper, which is orders of
>magnitude of m/s faster than 16 million... Can you not see the

Well, actually it's not. The real drift-velocity of electrons in
copper is in the order of some cm/s. The `velocity' of electricity is
much higher, but the analogy is that you have a tube full of marbles;
push one in at the one end, and (almost) simultaneously the last one
will come out, although the absolute speed of each marble is not that
high.

But anyway. You are (probably) right on the rest of the stuff.

Sander STOks
sanders@sci.kun.nl

# 3158. Re: Jaguar cartridge limitations.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 09:44:09 UTC
From: klump@kirk.fmi.uni-passau.de
Message-ID: <2dcg99INNbat@tom.rz.uni-passau.de>
Source record: 20093

In article <cdonley.2pbc@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>sherlock@crl.com (Charlie Holmes) writes:
>
>>Clayton Donley (cdonley@amiganet.xnet.com) wrote:
>>: Try -40 megabits- , in megaBYTE terms, thats 5 Megs.
>>
>>What about Neo-Geos? Their cartridges can store more than 40 megs!
>>
>
>
>More than 40 megaBITS. Pay attention.
>

To be exact: Neo Geo Cartridges can store up to 660 MBits,
but I didn't see any Game that uses more than 300!!

Ciao,
Karsten

Karsten Klump
klump@peschl.fmi.uni-passau.de

# 3159. Jaguar mailorder

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 09:44:32 UTC
From: an53758@anon.penet.fi
Message-ID: <095314Z29111993@anon.penet.fi>
Source record: 20092
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Followup-To:comp.sys.atari.advocacy

!The Jaguar 64bit game machine has arrived! It is packed with a
action strategy game called Cybermorph (similar to Rescue on
Fractalus) that is fun and absorbing. Keep a watch out for
DOOM from id Software and 3D Aliens versus Predator too.

Ok to get it mail order call any of these folx :

G&G Software 800-262-7462 (~$249)

J&R Music World 800-221-8180 (~$239)

The Wiz (908) 602-1950 (~$249)

Next thing to do is replace the flaky Jaguar RF modulator/cable
with the Jaguar SVIDEO/Stereo cable from Redmond Cable. Run (do
not walk) with your order to 17371-A1 NE 67th Street, Redmond,
WA 98052 (or call (206) 882-2009). Use a Sega/SNES modulator and
cable if you have to but get the Redmond cable if yu can!

Any other info about the other new consoles?

-ron
---
To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

# 3160. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 10:09:10 UTC
From: molin@ludd.luth.se
Message-ID: <1993Nov29.100910.1372@ludd.luth.se>
Source record: 20005

In <2cvpep$f2h@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Charles Medley) writes:

>In article <CGzCsF.GI3@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>>Charles Medley (cmedley@wam.umd.edu) wrote:
>>:In article <CGxq01.LJM@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>>:#Well, here's my point:
>>
>>:#Donley claims the Jag is not as good as CD-32 because it lacks a CD-ROM.
>>:#Never mind that you can add one later, and still come close to CD-32's
>>:#price, with the prospect of even better performance....
>>
>>If I was to buy a games console now it would have to have a CD-ROM
>>available with it. Not something that will/might show up later. If in 6
>>months, the Jaguar does have the CD-ROM available then it'll be in
>>contention with my choices of games console. If it isn't around by then,
>>well it's out of contention with my buying choices. If people want to
>>stick to catridge base for awhile then that's their choice. My choice is
>>CD-ROM.
>>
>>:#Now, let's say Donley is right, and the CD-ROM is "all that"... well,
>>:#what good is that device if the games being ported are all able to
>>:#fit on a cartridge anyways? I've seen 3DO games, and in the case of
>>:#the title that comes with it (Crash 'N Burn), I know Sega or SNES would
>>:#be hard pressed to put something like that on a cart. The Jaguar's
>>:#carts are higher capacity, and could do it (or at worse, come very close!)
>>:#and have no "load time" involved.
>>
>>That's if the games being put on CD-ROMs can fit on a catridge. In my
>>experience the majority of stuff coming out on CD-ROMs will not fit on a
>>catridge. I've seen Crash 'N Burn, nice, but I don't really go for racing
>>games. Not my type of fun, sorry.
>>

>Well, what games being released for the CD-32 that are ports of A1200 games
>can NOT fit on a few floppy disks?

Well, Pinball Fantasies 90 Mb.

>And given that the Jag's cartridges are able to hold as much as (at least)
>4 or 5 of the A1200's double sided, double density (880k) disks, why would
>such a game not be able to fit on a Jaguar cartridge?

The cost of rom chips?

>So I think the catch is... right now, the games for the CD-32 are ports
>of A1200 games that were distributed on floppy. I've heard of 4 and 5 disk

>games... so that's about 4MB.

>4MB will fit on a Jaguar cartridge... so... why make the consumer pay
>for a CD that they don't need? Like I said, no one has charged
>any less (yet) for a CD game than for a catridge game... except Phillips
>CD-I, and that's an effort to move machines with cheap software.

>>:#So I'm wondering... what good is this advantage until software comes
>>:#out that demands the added storage?
>>:#Price isn't a factor... the games cost as much as cart titles.
>>:#Speed is slower than a cart.
>>:#Storage... well... if it's not being used, it's a waste.
>>
>>The software that's been coming out for CD32 CD-ROM disks can't be piled
>>into a catridge without losing a lot of other things that enhances the game.
>>Given your words, what good is the Falcon advantage if software that comes
>>out that demands the added storage isn't available?
>>

>What things are you talking about that won't fit on a cartridge but
>can fit on a CD-ROM?

>These games were originally on the Amiga 1200. So what you're saying
>is that the "frills" that are added on make the games for CD-32
>better than the A1200 versions?

>And what are you talking about the Falcon for? How does storage relate
>to an Atari computer? It can use CD-ROMs, hard drives, etc. etc...
>and comes with a high density floppy...

>>I think the stages for Jaguar software development will follow along
>>something of these lines, IMHO:
>>For Atari to provide a catridge based system will only insure
>>that developers will have to squeeze down the size of the code to fit on
>>the catridge. That's going to leave the Falcon with an initial slew of
>>catridge games that will not be showing off everything the Falcon has to
>>give until a CD-ROM player comes out.
>>

>The cartridges can hold up to 40 Mb (and this could be either megabytes or
>megawords or, at worst, megabits) of data.

>Say it's mega"bits". That's 5MB.

>That's more than 5 floppy disks for an A1200 game.

>Now, if CD-32 games are just reissued ports of A1200 games, how many do
>you think are going to exceed that size?

Team 17 sells ports for under 15 pounds. OK with me!

>Are they going to show off the CD-32's power?

>>This also, brings into question the next phase of software development.
>>For awhile developers will be still producing games for the Jaguar on
>>catridges, even after the CD-ROM becomes available since the catridge based
>>consoles will be their low-end until a larger number of CD-ROM units are
>>sold.
>>

>This is an assumption. CD units for the Jaguar have already been shown in
>final form, and I would counter your negative assumption with the positive
>one that they have them in developer's hands already.

>In fact, Atari did state the CD unit won't ship until they have a base of
>software for it to make it worth purchasing.

>>Third phase, the Jaguar will be seeing many ports of catridge based games
>>to CD-ROM disks so, it'll be facing the same thing as the A1200 -> CD32
>>ports. Most of those CD-ROM ports will carry extra sound, levels, etc.
>>

>You are jumping to conclusions rather quickly. If they only have "24"
>games to begin with, how many ports are they going to make of the original
>24 to CD, hmmm?

>Odds are equally good they will have new titles... however, you are
>simply speculating now in an attempt to bring the Jag down to the
>CD-32's level because the issue of A1200->CD-32 ports is damaging
>the CD-32's reputation.

>>:#>
>>:#Not to be too inflammatory, but if only one title shows marked improvement
>>:#over the A1200 version, what is the purpose of CD-32?
>>
>>Geez, that was only used as an example of what I had posted earlier about.
>>One title doesn't mean that's all, did you want a listing of what every
>>developer said they are planning on?
>>

>Sure, why not. I'd like to see the specs.

Tom Molin

# 3161. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 10:13:09 UTC
From: moofie@apple.com
Message-ID: <2dchvl$enj@apple.com>
Source record: 20094

In article <16397@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>
>GAK. My pet hate. Programmers who use YES/NO dialog boxes should be SHOT!
>
> BAD #1 BAD #2 GOOD
> --- --- ----
>
> The file FOO.DOC The file FOO.DOC The file FOO.DOC
> has not been saved. has not been saved. has not been saved.
> Save now? Quit anyway?
> Save Lose it Cancel
> YES NO YES NO
>
>

Being a Mac/Newton type of guy, I believe this is the best approach:

"The document 'Moof' has changed.
Do you want to save this file?"

Don't Save Cancel Save

The least desirable choice should be far to the left, and the safest
choice should be the default button (hilited with bounding box) and
on the right. If a user hits return, the default action happens.
Of course, the standard key equiv's should be used, "D" for don't save,
esc for cancel, and return for Save.

Steve

# 3162. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 10:15:16 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov29111517@arthur.crpht.lu>
Source record: 20095

> the spooling off CD, you will have to employ compression or use CLUT
> based modes, because you won't be able to spool 24-bit data off CD,
> and that takes plenty of bus bandwidth (although a bit less than
> memory->memory copy). Loading everything into memory really isn't
> an option either since each full frame would occupy 1.5MB.
>
> >We haven't taken into account stuff that the object processor is
> >supposed to be able to do, like just plop 3D objects (or sprites,
> >perhaps?) directly in the screen output instead of writing to memory
> >first.
>
> The Object processor still has to read the images from RAM.
As far as I know the object processor can do the following:
Put an object (sprite) to screen. The size of the sprite is unlimited. This is
like the new screens on Amiga (if I'm informed correctly) where you can have
different rectangular views (in different resolutions) to memory. On the Jaguar
the objects can also be scaled. This is in fact the same way the Lynx works.

The blitter does things like Gouraud shading.

The GPU is probably the 3D engine.

Can anyone tell me what chip does what tasks????

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3163. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 10:44:31 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov29114431@arthur.crpht.lu>
Source record: 20096

> >1) Loading a software (exchangeable, modifyable) routine into SRAM, running
> > it.
> >2) Have routine in ROM and run it.
> >What would you prefer?
> >I'd prefer nr 1.
> >That's how the Jaguar does it.
>
> You're pretty dense. Neither of those options are called hardware
> decompression. Hardware decompression does not consist of software in
> ROM (that's FIRMWARE), it consists of a digital circuit that performs
> the decompression without software assist. C-Cube manufactures such
> things.
I wonder how the C-Cube works. My opinion is that it's a very simple RISC
processor with some code in ROM and some data in SRAM which is so damn fast
that it does the decompression on the fly.
Now is the C-Cube hardware or software ?
It's still hardware, because it's a chip which does only that.
Then I would prefer a software decompression, because you can use the processor
power for other tasks than only decompressing Jpeg ...

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

## 3164. Falcon Games

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 10:50:14 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CH923r.5n0@barclays.co.uk>
Source record: 20097

To all those people who keep saying there is no Falcon game software and that ST games don't run on it.

Ishar 1 & 2 and Transartica are out. More are on the way. There is Space Junk on the way and I've seen a list with about 20 other game titles on the way. You can also play the majority of ST games via the Backwards utility. Ishar 2 I have and with 256 colors and great sampled sound all the way through, it's great to play (and just to watch!).

--

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

# 3165. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 10:56:12 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CH92Do.5pq@barclays.co.uk>
Source record: 20098

In article <9311261344.AA01623@bot32>, p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:
|> Hey, even existing 16-bit Amiga games far outpace anything seen
|> on the Falcon. Look at Stardust or Project X or Hired Guns or Alien
How about Ishar 2, Space Junk, Transartica?

|> BTW Are there ANY games for the Falcon? I hear it won`t run ST games
|> (no great loss, but at least there would`ve been some software for
|> Falcon owners to run, and a good reason for ST owners to upgrade).
Wrong. There ARE Falcon only games and you can run most ST games on a Falcon via a PD prog called Backwards.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 3166. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 11:00:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CH92LM.5qx@barclays.co.uk>
Source record: 20099

In article <9311261444.AA01771@bot32>, p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:
|> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes...
|> You have to play SNES games Rickard, as there simply aren`t any
|> for your beloved Falcon. As an Amiga owner I can enjoy the benefits
|> of a nice 32-bit machine with multi-tasking o/s AS WELL AS all the
|> top computer games.
There ARE Falcon games. Sheesh, do you Amiga people work actively at being so uninformed?

|> BTW: I also note that Silica sell 1 meg/no HD Falcons at 499 UKP.
|> I`ve also seen Ladbroke sell the same configuration of Falcon, so
|> please stop your `All Falcons are 4Mb/65 Meg HD at least` crap. The
|> BASE Falcon is actually lower spec than the BASE amiga 1200 for what
|> its worth.
I've seen 4Mb Falcons at 499GBP (Gasteiner, price confirmed by phone). The base Falcon is rather higher in spec than a 1200 but then a 1200 is about 250GBP so it ought to be!

|> Why do Atari owners feel such a fear of the CD32??
|> They seem to need to slag it at every oppotunity. Do they see it
|> doing the same to the Jaguar as the A1200 did to the Falcon??
Not at all. The Jag is far superior to the CD32 in all respects. I would imagine the main market for the CD32 is Amiga people who buy anything Commodore. That said, in the UK, I'm told by Silica that it is selling like hot cakes..

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 3167. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 11:02:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CH92o6.5t9@barclays.co.uk>
Source record: 20101

```
In article <9311261522.AA01866@bot32>, p9150919@athmail1.causeway.qub.ac.uk (John Terence
Kennedy) writes:
|> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes..
|>
|> >In fact, the letters ST for the atari series
|> >mean SIXTEEN/THIRTY TWO and the TT stands for 32/32.
|>
|> Maybe they should have called the Falcon the TS then.
|> (for Thirty two/Sixteen)
Maybe you should get an education (and your own account)

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

# 3168. Re: Jaguar is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 12:21:20 UTC
From: arjanvdm@htsa.aha.nl
Message-ID: <1993Nov29.122120.655@htsa.aha.nl>
Source record: 20105

In article <cdonley.2or3@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>Its not my fault your hardware is an overhyped, undersupported old mule. Blame
>Atari.
EXCUSE ME, I HAVE TO INTERUPT HERE!
Although I found the quote 'The space in his head with no doubt' already a little bit nothing to do with what you were discussing!

Maybe our hardware is a little bit undersupported, at leaST when I talk about the 'good, old' ST. If you are talking about the Jag', You'd better shut up, 'cause it will blow you away! You and all that other people who are yelling: 'my console system (3d0/cd^32 *) is the best!'

*- scratch away what is wrong (both!)

Jag' will win!
Jag' will survive!
Jag' will kick butt!

(applause)

this is an Atari group, and most of the people will like to see Atari survive, which means they will like to see Jag' win!

(applause, people are yelling 'we want more', people throw flowers, some cry)

Long live Jaguar!

(people get hysteric, people want to touch their hero, police will have to stop them, curtain closes)

people: We want more!

(Here comes again, people applause again, some throw flowers, most of them get their flameburners and leave the newsgroup: towards *.amiga.advocacy)

Greetz,

Crazy AjM

******** Not handsome, not smart, only Crazy ********
******** Reach me at: arjanvdm@htsa.aha.nl ********

# 3169. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 12:25:55 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Nov29.122555.9464@unix.brighton.ac.uk>
Source record: 20100

I (perhaps wronlgy) believed that the Jaguar will be a cart based machines,
at least for a while with the CD-ROM drive being an added extra later on.

This being the case you can save to the SRAM in the cart.

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

# 3170. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 13:20:09 UTC
From: cpb1001@hermes.cam.ac.uk
Message-ID: <1993Nov29.132009.831@infodev.cam.ac.uk>
Source record: 20102

In article <2cf98dac@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 28 Nov 93 08:48:46, C.P. Brown wrote:
|>
|> CB> |> 199 UKP for the FMV unit ALONE?????
|> CB> |>
|> CB> |> Wow .. :-) .. Now I know what NOT to buy ..
|> CB>
|> CB> And just how much do you expect to pay for a better than SVHS quality
|> CB> Video
|> CB> player with CD quality sound?
|>
|> FMV is VHS quality .... *NOT* SVHS!!!!!
|>
|> Get your facts straight before posting.

Aherm, excuse me, I have SEEN CD32 FMV working, and it is MUCH better than VHS quality. Do you post crap like this to annoy people, or are you just terminally stupid? either way you've just made my killfile, so don't bother replying.

--
Chris Brown

---
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

# 3171. Re: Clayhead gets it *WRONG* again...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 14:16:05 UTC
From: m93kma@tdb.uu.se
Message-ID: <2dd075$e5m@corax.udac.uu.se>
Source record: 20103

Simon Gornall (sjg@phlim.ph.kcl.ac.uk) wrote:
: The rate at which the bus runs is the clock rate. It has nothing to
: do with the speed of electrons through copper, which is orders of
: magnitude of m/s faster than 16 million... Can you not see the
: possibility of having a 16MHz clock rate at the chip, being driven
: off chip via a 32-bit bus, and converted via a multiplexer into 2
: 16-bit signals, then de-multiplexing at the other end. Run your
: intermediate bus at 32MHz, and the '030 will never know the
: difference.

Well, all you're saying is: "If the Falcon would have had a better
processor to memory bus, the bus would not be crippled." How nice. The
issue is: _Is_ the Falcon bus between processor and memory 16-bit and,
if so, _is_ it multiplexed and thus the same speed as a 32-bit bus?

Have fun, Kristofer.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3172. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 14:35:10 UTC
From: leigh@twain.ucs.umass.edu
Message-ID: <2dd1au$ace@nic.umass.edu>
Source record: 20104

In a previous article, Rickard Troedsson wrote:

> I owned a SNES before (kinda cool little machine), and one of the BEST things
> with it was that almost all the games I had could save to the cartridge's
> internal SRAM memory ... like, setting, where I finishes etc ..

Not true. Only a few RPG games have the battery backup memory. The only game
I own for the SNES that has SRAM is Super Mario World (okay... no, that's not
really an RPG, but most of the others with SRAM are).

--
Leigh A. Knowlton leigh@titan.ucs.umass.edu __ __ __ __
------------------------------------------------------ || /\ || //
If you would hallucinate the comprehension of the matter || //\\ ||<<
more explicitly, I could grasp it to my fullest capacity. ||__| //--\\ || \\

# 3173. Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 15:00:48 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CH9DpD.w1@barclays.co.uk>
Source record: 20106

In article <2d4of4$i9u@corax.udac.uu.se>, m93kma@tdb.uu.se (Kristofer Maad) writes:
|> That's nice... I thought that Amiga was made by Commodore, right? :) Btw,
|> do you really think that they made a new chip set for the CD^32? I don't.
|> Another point, burst-mode access on an MC68EC020? Really!!? Wow, time I
|> made it work on my A1200! I've seen a CD^32 in action. I have only heard
|> vague rumours of the Jaguar. Seeing is believing.
The Jaguar is more than vague. People in the US have them in their hands NOW! I'm
in the UK and I have one on order. Delivery is due in the next couple of weeks.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 3174. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 15:33:07 UTC
From: tempelma@cs.utwente.nl
Message-ID: <1993Nov29.163307@cs.utwente.nl>
Source record: 20108

In article <2cf9909a@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

|> Face it, CD32 has ONE market .... Amiga owners ... and all those who bought the
|> A1200 will probably NOT buy the CD32 ..
|>
|> (Whereas almost ALL Falcon owners seem to go for the Jaguar)

...so Atari will at least sell 10 Jaguars...

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Frank Tempelman / Dept. of Computer Science / Knowledge Based Systems Group
University of Twente / The Netherlands / tempelma@cs.utwente.nl from 9 to 5

# 3175. Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 15:53:00 UTC
From: m93kma@tdb.uu.se
Message-ID: <2dd5ss$ejq@corax.udac.uu.se>
Source record: 20107

Iain.Laskey@barclays.co.uk wrote:
: The Jaguar is more than vague. People in the US have them in their hands NOW! I'm
: in the UK and I have one on order. Delivery is due in the next couple of weeks.

Still, I _have_ seen a CD32 in action. I have _not_ seen a Jag. Show
one to me, and I'll make my judgement. (Just claiming that they exist
don't make them anymore real.)

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3176. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 17:34:39 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov29113439@flammulated.owlnet.rice.edu>
Source record: 20109

In article <1993Nov29.132009.831@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P. Brown) writes:
)In article <2cf98dac@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
)|> FMV is VHS quality .... *NOT* SVHS!!!!!
)|>
)|> Get your facts straight before posting.
)
)Aherm, excuse me, I have SEEN CD32 FMV working, and it is MUCH better than VHS
)quality. Do you post crap like this to annoy people, or are you just
)terminally stupid? either way you've just made my killfile, so don't bother
)replying.
)

The quality of these FMV carts is MAYBE at best as good as SVHS, and
still falls short next to laserdisks. I just cannot imagine the
public being fooled into this technology, but I guess it could
happen...

--
---> Kendall Gelner (kendall@rice.edu)

# 3177. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 18:34:17 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov29.183417.38397@rchland.ibm.com>
Source record: 20110

In article <2cf86d5c@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 27 Nov 93 23:27:58, Ricardo Hernandez Muchado wrote:
|>
|> RH> On HAM PICTURES, yes. BUT THIS CLEARLY SHOWS THAT YOU HAVE NO F*CKING
|> RH> IDEA ABOUT HAM8 LOOKS LIKE, BECAUSE IT IS VERY WELL IMPLIED YOU HAVEN'T
|> RH> SEEN
|> RH> ONE!
|>
|> Hasn't mummy learned you that writing in caps only is a big no-no?

No, for types like you you deserve it...

|> Ham8 is lossy .... VERY lossy ... still some bloody amigoids call it "24bit
|> graphics" .. go kick their asses ...

I have done it to Clayton. But Clayton even sounds more reasonable than
you are (and I know he sounds really stupid).

You have no clue about what you are talking about, do you Rickard?

"I have programmed HAM, so I know what I am talking about" -DUH!

>>>>>>>>>>>>> HAM IS NOT EQUAL TO HAM8

Rickard, don't be so tight-*sshole minded, please, like Stefan suggested
once (and I did it), get something like Image FX and do a substract
on a 24-bit image using a HAM8 image- the 'lossines' is really extremely
little.

Now, since OBVIOUSLY YOU DON'T KNOW WHAT YOU ARE TALKING ABOUT,
shut up.

Be objectvie, do what I propose and then post your conclusions about
'HAM8' being lossy.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer

\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3178. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 18:35:10 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov29.183510.37691@rchland.ibm.com>
Source record: 20111

In article <2cf86efe@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> Just wondered ..
|>
|> I owned a SNES before (kinda cool little machine), and one of the BEST things
|> with it was that almost all the games I had could save to the cartridge's
|> internal SRAM memory ... like, setting, where I finishes etc ..
|>
|> I read in AEO #20 that the bundled game "Cybermorph" for the Jaguar also has
|> this feature ...
|>
|> Isn't it kinda hard to save settings to a CD-ROM?
|>
|> :-)

Just in case, mind you, CD-32 has memory internally so you can save memory to it (flash memory).

Food for your own though.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
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|>

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3179. Re: Hahah, wheres your Jaguar now?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 18:36:21 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov29.183621.28793@rchland.ibm.com>
Source record: 20112

In article <2cf8a722@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 27 Nov 93 23:19:13, Ricardo Hernandez Muchado wrote:
|>
|> RH> Well, strange, they have sold so much at the UK. But again, you still
|> RH> think
|> RH> the Sun goes around the place where you live... tsk tsk.
|>
|> Stefan said the A1200 has sold half of its sales in UK too .. seems that
|> Commodore's only real market is UK ....

Germany and Australia are big markets too.

|>
|> Who cares then, if they can't sell their systems in any other country - they
|> won't get big.

Read above.

|>
|> The sun visits this place too ya know ...

Again *WRONG* the Earth moves so the suns lights your place...

If I talked about ATARI in the US, well, where is it?

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3180. Re: Master Rickard: was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 18:45:35 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov29.184535.34834@rchland.ibm.com>
Source record: 20113

In article <2cf98f66@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 28 Nov 93 16:25:19, Ricardo Hernandez Muchado wrote:
|>
|> RH> |> That's how the Jaguar does it.
|> RH>
|> RH> Ah, but that IS NOT hardware decompression....
|>
|> Nope, which means that my USRobotics 16.8 DUAL STANDARD is a SOFTWARE modem.

Maybe.

|>
|> RH> Let's review your track record Rickard:
|>
|> Sure, this is fun.
|>
|> RH> 1- Ham8 doesn't look like 24-bits, "I have programmed in HAM, I know"
|> RH>
|> RH> BZZZZZZZZZT! HAM is not equal to HAM8 wich obviously you haven't
|> RH> seen.
|>
|> Does HAM8 look like 24-bit?

Yes, on an RGB monitor it looks like 24-bits. ON a TV signal it is virtually undistinguishable.

|>
|> RH> 2- You can't animate in Ham8:
|> RH>
|> RH> BZZZZZZZZZT! I do it every day using Scala and DeluxePaint IV AGA
|> RH> for 2D & 3D video work
|>
|> Sure, in 50fps with CPU time left? (Which you will need for games and some
|> demos which was the issue we were discussing!)

Originally you said that you can't even animate it. And yes, you can animate for games in 50fps with CPU time left.... I was talking about FULL SCREEN animation, which the Ham8 provides even far more flexibility because it doesn't consume as much memory as 16-bit and 24-bit displays and can animate faster.

|> RH> 3- You can't make a game in Ham8:
|> RH>
|> RH> BZZZZZZZZZT! Yes, you can. You can use the sprites, or like Stefan
|> RH> explained (maybe it was just too hard for you to
|> RH> comprehend):

|> RH>
|> RH> Making every odd column one of the 64 base registers,
|> RH> same
|> RH> with the bobs, move them in those boundaries. Use
|> RH> 640x xxx res.
|> RH>
|> RH> The screen will look darn colorful, no side effect
|> RH> fringing when
|> RH> moving the bobs.
|>
|> Ehrm .. ok .. *STEFAN*! Will Team17 ever do a shoot'em'up or a vectorgame in
|> HAM8? Why not!? Please tell that to Raist here ..

DID HE ANSWER NO? WHAT A JERK.

|> RH> 6- SB> other graphics with sharp edges, there is clearly visible
|> RH> fringing
|> RH> SB> with JPEG.
|> RH>
|> RH> >Not as much as with HAM8!
|> RH>
|> RH> BZZZZZZZZZT! HAM8 fringes can be avoided by carefully choosing the
|> RH> 64-registers.
|> RH> This require no hardmath because there is a lot of
|> RH> programs
|> RH> that will do it for you (ImageFX- commerical, ADPro-
|> RH> commercial
|> RH> , Render24 - Public Domain). SINCE YOU HAVEN'T SEEN
|> RH> HAM8
|> RH> *ANYWAY* YOU DON'T KNOW. Ditto.
|>
|> ....puke....if you start moving things around you will have to do that math in
|> REALTIME .. SUCKING CPU time!

AND YOU CALL YOURSELF A PROGRAMMER? DIDN'T YOU READ POINT #3 *AT ALL* DID YOU?

OR IS IT TOO HARD TO UNDERSTAND FOR YOU?

AFTER ALL, DIDN'T "YOU KNOW HAM8?" Oh, you said HAM, sorry...

|> RH> 7- The A1200 hasn't been selling well, or just hinting that the Falcon
|> RH> has
|> RH> been selling better:
|>
|> Error .... don't lie.

I'm not. That's what you said a couple of months ago, talking that
wherever you looked around your beloved Sweden place, you saw friends
with Falcons and not A1200's.

|>
|> RH> BZZZZZZZZZT! And using your own logic, what makes you think that
|> RH> the

|> RH> A1200 with just 2 megs chip ram is the low-level base
|> RH> machine?
|>
|> Which machine is the one developers make games and demos for?
|>
|> A1200/2/0

And which machine will ATARI guys use?

|>
|> RH> So if ATARI has a less expensive Falcon model,
|> RH> probably
|> RH> the model that would sell the most would be the most
|> RH> inexpensive, unless the Falcon market is made of
|> RH> people
|> RH> that can afford more than $1,500 US dollars (which
|> RH> isn't
|> RH> the ST/STE market, of which many want a Falcon)
|>
|> Error .. of all the Falcon owners in Sweden there's not anyone owning a Falcon
|> 1/0 who hasn't upgraded to atleast 4 meg and a harddrive .. I think I know that
|> better than you ..

Yep, just like point #7 above, right?

|>
|> RH> BZZZZZZZZZT! FMV movie clips like scenes when you finish the game,
|> RH> you
|> RH> accomplish certain parts of the game, etc. ***are very
|> RH>
|> RH> rewarding*** to the player and help
|> RH> with the story/plot. The mere fact that 3DO and
|> RH> the SEGA CD are doing this proves you wrong.
|> RH> Actually,
|> RH> this is one of their most touted features for games!
|>
|> Hehe .. reviews from the SEGA-CD ... "no game-play, just a movie" .. (that
|> car-game .. "played" it myself a few days ago .. )

Laugh as much as you can- it has been selling *BIG TIME*.

|> RH> And then, there are those games like Dragon's Lair
|> RH> which a lot of people like, that are just made
|> RH> of a lot of this.
|>
|> Then do that in realtime vector on the Jaguar instead of using graphics ..

That still doesn't mean there's no room for the movie genre....

|>
|> RH> 10- Stefan isn't a good developer (implied):
|>
|> Error, don't lie.

I am not- you questioned it by saying: Sometimes I wonder if you are a developer at all.

AND BTW, I see that you ommited:

4- The Falcon can use BURST mode

5- 199 UKP for the FMV unit ALONE????? [Raist note: regarding the MPEG CD-32]

Why? (I can WELL IMAGINE though)

---

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3181. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 18:50:46 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov29.185046.41309@rchland.ibm.com>
Source record: 20114

In article <2cf9909a@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 28 Nov 93 15:48:18, Ricardo Hernandez Muchado wrote:
|>
|> RH> |> Try realtime JPEG.
|> RH>
|> RH> Try realtime Reality Checks Rickard. You are pitiful.
|>
|> :-) ... you really like calling people names when you're in the corner ..

Nope, I'm not and you know it. I like the Jaguar, I am not a blind fanatic such as you.

|>
|> RH> Like 'Ham8' fringes badly among other things. Admit it Rickard, you
|> RH> are
|> RH> an ignorant where Ham8 is concerned.
|>
|> Does HAM8 look like 24-bit?

YES. How many times will people tell you it does?

|>
|> RH> Now, you didn't. You haven't used Ham8 and you very well implied that
|> RH> in another of your posts ("I could distinguish between a 24-bit display
|> RH> and
|> RH> a HAM display easily").
|>
|> Yes I can. (VERY good eyesight)

You haven't even seen it! Tsk tsk. You are pitiful...

|> RH> You are an ignorant Rickard, so shut up, try things before you post.
|>
|> :-) ... Calling names again? Come on .. we left stoneage quite a while ago ..

Well, that's what I thought, but then you still make claims that don't make sense at all...

|> RH> About A1200 prices, since I don't live in Sweden, I don't know- but
|> RH> surely
|> RH> here and the UK the reality is different- AND SINCE the SUN doesn't
|> RH> revolve
|> RH> around Sweden- too bad for you.
|>
|> Does then sun only revolve around UK then?

Nope, I am here in the US, in Rochester Minessota... See? I understand
that it is THE EARTH who revolves around the Sun.... nice new concept eh?

|>
|> RH> Stefan already backed up his #'er on Amount of A1200's sold... are you
|> RH> willing
|> RH> to take back your accusations and admit it?
|>
|> Nope, the A1200 hasn't sold well in Sweden.

You well implied in general.

|>
|> RH> 300,000 machines worldwide... that's quite a nice number... Probably
|> RH> after Christmas it would hit the 400,000 mark easily, and this without
|> RH> taking the CD-32's into account.
|>
|> You don't expect A1200 owners to buy CD32s, do ya? :-) .. they can already get
|> ALL the CD32 games as pirated copies on their A1200/HDs ...

Nope, they can't. And for some reason, the CD-32 has been selling quite
well.... do you want to call it magic?

|>
|> Face it, CD32 has ONE market .... Amiga owners ... and all those who bought the
|> A1200 will probably NOT buy the CD32 ..

Then why is CD-32 selling so well in the UK, where the A1200's have been?

|>
|> (Whereas almost ALL Falcon owners seem to go for the Jaguar)

Well, that isn't much, is it?

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
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|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3182. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 18:53:33 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov29.185333.34976@rchland.ibm.com>
Source record: 20115

In article <2cf9911a@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 28 Nov 93 14:07:19, Stefan Boberg wrote:
|>
|> SB> Depends. The A1200 has 2MB of memory which is more than enough for
|> SB> most games out there. All AGA game developers consider this the
|> SB> base machine.
|>
|> Thankyou ... now will Raist please *SHUT UP* about the "base-machines"...

I acknlowedge that. It's you who has to acknolwedge that the lower-base Falcon will be the 'base machine' for things as games. For applications, the A1200 for a lot of them is not a base machine (Real 3D comes to mind).

|> SB> I don't agree with your theory, but the analogy with early computer
|> SB> battles was there to show that the most technically advanced system
|> SB> is not necessarily the one that comes out as the winner. There are
|> SB> plenty of other examples (Atari800 <-> C64, Coleco, Intellivision <->
|> SB> 2600).
|>
|> I don't think computers and consoles compete in the same way ... remember that
|> SNES *GRABBED* 50% of Sega's market right away

But Nintendo had the 80% of the 8-bit market. Those that started Nintendo, jumped to Nintendo.

|> , and are eating on the rest too
|> .... (I've heard 70%, but I don't remember where and can't back it up, don't
|> quote me on that)

It's not that much, and ironically SEGA has been regaining a little bit back thanks to more agressive marketing and some innovative stuff (like the virtual reality helmet and virtual infrared-ring).

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3183. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 18:56:31 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov29.185631.36381@rchland.ibm.com>
Source record: 20116

In article <2cf9922c@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 28 Nov 93 14:27:23, Stefan Boberg wrote:
|>
|> SB> Wouldn't help. That 24-bit data would still use up more memory than the
|> SB> SEGA graphics do already with the compression methods I use.
|>
|> That's true, but since you have bigger cartridges, AND the mythical "object
|> processor", I don't think that's a problem.

The 'mythical object processor'- Rickard, you are talking to Stefan who has been exposed to Jaguar tech development information. He definitively knows much more than you do.

|> SB> >Please specify!
|> SB>
|> SB> Now look, I don't archive articles from you, and new expires in one week
|> SB> on this system. I can not quote you, but I have very good memory...
|>
|> :-) .. If you have such a good memory, how come you couldn't specify?

I did for him.

|>
|> SB> Well, Rickard. Here's what you said about HAM: "It takes three pixels to
|> SB> change from black to white". You definitely said that. Moreover you've
|>
|> It DOES! Remember that you have ONLY 64-base colours .. now probably you will
|> always have some for black-white conversions, but SOMEPLACE you will run out of
|> base-colours ... you CAN'T DENY THAT!

In a picture, having the 64-base colors, this DOES NOT HAPPEN. You make it sound that it happens so often it looks bad.

SINCE YOU DON'T KNOW HAM8 though, don't talk about it.

|> SB> claimed that the A1200 is only marginally cheaper than the Falcon, while
|> SB> in real life, you can get an A1200 with a 80MB HD for 5500 SEK quite
|> SB> easily
|> SB> if you shop around a little (like looking through the ads in DMz). You
|> SB> claimed it cost 8000 SEK. Quite some difference.
|>
|> The price I gave was for an A1200/80 *WITH* 4 meg RAM ... (as the base-Falcon)
|> ... that's a little more .. I haven't seen any 5500 SEK ads though .. (I haven't
|> got DMz, strange, not? :-)))
|>

|> The Falcon030/85/4 is down to 10400:- now from Vara Datalager ..

I bet the A1200 has gone down too. Here in the US is now a mere
$370 (add just $380 for a 50Mhz '030).

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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# 3184. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 18:59:31 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov29.185931.34922@rchland.ibm.com>
Source record: 20117

In article <2cf99310@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> In a message of 28 Nov 93 14:47:43, Stefan Boberg wrote:
|>
|> SB> You're pretty dense. Neither of those options are called hardware
|> SB> decompression. Hardware decompression does not consist of software in
|> SB> ROM (that's FIRMWARE), it consists of a digital circuit that performs
|> SB> the decompression without software assist. C-Cube manufactures such
|> SB> things.
|>
|> Great ... (don't remember if *I* called it hardware, but I feel the border is
|> quite thin .. )

FOR PEOPLE THAT DON'T KNOW WHAT THEY TALK ABOUT, yeah, the border might
be quite thin.

But ROM is only information in READ-ONLY-MEMORY, just like if it were in RAM.

|> My modem is a software modem ... argh .. :-) .. (USRobotics..)

Probably is better than what you describe, since you don't know what
you talk about...

|> SB> >6MB .. MEGABYTE ... where did you get 3MB from .. another lie?
|> SB>
|> SB> Oh dear. Just because the SEGA can accommodate 4MB cartridges doesn't
|> SB> mean that every SEGA game is 4MB. ROM is *expensive*, and you will most
|> SB> of the time settle for less than the maximum if you are able to, since
|> SB> your revenue will be greater if your expenses are lower (pretty basic
|> SB> maths, no?).
|>
|> Yet when we're talking maximum performance you should NOT quote "half-memory"
|> sizes ..

True on that one. But then, in practical terms, when we see it then
we talk about it, unless you want to $pay$ a lot for those cart.

|> SB> Oh this techno-talk makes me all fuzzy inside. Give me some more. "BIG
|> SB> STUFF"? Sheesh. You sound like Beavis and Butthead. ("CD32, that sucks!
|> SB> Gorrrd shading, yeah that sounds cool!").
|>
|> :-) .. would YOU like an object processor capable of creating 3D worlds in
|> realtime with no slowdown?
|>
|> I would, that's why I like the vector/gouraud/texture stuff ..

The 'no -slowdown' we'll see.

```
|>
|> SB> Who the hell wants to see actors play theatre when I might as well read
|> SB> the script or the book at home?
|>
|> :-) .. That's true, books ARE better than movies ..
|>
|> SB> Amazing. In case you don't know what that disclaimer means, here's some
|> SB> explanation for you: I work for Team 17, but that doesn't mean that
|> SB> everything I say is considered to be official statements from the company,
|> SB> but rather from ME as a person - not as a Team 17 employee. Team 17 pay
|> SB> me to program, not to argue with Atari fanatics. That doesn't mean they
|> SB> don't agree with me.
|>
|> Are Team17 Jaguar developers, or how come you have access to the developers
|> information?
```

He said it, clueless Rickard, they were aproached by ATARI directly...
He know FAR MORE THAN YOU (and me) ABOUT THE JAGUAR.

```
|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
-------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 3185. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 19:01:33 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov29.190133.35033@rchland.ibm.com>
Source record: 20118

In article <2cf993c8@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> In a message of 28 Nov 93 15:06:26, Stefan Boberg wrote:
|>
|> SB> That doesn't make it available now, does it? That was the original
|> SB> argument.
|> SB> And boy - "Dracula", eh? One of the worst games released this year.
|>
|> Didn't you mix "month" with "quarter" the other day when you quoted the CD to
|> be available "3Q94" .. ? ... I've been thinking about that, and I DO know that
|> Atari officially stated that it would be released when the nationalwide/europan
|> shipping would start .. and THAT'S 1Q94, but maybe not January ... (According
|> to Atari Sweden it will go on sale here in February)

Well, people change you know. Originally the Jaguar's rollout was supposed
to be October, then the schedule went to early november and then late November.

And if ATARI follows the same release schedule they did with the Falcon,
the CD might be out by early 1995!

|>
|> SB> >Great, now we all know that the CD32 will use 320*200 .. I will remember
|> SB> that
|> SB> >when Donkey (sorry, Donley) starts arguing again.
|> SB>
|> SB> Most games use that resolution. So will most Jaguar games.
|>
|> True for the CD32, MAYBE for the Jaguar ... (I think they'll use
|> 320*200+overscan .. that's about 384*280 ... someone who had played a Jaguar
|> game said it was a higher resolution ... )

And CD-32? It can also (and will) use overscan too, you know.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210

>>> New internet address: raist@vnet.ibm.com <<<<

# 3186. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 19:02:19 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov29.190219.39703@rchland.ibm.com>
Source record: 20119

In article <2cf99408@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 28 Nov 93 15:13:26, Stefan Boberg wrote:
|>
|> SB> You don't have to believe what I say. But that is what Atari stated
|> SB> when asked on the developer "briefing". We were approached by Atari
|> SB> but declined the development offer for now.
|>
|> I still think you mixed "months" with "quarter" ..
|>
|> SB> >SB> For "natural" images this is true, but for cartoon-ish images and
|> SB> >SB> other graphics with sharp edges, there is clearly visible fringing
|> SB> >SB> with JPEG.
|> SB>
|> SB> >Not as much as with HAM8!
|> SB>
|> SB> More, bubba, because there is no equivalent of base colours in JPEG.
|>
|> EHRM! .. Do you call HAM8 as efficient as JPEG?

To a certain compression ratios, it INDEED IS.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3187. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 19:18:33 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov29.191833.17659@ida.liu.se>
Source record: 20136

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>I owned a SNES before (kinda cool little machine), and one of the BEST things
>with it was that almost all the games I had could save to the cartridge's
>internal SRAM memory ... like, setting, where I finishes etc ..

>Isn't it kinda hard to save settings to a CD-ROM? :-)

Both the CD32 and the 3DO have battery-backed RAM to store settings,
highscores and so on.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3188. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 19:25:22 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov29.192522.17830@ida.liu.se>
Source record: 19987

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Nov28.132723.15180@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
>)rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>)>In a message of 26 Nov 93 21:48:52, Stefan Boberg wrote:

>)>SB> still difficult to squeeze everything in. Using 24-bit graphics imagery
>)>SB> wouldn't exactly help.
>)
>)>Try realtime JPEG.
>)
>) Wouldn't help. That 24-bit data would still use up more memory than the
>)SEGA graphics do already with the compression methods I use.

>I thought you said you were getting something like 50% compression?
>If the sega has 8-bit graphics, then the compressiobn for JPEG still
>renders a smaller cmpression size than the sega picture, allowing you
>to hold a lot more graphics than the sega can access.

The SEGA's graphics is 4-bit, from one of four palettes on each pattern
(8x8 pixels). This is further compressed by my routines to less than 50%
of their original size. Thus you end up with less than 2 bits per pixel,
when compressed.

>Or are you talking about main memory? The Jaguar still has a bit more
>memory that the Genesis, so you could hold a roughly eqivilent amount
>of uncompressed images in memory.

No. I'm talking about ROM space. ROM costs are so high that games over
2MB are not considered economically viable with todays ROM prices (except
perhaps for some big-name titles that can be sold for more than the usual
games). That applies to Jaguar games as well.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3189. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 19:28:42 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov29.192842.17944@ida.liu.se>
Source record: 19989

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Nov28.125802.14710@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>) I know pretty well how many bits there is in a byte, thank you. And I
>)also know that 44MB/s is what is required to get the picture *DISPLAYED*.
>)Now, another 44MB/s is required to read new data, and another 44MB/s to
>)write it to RAM. That adds up to 132 MB/s. Is 132MB/s more or less than
>)108MB/s ?

>Why are you reading the image then writing it back out to memory?

Because in a memory copy, you have to read some data from the source
address before you can write anything to the destination.

>If you're using sprites, then you just do a memory to memory copy. Also,
>why are we using 30FPS when something a bit lower (like 15-17fps)
>would do.

Because 15-17fps looks jerky. Neither the producer nor the consumer
wants jerky games.

>--
>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3190. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 19:31:17 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov29.193117.18060@ida.liu.se>
Source record: 19988

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>In <1993Nov28.181040.19174@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>> If the next system from Commodore uses the AAA chipset which is being
>>developed now, then it will have truecolor capability in resolutions up
>>to 1280x1024. The AAA chipset has been "announced".

>If that is true, I am sorry. But I heard that AAA had something (HAM12?) that
>was still not True Color.

It does have a HAM10 mode, as well as a bunch of other compression methods.
It also has truecolor modes in 16-bit and 24-bit.

> ~Chris

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3191. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 19:38:47 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov29.193847.18283@ida.liu.se>
Source record: 19990

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 28 Nov 93 15:48:18, Ricardo Hernandez Muchado wrote:

>RH> About A1200 prices, since I don't live in Sweden, I don't know- but
>RH> surely here and the UK the reality is different- AND SINCE the SUN
>RH> doesn't revolve around Sweden- too bad for you.

>Does then sun only revolve around UK then?

The sun doesn't revolve around anything but the centre of the galaxy. :-)
I thought it was common knowledge that the earth revolved around the sun,
and not the other way around.

>RH> Stefan already backed up his #'er on Amount of A1200's sold... are you
>RH> willing to take back your accusations and admit it?

>Nope, the A1200 hasn't sold well in Sweden.

Strange. Commodore Sweden did much better this year than any other year
before it, and they only sell the A1200, A4000 and CD32 nowadays. Wonder
what generates all that revenue, then?

>You don't expect A1200 owners to buy CD32s, do ya? :-) .. they can already get
>ALL the CD32 games as pirated copies on their A1200/HDs ...

Uh, huh. But not tomorrows CD32 games, that's for sure, unless someone
is willing to download 100MB games or start trading with SyQuest disks.

>Face it, CD32 has ONE market .... Amiga owners ... and all those who bought
>the A1200 will probably NOT buy the CD32 ..

No, they'll probably buy the CD32 expansion unit for the A1200 instead.
Makes more sense.

>(Whereas almost ALL Falcon owners seem to go for the Jaguar)

Oh, boy. Lucky Atari. A mind-boggling 10,000 units! ;-)

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
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InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3192. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 19:48:15 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov29.194815.18585@ida.liu.se>
Source record: 19991

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 28 Nov 93 14:07:19, Stefan Boberg wrote:

>SB> Depends. The A1200 has 2MB of memory which is more than enough for
>SB> most games out there. All AGA game developers consider this the
>SB> base machine.

>Thankyou ... now will Raist please *SHUT UP* about the "base-machines"...

Notice that it's the base machine for *games* only. Many Amiga
applications require more than 2MB to run well.

>SB> I don't agree with your theory, but the analogy with early computer
>SB> battles was there to show that the most technically advanced system
>SB> is not necessarily the one that comes out as the winner. There are
>SB> plenty of other examples (Atari800 <-> C64, Coleco, Intellivision <->
>SB> 2600).

>I don't think computers and consoles compete in the same way ...

Didn't you see that I included the Coleco, Intellivision <-> 2600 up
there? The 2600 was inferior to both the Coleco and Intellivision, but
managed to grab a chunk of the market simply because it was first and
enjoyed decent third-party support from the likes of Activision (which
Atari ironically actually tried to kill).

>remember that SNES *GRABBED* 50% of Sega's market right away
> and are eating on the rest too... (I've heard 70%, but I don't remember
>where and can't back it up, don't quote me on that)

That was true a while ago, but it has changed drastically. SEGA dominates
the european market, and is eating up Nintendo's lead in the US (only a
few percent behind now). With Nintendo reporting a loss this quarter, it
looks like SEGA will continue their winning streak.

The only place where Nintendo has a clear lead is in Japan.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
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InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3193. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 19:55:26 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov29.195526.18828@ida.liu.se>
Source record: 19992

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 28 Nov 93 14:27:23, Stefan Boberg wrote:

>SB> Well, Rickard. Here's what you said about HAM: "It takes three pixels to
>SB> change from black to white". You definitely said that. Moreover you've

>It DOES! Remember that you have ONLY 64-base colours .. now probably you will
>always have some for black-white conversions, but SOMEPLACE you will run out
>of base-colours ... you CAN'T DENY THAT!

What you claimed was that it always took 3 pixels to change from black
to white. You did not even know about base colours before it was explained
to you. Moreover, 64 basecolours is more than you think, and you will almost
certainly have one of those basecolours set to black, and one to white, if
those colours are in the picture you're converting. The algorithms to
choose what basecolours to use have matured a lot since the early Amiga
days, and work extremely well.

>The Falcon030/85/4 is down to 10400:- now from Vara Datalager ..

You know, that's just 4600:- less than I paid for my A4000/040/120M/6M,
but then I get pretty nice discounts from Commodore ;-)

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3194. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 20:12:29 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov29.201229.19205@ida.liu.se>
Source record: 19993

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 28 Nov 93 14:47:43, Stefan Boberg wrote:

>SB> Oh this techno-talk makes me all fuzzy inside. Give me some more. "BIG
>SB> STUFF"? Sheesh. You sound like Beavis and Butthead. ("CD32, that sucks!
>SB> Gorrrd shading, yeah that sounds cool!").

>:-) .. would YOU like an object processor capable of creating 3D worlds in
>realtime with no slowdown?

Sure would. I like anything that makes my job easier. I'm quite interested
in working on the Jaguar, and will certainly do that if it takes off, since
I'm more or less the Team 17 tech support person. Thus I'm the one who gets
to play with new systems first ;-)

>:-) .. That's true, books ARE better than movies ..

Sometimes, sometimes not. A book is not better than watching a movie in
a cinema with THX sound. At least if you're an audiophile like I am :-)

>Are Team17 Jaguar developers, or how come you have access to the developers
>information?

We have not yet signed up as developers (maybe in a year or so), but let's
just say that I know people (who for their sake shall remain unnamed) who
have, and that I have been exposed to their docs. That means somebody has
broken their non-disclosure agreement, but my curiosity has been quenched
somewhat, so what the hell ... I won't pass any of the information on
anyway.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3195. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 20:20:05 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov29.202005.19387@ida.liu.se>
Source record: 19995

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 28 Nov 93 15:06:26, Stefan Boberg wrote:

>SB> That doesn't make it available now, does it? That was the original
>SB> argument. And boy - "Dracula", eh? One of the worst games released
>SB> this year.

>Didn't you mix "month" with "quarter" the other day when you quoted the CD to
>be available "3Q94" .. ? ... I've been thinking about that, and I DO know that
>Atari officially stated that it would be released when the nationalwide/
>europan shipping would start .. and THAT'S 1Q94, but maybe not January ...
>(According to Atari Sweden it will go on sale here in February)

No. I checked this up, and Atari first said that the CD unit would be
launched in March, but later changed it to September 1994. The official
reason was that they wanted to wait for decent CD games to come out for
it.

>SB> >Great, now we all know that the CD32 will use 320*200 .. I will remember
>SB> >that when Donkey (sorry, Donley) starts arguing again.
>SB>
>SB> Most games use that resolution. So will most Jaguar games.

>True for the CD32, MAYBE for the Jaguar ... (I think they'll use
>320*200+overscan .. that's about 384*280 ... someone who had played a Jaguar
>game said it was a higher resolution ... )

The figure for the CD32 isn't really 320*200, since most games will be
PAL (320*256) and have overscanned screens (usually 352 or 384 pixels
horizontally, and up to 284 vertically). All games I've been involved
with has been using 352*256-ish display windows, which is just about
how much you can use because most TV sets just can't display more than
that on the screen.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
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InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3196. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 20:22:02 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov29.202202.19470@ida.liu.se>
Source record: 19994

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 28 Nov 93 15:13:26, Stefan Boberg wrote:

>SB> >SB> For "natural" images this is true, but for cartoon-ish images and
>SB> >SB> other graphics with sharp edges, there is clearly visible fringing
>SB> >SB> with JPEG.
>SB>
>SB> >Not as much as with HAM8!
>SB>
>SB> More, bubba, because there is no equivalent of base colours in JPEG.

>EHRM! .. Do you call HAM8 as efficient as JPEG?

Get some reading glasses and read that over again. I was talking about
fringes. Fringes are inavoidable on sharp edges (text and such) in JPEG,
while you can use basecolours in HAM8 to avoid them.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
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========== Disclaimer: I only speak for myself, not Team 17. ============

# 3197. Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 20:39:00 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Nov29.203900.5085@beaver.cs.washington.edu>
Source record: 20120

In article <2dd5ss$ejq@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad) writes:
>Iain.Laskey@barclays.co.uk wrote:
>: The Jaguar is more than vague. People in the US have them in their hands NOW! I'm
>: in the UK and I have one on order. Delivery is due in the next couple of weeks.
>
>Still, I _have_ seen a CD32 in action. I have _not_ seen a Jag. Show
>one to me, and I'll make my judgement. (Just claiming that they exist
>don't make them anymore real.)
>

Shouldn't there be a smiley here? Or maybe this article should be
cross-posted to alt.philosophy or maybe rec.humor.

We could apply your statement to anything you haven't seen, does that
mean it isn't real? Doesn't "real" usually refer to something that
exists? Or if your gripe is just that someone "claims" it exists,
I think it's a bit ridiculuous to discount the testimony of tens or
hundreds of owners and developers. Oh no! Maybe it's a worldwide
conspiracy to fool _you_ into thinking the Jaguar exists!

To sum up, I've never seen a Cray XMP Supercomputer, nor have I
ever seen the Antlantic Ocean with my own two eyes. I guess they
must be fantasies dreamed up in some marketing ploy!

:-) (followups to alt.philosophy, if it exists... :)

>--
>Name: Kristofer Maad |

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

# 3198. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 22:22:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cfa7642@troed.ct.se>
Source record: 19996

In a message of 29 Nov 93 14:20:09, C.P. Brown wrote:

CB> |> CB> player with CD quality sound?
CB> |>
CB> |> FMV is VHS quality .... *NOT* SVHS!!!!!
CB> |>
CB> |> Get your facts straight before posting.
CB>
CB> Aherm, excuse me, I have SEEN CD32 FMV working, and it is MUCH better than
CB> VHS
CB> quality. Do you post crap like this to annoy people, or are you just
CB> terminally stupid? either way you've just made my killfile, so don't
CB> bother
Oh but pleeeeeease ... check what I wrote then!

You claimed FMV was BETTER THAN SVHS!

I claim it is VHS quality!

Let the rest of the people in this group decide whether a format (MPEG) where
they remove ENOURMOUS amounts of data, is BETTER than the format where they
DON'T REMOVE ANYTHING AT ALL!

I'm SOOOOOOOO worried about being in your kill file ... (which means you'll
never know the difference between FMV and SVHS ... )

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 3199. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-29 22:34:47 UTC
From: sjchmura@kimbark.uchicago.edu
Message-ID: <1993Nov29.223447.22298@midway.uchicago.edu>
Source record: 20121
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2d4is8INNphc@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:

>------------------------------------------------------------------------------
>- Star Trek: Our Generation -
>- To boldly kill rats where no man has killed rats before.... -
I am just curious .... ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Do you have something against Star Trek?

--
_____Steven Chmura University of Chicago Medical School(MII)
"Given enough time, the impossible becomes probable, and the probable inevitable.." -George Wald, "On the Origins of Life"
"Morality is simply the attitude we adopt toward people whom we dislike"

## 3200. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 01:58:24 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2de9c0$lm@darkstar.UCSC.EDU>
Source record: 20124

But if cartridges can have battery-backed upo SRAM, then Atari could produce SRAM carts for CD-based games to save lots of locations. The advantage of the piggy-back CD unit with Cart pass through perhaps lies here?

~Chris

# 3201. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 02:01:59 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2q12@amiganet.xnet.com>
Source record: 20126

```
>> If the next system from Commodore uses the AAA chipset which is being
>>developed now, then it will have truecolor capability in resolutions up
>>to 1280x1024. The AAA chipset has been "announced".
>
>If that is true, I am sorry. But I heard that AAA had something (HAM12?) that
>was still not True Color.
>
> ~Chris
>
>>--
>>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
>> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>>========== Disclaimer: I only speak for myself, not Team 17. ============

I read the transcript of an interview with Dave Haynie, one of Commodore's top
R&D people, and he claims that they have a demo AAA machine blitting around a
24-bit pure image significantly faster than an Amiga 4000 can blit around a
256-color full-screen image of the same size.

Lets hope for the best. :)

Bowie J. Poag
(its a shared account, dont ask)

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+
```

# 3202. Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 02:05:41 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov29200541@flammulated.owlnet.rice.edu>
Source record: 20133

In article <2dd5ss$ejq@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad) writes:
)Iain.Laskey@barclays.co.uk wrote:
): The Jaguar is more than vague. People in the US have them in their hands NOW! I'm
): in the UK and I have one on order. Delivery is due in the next couple of weeks.
)
)Still, I _have_ seen a CD32 in action. I have _not_ seen a Jag. Show
)one to me, and I'll make my judgement. (Just claiming that they exist
)don't make them anymore real.)
)

Hmm, not only have I seen the Jag ads in Gamepro, and televised spots
on TV, but I've heard from numerous people in rec.games.video.misc who
own one.

In fact, from the evidence at hand I'd be hard pressed to say the
CD-32 exists, if anything. I think I've only seen posts from two
CD-32 owners so far.

--
---> Kendall Gelner (kendall@rice.edu)

# 3203. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 02:11:16 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dea44$rq@darkstar.UCSC.EDU>
Source record: 20125

In <1993Nov29.185333.34976@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> I acknlowedge that. It's you who has to acknolwedge that the lower-base
>Falcon will be the 'base machine' for things as games. For applications,
>the A1200 for a lot of them is not a base machine (Real 3D comes to mind).

I'm afraid you are quite simply wrong. Atari makes very few (compared to 4/85 machines) of the 1/0 Falcons. These are and always have been from day one considered to be for those who want to add their own memory boards and Hard Drives. In the Falcon Developer Docs, where it has guidelines for game programmers, it mentions that all games should be Hard Drive installable, able to be run from any resolution and able to quit from the desktop, and ideally be able to be run from MultiTOS. Now this sounds like the "Base Machine" for game programming would include a Hard Drive and at least 4 megs RAM, no?

~Chris
>--
>------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

# 3204. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 02:12:49 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2q1c@amiganet.xnet.com>
Source record: 20129
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:

>In article <cdonley.2pj7@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton
D
>onley) writes:
>>>experts please tell him something about how graphics boards work (chunky
>>>modes) and what monitors and/or TV sets are able to display (PAL resolution,
>>>NTSC resolution, 14" monitor limit, etc.)? I mean, he seems to post his
>>>claims to c.s.atari.advocacy and not to c.s.amiga.advocacy (CD^32) because
>>>he feels his statements are ridiculous.
>>
>>Thats funny, I have a 21" monitor about 6 feet away from me that has been
doing
>
>>PAL/NTSC perfectly on my Amiga for several years now.
>
>a) Those multiscan monitors are no longer available (scan rates of newer
> multiscans start at 30-31 kHz)
>b) new multiscans cannot display AGA graphics (if you don't have a
ScanDoubler)
> and monitors <17" will not display 1280 pixels horizontally (the limit of
> 14" monitors is about 900 pixels, Michael van Elst told me :-))
>c) Using a 21" monitor as an Amiga display is a waste of money (unless
> you have a graphics board), IMHO
>
>Weregoose
>
>- guenther@eva.fmi.uni-passau.de (Thorsten Guenther)
-
>----------------------------------------------------------------------------
---
>- Star Trek: Our Generation
-
>- To boldly kill rats where no man has killed rats before....
-
>

I dont think you understand what I said.

I have two televisions in my room (A 1992 model Toshiba 21" flatscreen and an
old 1983 RCA XL-100 television, about 25" diagonal)

My Amiga is hooked up to an A520 RGB Convertor, allowing me to drive two
monitors at the same time. They both handle PAL, and they both handle NTSC

(obviouscly)

In standard NTSC, the 21" Toshiba sitting right smack infront of me has a physical dimension of 670 X 436 pixels. If I had a CD32, I could display a 670 X 436 X 262,144 color image on this television, with NO PROBLEM..And I would have no problem viewing the same image on the old RCA television either

It has -nothing- to do with multiscan monitors. Ive never owned a multiscan to begin with--I actually -prefer- composite televisions to do my work. Not only are they cheaper, but the newer televisions manufactured today allow me to have a very sharp picture, to the point where I can lay in bed 20 feet away and read the 80 X 52 text on my screen, such as I see right now.

Since the CD32, A1200 and A4000 offer improved NTSC resolutions, its more than possible for an Amiga CD32 (or any other AGA-chipset machine for that matter) to display nearly DOUBLE that resolution on any standard television.

1536 X 960, 262,144 colors. Of course, if you want higher resolution, you must use a multiscan. But, 1536 X 960 X 262144 colors is still nonetheless displayable in all its glory on any standard TV.

Bowie J. Poag
(its a shared account, dont ask)

--

+---------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+---------------------------------------------------------------------------+

# 3205. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 02:14:34 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov29201434@flammulated.owlnet.rice.edu>
Source record: 20134

In article <1993Nov29.185333.34976@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
)In article <2cf9911a@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
)|> In a message of 28 Nov 93 14:07:19, Stefan Boberg wrote:
)|>
)|> SB> Depends. The A1200 has 2MB of memory which is more than enough for
)|> SB> most games out there. All AGA game developers consider this the
)|> SB> base machine.
)|>
)|> Thankyou ... now will Raist please *SHUT UP* about the "base-machines"...
)
) I acknlowedge that. It's you who has to acknolwedge that the lower-base
)Falcon will be the 'base machine' for things as games. For applications,
)the A1200 for a lot of them is not a base machine (Real 3D comes to mind).
)

But they won't be, the 4MB Falcon with HD is considered base in those terms - Space Junk will need a Hd and I think 4MB memory. I think it's safe for any developer to assume 4MB and a HD if they are writing a Falcon only game - it's when they want to run on the ST's they run into 1MB limits.

<some lines deleted for my own mysterious reasons>
)
)|> , and are eating on the rest too
)|> .... (I've heard 70%, but I don't remember where and can't back it up, don't
)|> quote me on that)
)
) It's not that much, and ironically SEGA has been regaining a little bit
)back thanks to more agressive marketing and some innovative stuff (like
)the virtual reality helmet and virtual infrared-ring).
)

Have you tried that ring out? I saw it on TV somewhere and was wondering how responsive it was. At least maybe the kiddies will get some exersize - perhaps we'll see Jane Fondas "Mortal Workout" for the Sega! :-)

Now, if stuff like this gets adapted for the Jaguar I'll be a happy guy! At least someone is planning some kind of VR thing for it.

--
---> Kendall Gelner (kendall@rice.edu)

# 3206. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 02:17:55 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2deagj$tf@darkstar.UCSC.EDU>
Source record: 20127

In <1993Nov29.190133.35033@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> Well, people change you know. Originally the Jaguar's rollout was supposed
>to be October, then the schedule went to early november and then late November.

> And if ATARI follows the same release schedule they did with the Falcon,
>the CD might be out by early 1995!

Whoah, Raist... sometimes you are rational, and sometimes you post complete bullshit. his time is the latter... I attended the announcement of the Jaguar on GEnie, and almost every RTC there Bob Brodie hosted since, and have NEVER heard "October" as a ship date for Jaguar...

~Chris

>--
>------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

# 3207. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 02:19:01 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov29201901@flammulated.owlnet.rice.edu>
Source record: 20135

In article <1993Nov29.190219.39703@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
)|> SB> >SB> For "natural" images this is true, but for cartoon-ish images and
)|> SB> >SB> other graphics with sharp edges, there is clearly visible fringing
)|> SB> >SB> with JPEG.
)|> SB>
)|> SB> >Not as much as with HAM8!
)|> SB>
)|> SB> More, bubba, because there is no equivalent of base colours in JPEG.
)|>
)|> EHRM! .. Do you call HAM8 as efficient as JPEG?
)
) To a certain compression ratios, it INDEED IS.
)

Hmm... I'm not sure about that doesn't the only "compression" from a
ham8 image result from using 8bits instead of 24 to store a pixel?

If so, then I'd say JPEG has quite a bit better compression - you can
easily drag 5:1 or more out of JPEG even at high quality levels.

I have no way of knowing which would look fringier, though!

--
---> Kendall Gelner (kendall@rice.edu)

# 3208. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 02:21:14 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2q1k@amiganet.xnet.com>
Source record: 20130

```
>|> CB>
>|> CB> And just how much do you expect to pay for a better than SVHS quality
>|> CB> Video
>|> CB> player with CD quality sound?
>|>
>|> FMV is VHS quality .... *NOT* SVHS!!!!!
>|>
>|> Get your facts straight before posting.
>
>Aherm, excuse me, I have SEEN CD32 FMV working, and it is MUCH better than VHS
>quality. Do you post crap like this to annoy people, or are you just
>terminally stupid? either way you've just made my killfile, so don't bother
>replying.
>
>--
>Chris Brown
>
>-------------------------------------------------------------------------
---
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>-------------------------------------------------------------------------
---
>
>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

I agree. I have heard firsthand from several sources who have seen CD^32's FMV
peripheral, and they all agree that its quality is large step above VHS.

Whats even cooler about CD32 is that its FMV adaptor works INDEPENDANTLY of the
actual CD32 unit, so any CD32 owner with the Full Motion Video add-on can play
his games with an -actual- cinematic movie backdrop, considering the CD^32's
AGA chipset allows for internal genlocking..

This means, there is NO slowdown within the CD^32 even while the FMV module is
cranking out full-screen, full-motion, higher-than-VHS quality video..

Imagine playing Lotus Turbo III against the backdrop of an -actual- filmed
movie sequence of England's infamous foggy dirt roads. :)

Bowie J. Poag
(its a shared account, dont ask)

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
```

# 3209. Re: Jaguar RECALLED! (Please, enough fabricated bullshit lies.)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 02:23:32 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2q1q@amiganet.xnet.com>
Source record: 20131

m93kma@tdb.uu.se (Kristofer Maad) writes:

>Iain.Laskey@barclays.co.uk wrote:
>: The Jaguar is more than vague. People in the US have them in their hands
NOW!
>I'm
>: in the UK and I have one on order. Delivery is due in the next couple of
weeks
>.
>
>Still, I _have_ seen a CD32 in action. I have _not_ seen a Jag. Show
>one to me, and I'll make my judgement. (Just claiming that they exist
>don't make them anymore real.)
>
>--
>Name: Kristofer Maad |
>Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
> 752 38 Uppsala | system screw up completely almost makes
>Phone: 018-50 59 12 | it worthwile." /Kris
>E-Mail: m93kma@tdb.uu.se |

Lets make this clear once and for all.

1) The Jaguar has NOT been recalled.

2) The CD32 has NOT been recalled.

Bowie J. Poag
(its a shared account, dont ask)

--

+-----------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-----------------------------------------------------------------------------+

# 3210. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 02:28:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2deb3g$vd@darkstar.UCSC.EDU>
Source record: 20128

In <2dchvl$enj@apple.com> moofie@apple.com (steve klingsporn) writes:

>Being a Mac/Newton type of guy, I believe this is the best approach:

>"The document 'Moof' has changed.
> Do you want to save this file?"

>Don't Save Cancel Save

>The least desirable choice should be far to the left, and the safest
>choice should be the default button (hilited with bounding box) and
>on the right. If a user hits return, the default action happens.
>Of course, the standard key equiv's should be used, "D" for don't save,
>esc for cancel, and return for Save.

Of course for a Mac person this would be best... but then again what do Mac people know??? ;) (just a joke!) Anyway, I think that "Cancel" is the safest approach, since it neither loses the data or wastes HD space with lots of "Untitled XXX" files. However, I believe in power to the user, and if the user selects Quit, the default SHOULD be to actually Quit!!!!! If they are so dumb as to not notice the dialog, then they deserve to lose their data. But then again, Apple's market share seems to be all the dumb people in the world... (again :)

~Chris

>Steve

# 3211. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 02:37:29 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2q1z@amiganet.xnet.com>
Source record: 20132

]kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>In article <1993Nov29.132009.831@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk
(C.
>P. Brown) writes:
>)In article <2cf98dac@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard
Troed
>sson) writes:
>)|> FMV is VHS quality .... *NOT* SVHS!!!!!
>)|>
>)|> Get your facts straight before posting.
>)
>)Aherm, excuse me, I have SEEN CD32 FMV working, and it is MUCH better than
VHS
>)quality. Do you post crap like this to annoy people, or are you just
>)terminally stupid? either way you've just made my killfile, so don't bother
>)replying.
>)
>

>The quality of these FMV carts is MAYBE at best as good as SVHS, and
>still falls short next to laserdisks. I just cannot imagine the
>public being fooled into this technology, but I guess it could
>happen...
>

Much the same way as Jaguar fans fell for the laughably bloated "850 million
gouraud shaded pixels per second" marketing BS? :)

Like most people, I agree that it is technically unfeasable to have full-motion
video sequences from a -cartridge-, ala Jaguar..Due to the Jaguar's limitation
when it comes to cartridge capacity.

On the other hand, on the Amiga CD^32,such a task is not only possible, but I'd
even go so far as to say -very WELL EQUIPPED- to perform suck tasks due to its
pre-existing CD-Rom.

The numbers of Jaguar users alone is still quite small--the number of Jaguar
users in the future who will buy the supposed CD-Rom addon when/if it is
announced will still then only be a fraction of that small group--it wouldnt
warrant a serious effort among game developers to create titles for an obscure
machine with an even more obscure attachment.

Amiga CD^32 users have it lucky--they already have all the equiptment to pull
it off, they already have huge numbers (in upwards of half a MILLION CD^32
units in the UK/Europe..Not to mention 4 million Amiga users already!), and

they already have FMV capability.

Dont get me wrong, however--I like the Jaguar. I also like the CD^32. Each machine has its share of technical superiority over the other, in certain areas-- However, its in my opinion that the Jaguar is entering the "fight" ill equipped, undersupported, and overrated.

Nowadays it seems that the only thing the Jaguar has over the CD^32 is marketing hype. Atari may have dug its down grave by claiming such absurdities as "850 million Gouraud-shaded pixels per second" and then a week later releasing a game with barely more pep in it than Starfox for the SNES. Atari needs to understand that unlike the Amiga, they have no laurels to rest on. They must either perform (and perform ASTOUDNINGLY) or lose.

Bowie J. Poag
(its a shared account, dont ask)

>--
>---> Kendall Gelner (kendall@rice.edu)

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+

## 3212. A question of general interest !!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 08:09:51 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CHApCF.Bzt@muster.hrz.uni-giessen.de>
Source record: 19997

Hi all !!

Is it the way things go on the net or am I just a newcomer,

Why are there so much flames around in this group ???

Can't we live together ? Even ignoring the other, but not

shorten bandwidth with such annoying posts like

"My machine is the best, because its made by ......" and then followups like

"No my machine IS the best, because its made NOT by ...."

I am fed up to see over 80% of the posts to be such flaming wars.

Ciao
-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

eMail:
Konstantinos.Xonis@math.uni-giessen.d400.de
gc85@vision.hrz.uni-giessen.de
gc85@sun2.hrz.uni-giessen.de
q4038908@bonsai.fernuni-hagen.de

Snail:
Konstantinos XONIS
Buderusstra&#xe;e 14
D35576 Wetzlar
FR Germany

FAX: +49-6441-42504

# 3213. Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 08:43:38 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2df13q$qlh@harbinger.cc.monash.edu.au>
Source record: 19999

Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
: In article <2dd5ss$ejq@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad) writes:
: )
: )Still, I _have_ seen a CD32 in action. I have _not_ seen a Jag. Show
: )one to me, and I'll make my judgement. (Just claiming that they exist
: )don't make them anymore real.)
: )

: Hmm, not only have I seen the Jag ads in Gamepro, and televised spots
: on TV, but I've heard from numerous people in rec.games.video.misc who
: own one.

Do they broadcast US TV to mainland Sweden?
I've seen a lot of people with broken or flakey Jaguars, seems like
IBM are using Ambra quality control techniques on it ;-/

: In fact, from the evidence at hand I'd be hard pressed to say the
: CD-32 exists, if anything. I think I've only seen posts from two
: CD-32 owners so far.

I can say the same thing for the Jaguar or Falcon in Australia.
The only time I've seen an Atari ad was comparing a 520ST to an
Amiga 1200 early this year (which incidentally was found to be
a deceptive and misleading ad on Atari's part).

- Jim

# 3214. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 08:51:04 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2df1ho$qlh@harbinger.cc.monash.edu.au>
Source record: 20000

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: In <2dchvl$enj@apple.com> moofie@apple.com (steve klingsporn) writes:

: >Being a Mac/Newton type of guy, I believe this is the best approach:

: >"The document 'Moof' has changed.
: > Do you want to save this file?"

: >Don't Save Cancel Save

: >The least desirable choice should be far to the left, and the safest
: >choice should be the default button (hilited with bounding box) and
: >on the right. If a user hits return, the default action happens.
: >Of course, the standard key equiv's should be used, "D" for don't save,
: >esc for cancel, and return for Save.

: Of course for a Mac person this would be best... but then again what do Mac
: people know??? ;) (just a joke!) Anyway, I think that "Cancel" is the
: safest approach, since it neither loses the data or wastes HD space with
: lots of "Untitled XXX" files. However, I believe in power to the user, and
: if the user selects Quit, the default SHOULD be to actually Quit!!!!! If
: they are so dumb as to not notice the dialog, then they deserve to lose their
: data. But then again, Apple's market share seems to be all the dumb people
: in the world... (again :)

I think you'll find nearly all style guides, from AmigaDOS, Windows,
Mac System 7 and Acorns Risc-OS 3 have similar guidelines on requestors/
dialogue boxes. It saves the user from having to do more work (read
the entire requestor). Having the same option in the same place makes
it much easier to learn.

Just quitting and losing your work is stupid. You obviously haven't
had to spend a lot of time working on a project. When was the last
time you saved? Can you remember what revisions you have made to
the project? Ever clicked on the wrong box, picked the wrong menu
or had the wrong key switches/flags toggled?

If Atari's operating system recommends "if a user is stupid enough
to quit, then they should lose their work", I can see why there's
so few Ataris out there ;-) Perhaps link all unknown commands from
the shell to uncondtional format too, "because if they so stupid
not know the command, they shouldn't be using a computer".

- Jim

# 3215. Re: WHO IS THIS FOOL ?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 08:55:39 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHArGr.D59@news.Hawaii.Edu>
Source record: 19998

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
:#In article <2d415e$5k4@usenet.rpi.edu>, oyakea@warren1a.its.rpi.edu (Amalaye Oyake)
writes:
:#|>
:#|> Clayton Donely you have tooo much time on your hands.

:# Exact same thoughts came to me about Rickard too.

Damn you beat me to it...8-).

--

jimmy@uhunix.uhcc.hawaii.edu

# 3216. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 09:07:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cfb0d3a@troed.ct.se>
Source record: 20043

In a message of 29 Nov 93 19:35:10, Ricardo Hernandez Muchado wrote:

RH> Just in case, mind you, CD-32 has memory internally so you can save
RH> memory
RH> to it (flash memory).
RH>
RH> Food for your own though.

Battery backed?

Enough for all games that will have to save to it?

How will they know if the spot they're saving to is occupied by another game
already?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3217. Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 09:18:26 UTC
From: m93kma@tdb.uu.se
Message-ID: <2df352$k7b@corax.udac.uu.se>
Source record: 20001

Benjamin Gilbert (bgilbert@cs.washington.edu) wrote:
: In article <2dd5ss$ejq@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad) writes:
: >Still, I _have_ seen a CD32 in action. I have _not_ seen a Jag. Show
: >one to me, and I'll make my judgement. (Just claiming that they exist
: >don't make them anymore real.)
: >
: To sum up, I've never seen a Cray XMP Supercomputer, nor have I
: ever seen the Antlantic Ocean with my own two eyes. I guess they
: must be fantasies dreamed up in some marketing ploy!

Not really... We're discussing the Jaguar, aren't we? So, how do you
expect me to believe all the rumors going on? If somebody told you that
the Jaguar _only_ had an MC68000 processor, and nothing else, would you
believe that? Probably not. All I want is some _real_ info, not just
people claiming that "some guy told me", or "I've heard that"... And
Atari hypes don't count. Atari has a habit of enlargening things that
happen to carry its name.
Now, I've seen the CD32, I've tried it out. It is based on old Amiga
technology - it's basically an Amiga 1200, and I own one of those myself.
Isn't it natural to be a bit sceptic about all the incredible Jaguar specs
being thrown all around the place?

Have fun, Kristofer.

P.S. I don't wanna fight you, so there's no need for hitting me!

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3218. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 10:05:34 UTC
From: m93kma@tdb.uu.se
Message-ID: <2df5te$k7b@corax.udac.uu.se>
Source record: 20002

Dale Adams (Dale_Adams@gateway.qm.apple.com) wrote:
: In article <2d4nq2$i9u@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad)
: writes:
: > I own an Amiga 1200. The HAM8 fringing is barely noticeable. *But* you
: > can only have 262,144 colors on a HAM8 screen. Well, you _could_ have more,
: > but in all the nice color fades, the steps would nearly all be 18-bit. So,
: > for a picture with many different colors, HAM8 is perfect.

: No, it's not perfect. I'm sure you can contrive a picture for which it is
: perfect, but for an average 24-bit color picture HAM8 cannot perfectly
: display that picture. There will be color fringing artifacts due to the
: inherent nature of the HAM technique. Now, whether the average person
: would notice much of a difference between the 24-bit picture and a HAM8
: version of the picture is a different matter. But HAM8 inherently cannot
: perfectly represent an arbitrary 24 bit/pixel image.

I meant that those pictures are best suited for HAM8. Of course they will
still not be identical to a 24-bit display. But you can have HAM8 in higher
resolutions due to the memory-efficient storage. A 500kB uncompressed HAM8
image would look just as good as a 500kB uncompressed 24-bit image (provided
that the higher resolution is supported by the display hardware).

: > It's nice for pictures, though - but so is HAM8.

: Maybe HAM8 is good for looking at still pictures, but not for things like
: image processing or photographic editing. HAM8 requires (lossy)
: translations back and forth between the HAM format and a direct mapped
: color scheme (e.g., RGB or YUV) when doing these types of operations.

Who will use a Jaguar for image processing? And who will use a CD32 for it?
None, as an answer to both questions. And, when will you ever learn...
You don't store single HAM8 images (except for the sole purpose of
displaying them), you use HAM8 as a display method for 24-bit pictures,
and for animations!

: > (For all of you who don't know, if you set a component, only the top 6 bits
: > are affected. The lower two are left intact. So by carefully setting up the
: > palette, you can have a different color on every pixel on the screen in any
: > screen resolution, up to 1400x600 50Hz-interlace, or 800x600
: > 72Hz-interlace.)

: Sigh... You misunderstand. The strength of a 24 bit/pixel display isn't
: that every pixel on the screen can be a unique color. It's that for every
: pixel on the screen you can _choose_ the color you want it to be from a
: palette of 16 million colors. HAM8 does not allow this since the color of
^^^^^^^

Where's the palette? :)

: many/most pixels on the screen is related to the color of the previous
: pixel.

I know that. That's why I wrote earlier that the HAM8 display is essentially
18-bit.

The four major graphics uses and the solutions available on the Amiga:

1) For displaying still pictures, HAM8 can have higher resolution than
24-bit pictures of the same storage requirement. The result will look
just as good.

2) For image processing, you usually have a powerful processor, and can thus
easily adjust the HAM8 image on screen according to the changes in the
24-bit image. Only the 24-bit image is saved to and loaded from disk.
The image on-screen is approximately 18-bit, which is quite sufficient for
previewing. (If you object to this, remember that the Falcon's palette is
no more than 18-bit!)

3) For full-screen animation, HAM8 is much faster than true 24-bit, and gives
far better results than 256-color animations.

4) For games and other non-predictable alterations of the displayed image,
24-bit would be too slow anyway, so you'll just stick to 256-color.

One final word: If you consider the HAM8 format as being "lossy", then what
would you call the Falcon's 16-bit TrueColor modes? They are fare more lossy
than HAM8 is. The fact that converting 24-bit pictures to HAM8 takes more
processing than converting them to 16-bit TrueColor is not a big point - also
remember that HAM8 images take up half the space, and thus leaves the other
half of the bandwidth for the processor to do the conversion. And all Amigas
used for image processing have fast memory in addition to the chip memory,
which will make the conversion even faster.

Regards, Kristofer.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3219. Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 10:29:28 UTC
From: ep93dha@t.hfb.se
Message-ID: <1993Nov30.102928.29273@t.hfb.se>
Source record: 20003

In article k7b@corax.udac.uu.se, m93kma@tdb.uu.se (Kristofer Maad) writes:

>4) For games and other non-predictable alterations of the displayed image,
> 24-bit would be too slow anyway, so you'll just stick to 256-color.

On the Falcon you will use the 16-bit true-color mode for this!
One pixel = one word. This is perfect for games!

/
/ Daniel

# 3220. Re: Atari jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 10:29:59 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHAvtz.F8x@barclays.co.uk>
Source record: 20006

In article <1993Nov22.180115.25859@aber.ac.uk>, jrt3@aber.ac.uk (Jason Robert Tokarz) writes:
|> I recently read that Atari has finally released their 64bit console.
|> Do any one have the specs for it. I just interested in what sort of hardware
|> it using.
!!!!!!!!!!!!!!! What do you think everyones spent the last 3-4 months arguing over!!!!!!!
The specs have been regularly and deeply discussed. here they are again. They have been editied and commented by someone who was present at the Atari trade launch.

* 64-bit RISC multiprocessing architecture.

* High-speed (106.4 Mbyte/sec) 64-bit data path

* Five processors:

> 27 MIPs Graphics Processor with 4K bytes of zero wait-state internal SRAM that is closely coupled to the blitter, that can perform a full range of graphics effects (including shading and rotations) at high speed, yet is programmable for maximum flexibility.

> A programmable Object Processor that can act as a variety of different video architectures, such as an advanced sprite engine, pixel-mapped based systems, character-mapped based systems, and many others.

> 27 MIPs DSP [Digital Signal Processor] with 8K bytes of zero wait-state internal SRAM for CD-quality sound and full stereo capabilities.

> A blitter that can perform a full range of logical operations at high speed, with hardware support for Z-buffering and Goudraud shading.

> MC68000 CPU clocked at 13.3MHz as a general purpose control processor.

[Five processors do not equal five chips; see below]

* Lifelike quality 32-bit color on NTSC or PAL television screens, yielding greater than 16 million colors (16,777,216 exactly).

* Screen resolution of 720 x 576.

* ROM cartridge capacity to 48 megabits [6 megabytes] of compressed or uncompressed code. When compressed, equivalent to almost 400 megabits. [50 megabytes?!?]

* 16 megabits [2 megabytes] of fast page-mode DRAM.

* An optional double speed CD-ROM drive. ($200, sometime during 1994)

* ComLynx I/O for networked multiconsole games (even with Lynx and Jaguar mixture).

[I smell a Lynx adaptor for the Jaguar in here. And the idea of chaining Jaguars and Lynxes is tantalizing]

* Two (expandable to literally dozens) enhanced controller ports, supporting digital and analog interfaces, as well as keyboards, light guns and mice.

[Expansion probably by a multiple-port tap, naturally]

* High performance, ergonomically designed, controller with joypad, three fire buttons, Pause, Option, and 12-key keypad with game-specific overlays. ["Ergonomically designed"? Definitely press release hype]

* High speed synchronous serial port for connection to modems, cable TV, networks and other high performance networks.

There are two custom chips, code-named Tom and Jerry, which combined contain four processors. Jerry has the DSP, the 8K SRAM, a sound block and a block for "timers, UART, joysticks and clock control." Tom has the "DRAM memory controller, object processor, GPU (w/ 4K SRAM) and the blitter." The 68000 is separate as it has the DRAM and cartridge/CD-ROM ties.

--


+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 3221. Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 10:47:07 UTC
From: m93kma@tdb.uu.se
Message-ID: <2df8bb$lee@corax.udac.uu.se>
Source record: 20004

Daniel Hagg - HFB T ep93 (ep93dha@t.hfb.se) wrote:
: In article k7b@corax.udac.uu.se, m93kma@tdb.uu.se (Kristofer Maad) writes:

: >4) For games and other non-predictable alterations of the displayed image,
: > 24-bit would be too slow anyway, so you'll just stick to 256-color.

: On the Falcon you will use the 16-bit true-color mode for this!
: One pixel = one word. This is perfect for games!

And you'll double the dma load. I don't deny that the mode is nice for games,
though - if you stick to the lower resolutions... :)

Regards, Kristofer.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3222. Re: Jaguar cartridge limitations.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 12:02:04 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHB03H.G64@barclays.co.uk>
Source record: 20007

In article <cdonley.2pbp@amiganet.xnet.com>, cdonley@amiganet.xnet.com (Clayton Donley) writes:
|> This guy here expects me to believe that by some miracle of modern technology,
|> Atari has come up with a way to put 50 megabytes of data on a
|> cartrige--Suddenly, every computer maker in the world will scratch their heads
|> and say "duh! well what are we putting ram chips in our computers anymore! lets
|> use Jaguar cartridges!"
|>
|> Get a fucking clue, pal. RAM expansion cards for modern PCs (INCLUDING your
|> Falcon) are the size of shoeboxes for a reason.
first out, RAM expansion isn't always the size of a shoebox. Ever heard of PCMCIA cards?
If you bothered to open you dumn-fuck eyes and *read* what people have written and thought about it (can you do any of this stuff?), you'd see that the Jag compresses the data to get about 50mb on a cart. The cart doesn't have 50Mb of RAM, it holds 50Mb of data by compressing the data using an efficient compression system much like JPEG. If you don't understand compression algorithms and the concepts we are talking about then go and read up on it.

|> Hell, a friend of mine installed a 16-megabyte RAM expansion board on the
|> $20,000 Sun Workstation he uses at work, and the board was the size of a
|> shoebox. And you expect me to believe that Atari can put 4x as much data on a
|> cartridge?! If a Jaguar cartridge held that much memory, your Jaguar would need
|> a power supply the size of a VCR, and the cartridge would more than likely MELT
|> from the heat generated, you IDIOT!
Read the above and then realise what bollox you just uttered above. How old are you? have you ever worked in IT with real systems? I expect you are some collage kid who has played with a few machines and thinks he knows it all. Repeat after me. Jag carts do not have 50Mb of RAM. They do hold 50Mb of data though.

|> 2) Wh.hehheh..WhoHHEHEHAHAHAHAHAHAHAHAHAHAAAAA!!! 50 MEGABYTES?! Hello! Hello!
|> Earth to Idiot, this is Reality speaking..
Get a life. An education and a sense of reality.

|> A whopping 1/70th the space offered by one CD32 cdrom.
And when the Jag CDROM is out, what will you say then? "Duh, it's not as nice a color as the CD32 one, Black CDROMS don't go as fast, I read it in Amiga-prat weekly'

|> +-------------------------------------------------------------------------+
|> |Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
|> +-------------------------------------------------------------------------+
Uh oh, my sig looks similar. time to change...

--
+---------------+-----------------------------------------------------------+

| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+

# 3223. Re: Why the CD32 is better than the Jag..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 12:09:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHB0Fo.GAH@barclays.co.uk>
Source record: 20008

In article <2cf1c1f0@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

|> CD> (Just take a look at a couple good Amiga eurodemos, ive seen a stock
|> CD> Amiga 500 with 1/4th the CPU power of a CD32, and even with the OLD
|> CD> graphics
|> CD> chipset, animate a 120-facet transparent multicolor vector object in
|> CD> realtime,
|> CD> 50 frames per second!) A wide assortment of titles available, a double
|> So? That's called TRICKS .. and are VERY often used in DEMOS .. but never in
|> GAMES .. can you guess why?

Very true. Nearly all demos that do anything remotely impressive have huge banks of pre-computed graphics. You can't do most of that stuff in real-time, at least not with an Amiga/ST sort of system.

|> Do you have to buy an Amiga-mag to see the CD32? I bought GamePro .. :-)

It's got to be admitted, Rickard, the CD32 is shifting some serious units. In the UK it's in every shop and all the shops I have spoken to say they can't get enough of them and that's with only 2 games on sale in the UK! I know back in Sweden it's not doing business but your doing yourself an injustice to keep pushing this 'CD32 is dead' line.

--

+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 3224. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 13:33:56 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CHB4Cp.FMy@cbnews.cb.att.com>
Source record: 20009

In article <cdonley.2q1z@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>
>Like most people, I agree that it is technically unfeasable to have full-motion
>video sequences from a -cartridge-, ala Jaguar..Due to the Jaguar's limitation
>when it comes to cartridge capacity.
>
>On the other hand, on the Amiga CD^32,such a task is not only possible, but I'd
>even go so far as to say -very WELL EQUIPPED- to perform suck tasks due to its
>pre-existing CD-Rom.

With the Jaguar CD, this point is quite moot. (And I won't won't even touch the comment about the CD32 performing "suck tasks" B-)

>The numbers of Jaguar users alone is still quite small--the number of Jaguar
>users in the future who will buy the supposed CD-Rom addon when/if it is
>announced will still then only be a fraction of that small group--it wouldnt
>warrant a serious effort among game developers to create titles for an obscure
>machine with an even more obscure attachment.

Conjecture and bullshit. Of course the number of Jag owners is small, it just came out a week ago, dimwit!

>Amiga CD^32 users have it lucky--they already have all the equiptment to pull
>it off, they already have huge numbers (in upwards of half a MILLION CD^32
>units in the UK/Europe..Not to mention 4 million Amiga users already!), and
>they already have FMV capability.

Watch the jaguar catch up very quickly. Don't stop the race as soon as the opponent enters.

>Dont get me wrong, however--I like the Jaguar. I also like the CD^32. Each
>machine has its share of technical superiority over the other, in certain
>areas-- However, its in my opinion that the Jaguar is entering the "fight" ill
>equipped, undersupported, and overrated.

Please. Tell me how CD32 is technically superior in any aspect. And please don't use the CD, the Jaguar will have it as an option. If Atari scraps the CD, than you can use it in your argument.

>Nowadays it seems that the only thing the Jaguar has over the CD^32 is
>marketing hype. Atari may have dug its down grave by claiming such absurdities

And 64-bit RISC chips, and CD quality sound (generated by the machine, not spooled off the CD), and a 64-bit data bus, and the ability to display as many colors as pixels on the screen, and a keypad for more complex games, and...

>as "850 million Gouraud-shaded pixels per second" and then a week later
>releasing a game with barely more pep in it than Starfox for the SNES. Atari

Have you played it? Tell me ONE game that can match its performance with that many shaded polygons and missiles, and not in the middle of space where there is no ground to deal with.

>needs to understand that unlike the Amiga, they have no laurels to rest on.
>They must either perform (and perform ASTOUDNINGLY) or lose.

Cybermorph performs. And it's the first game, and a pack-in. Just wait and see what people write for this system.

```
>+--------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
>+--------------------------------------------------------------------------+
```

Maybe you really SHOULD change your name to Claytoon. It has a nice ring to it.

Tom

```
--
+--------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is no time. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+--------------------------------------------------------------------------+
```

# 3225. Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 13:50:29 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov30075029@flammulated.owlnet.rice.edu>
Source record: 20010

In article <2df352$k7b@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad) writes:
)Benjamin Gilbert (bgilbert@cs.washington.edu) wrote:
): In article <2dd5ss$ejq@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad) writes:
): >Still, I _have_ seen a CD32 in action. I have _not_ seen a Jag. Show
): >one to me, and I'll make my judgement. (Just claiming that they exist
): >don't make them anymore real.)
): >
): To sum up, I've never seen a Cray XMP Supercomputer, nor have I
): ever seen the Antlantic Ocean with my own two eyes. I guess they
): must be fantasies dreamed up in some marketing ploy!
)
)Not really... We're discussing the Jaguar, aren't we? So, how do you
)expect me to believe all the rumors going on? If somebody told you that
)the Jaguar _only_ had an MC68000 processor, and nothing else, would you
)believe that? Probably not. All I want is some _real_ info, not just
)people claiming that "some guy told me", or "I've heard that"... And
)Atari hypes don't count. Atari has a habit of enlargening things that
)happen to carry its name.
) Now, I've seen the CD32, I've tried it out. It is based on old Amiga
)technology - it's basically an Amiga 1200, and I own one of those myself.
)Isn't it natural to be a bit sceptic about all the incredible Jaguar specs
)being thrown all around the place?

If you're going to discount all information from Atari, then do we get
to discount all information (sales figures, tech specs) from
Commodore?

Other than the Atari specs (which are descriptive to a certain
extent), you aren't going to get a lot of info due to NDA's by
developers.

Tell 'ya what - you just post the problems you have with any Atari
specs, and a number of people will be standing by with "friendly"
corrections.

)
)Have fun, Kristofer.
)
)P.S. I don't wanna fight you, so there's no need for hitting me!
)

I am serious about the last sentance - I at least just want to clear
things up as much as possible.

--
---> Kendall Gelner (kendall@rice.edu)

# 3226. Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 13:52:27 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov30075227@flammulated.owlnet.rice.edu>
Source record: 20011

In article <2df13q$qlh@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
)Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
): In article <2dd5ss$ejq@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad) writes:
): )
): )Still, I _have_ seen a CD32 in action. I have _not_ seen a Jag. Show
): )one to me, and I'll make my judgement. (Just claiming that they exist
): )don't make them anymore real.)
): )
)
): Hmm, not only have I seen the Jag ads in Gamepro, and televised spots
): on TV, but I've heard from numerous people in rec.games.video.misc who
): own one.
)
)Do they broadcast US TV to mainland Sweden?
)I've seen a lot of people with broken or flakey Jaguars, seems like
)IBM are using Ambra quality control techniques on it ;-/
)

Well, that was only the RF modulator (external switchbox thing),
possibly the cable - Atari is replacing those for free, and all new
Jaguars ship with working ones. Good thing they only wen't with test
markets first!!

--
---> Kendall Gelner (kendall@rice.edu)

# 3227. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 13:57:33 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov30075733@flammulated.owlnet.rice.edu>
Source record: 20012

In article <cdonley.2q1k@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley)
writes:
)I agree. I have heard firsthand from several sources who have seen CD^32's FMV
)peripheral, and they all agree that its quality is large step above VHS.
)
)Whats even cooler about CD32 is that its FMV adaptor works INDEPENDANTLY of the
)actual CD32 unit, so any CD32 owner with the Full Motion Video add-on can play
)his games with an -actual- cinematic movie backdrop, considering the CD^32's
)AGA chipset allows for internal genlocking..

Wow, you can play a movie at the same time you play a game on the
CD-32? I didn't know the CD-32 came with two CD'roms... wait!! That
must be what the "32" stands for - 32 CD-ROM players!! What a deal
for $400... :-)

)
)This means, there is NO slowdown within the CD^32 even while the FMV module is
)cranking out full-screen, full-motion, higher-than-VHS quality video..
)

Welll, if that's the only thing it's doing, then I guess the slowdown
won't be too noticable...

)
)Imagine playing Lotus Turbo III against the backdrop of an -actual- filmed
)movie sequence of England's infamous foggy dirt roads. :)
)

Eep!! I've seen things like this before... Sounds like watching some
B-grade movie's special effects or something.

--
---> Kendall Gelner (kendall@rice.edu)

# 3228. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 14:05:06 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov30080506@flammulated.owlnet.rice.edu>
Source record: 20017

In article <cdonley.2q1z@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
)>The quality of these FMV carts is MAYBE at best as good as SVHS, and
)>still falls short next to laserdisks. I just cannot imagine the
)>public being fooled into this technology, but I guess it could
)>happen...
)>
)
)Much the same way as Jaguar fans fell for the laughably bloated "850 million
)gouraud shaded pixels per second" marketing BS? :)

Well, you may say "850 million Gourad shaded pixels/sec", but the
figure ATari quotes is 850 million pixels/sec (1-bit pixels, no flames
please). They also quote 50M gourad shaded pixels/sec.

)
)Like most people, I agree that it is technically unfeasable to have full-motion
)video sequences from a -cartridge-, ala Jaguar..Due to the Jaguar's limitation
)when it comes to cartridge capacity.

Why is this infeasable? Sure you wont have more than a few seconds,
but it is possible - admit it!!

)
)On the other hand, on the Amiga CD^32,such a task is not only possible, but I'd
)even go so far as to say -very WELL EQUIPPED- to perform suck tasks due to its
)pre-existing CD-Rom.
)

Well of course the CD-ROM is good for this, 'cause it holds alot. The
Jaguar will have one in a while. And we have yet to consider the
issue of having a game be any better by adding movie footage.

)The numbers of Jaguar users alone is still quite small--the number of Jaguar
)users in the future who will buy the supposed CD-Rom addon when/if it is
)announced will still then only be a fraction of that small group--it wouldnt
)warrant a serious effort among game developers to create titles for an obscure
)machine with an even more obscure attachment.
)

Really? There is more demand for Jaguars than Atari has been able to
fill yet (sound familiar?). Lot's of people will ave them, and the
Jag CD will be released soon after the Nationwide release, meaning the
Jag CD will be with the machine almost from the start.

)
)Amiga CD^32 users have it lucky--they already have all the equiptment to pull

)it off, they already have huge numbers (in upwards of half a MILLION CD^32
)units in the UK/Europe..Not to mention 4 million Amiga users already!), and
)they already have FMV capability.
)

Yep, half a million, uh-huh.

)Dont get me wrong, however--I like the Jaguar. I also like the CD^32. Each
)machine has its share of technical superiority over the other, in certain
)areas-- However, its in my opinion that the Jaguar is entering the "fight" ill
)equipped, undersupported, and overrated.
)

Where is the CD-32 superior (except for including a CD-ROM).

)Nowadays it seems that the only thing the Jaguar has over the CD^32 is
)marketing hype. Atari may have dug its down grave by claiming such absurdities
)as "850 million Gouraud-shaded pixels per second" and then a week later
)releasing a game with barely more pep in it than Starfox for the SNES. Atari
)needs to understand that unlike the Amiga, they have no laurels to rest on.
)They must either perform (and perform ASTOUDNINGLY) or lose.
)

That is your claim,. Atari has never said that. And Cybermorph is a
lot more impressive than Starfox!!

The CD-32 must also perform, just porting lame A1200 titles will be
its doom if they don't get something impressive out.

--
---> Kendall Gelner (kendall@rice.edu)

# 3229. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 14:36:56 UTC
From: cmedley@wam.umd.edu
Message-ID: <2dflq8$jr6@cville-srv.wam.umd.edu>
Source record: 20013

In article <1993Nov29.202202.19470@ida.liu.se>,
Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
>
> Get some reading glasses and read that over again. I was talking about
>fringes. Fringes are inavoidable on sharp edges (text and such) in JPEG,
>while you can use basecolours in HAM8 to avoid them.

Stefan,

If you're doing graphic text, why in the world would you be doing it in a 24-bit mode anyways? And if you do need to do graphic text in a video game, I'd say that 95% of the time, it would be animated or color cycled and would probably be prominently displayed so the player would be able to see it, and fringing wouldn't be a major issue.

# 3230. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 14:39:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <2dflu8$js0@cville-srv.wam.umd.edu>
Source record: 20014

In article <2df1ho$qlh@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
>Just quitting and losing your work is stupid. You obviously haven't
>had to spend a lot of time working on a project. When was the last
>time you saved? Can you remember what revisions you have made to
>the project? Ever clicked on the wrong box, picked the wrong menu
>or had the wrong key switches/flags toggled?
>
>If Atari's operating system recommends "if a user is stupid enough
>to quit, then they should lose their work", I can see why there's
>so few Ataris out there ;-) Perhaps link all unknown commands from
>the shell to uncondtional format too, "because if they so stupid
>not know the command, they shouldn't be using a computer".
>
>
>- Jim

Actually, if you'd ever used an Atari (which I doubt), you'd know
that behind every Quit button is a "verification" dialog. Any
programmer who DOESN'T implement that needs to stick to Amiga
programming.

# 3231. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 14:43:06 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Nov30.144306.5628@pcnntp.apple.com>
Source record: 20018

In article <2df5te$k7b@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad)
writes:
> I meant that those pictures are best suited for HAM8.

That's not what you said. You said they were "perfect".

> Who will use a Jaguar for image processing? And who will use a CD32 for it?
> None, as an answer to both questions.

No one, of course. But then this discussion has gone beyond the bounds of
just game/console machines (as indicated by your references to Amigas and
Falcons). All references in this thread for quite a while have been
general ones relating to display modes. As such, I'm treating this as a
general discussion of display modes.

[... from a previous portion of the message...]
> But you can have HAM8 in higher
> resolutions due to the memory-efficient storage. A 500kB uncompressed HAM8
> image would look just as good as a 500kB uncompressed 24-bit image (provided
> that the higher resolution is supported by the display hardware).

> And, when will you ever learn...
> You don't store single HAM8 images (except for the sole purpose of
> displaying them), you use HAM8 as a display method for 24-bit pictures,

Wait a minute. First you say the benefit of HAM8 is for memory efficient
storage, then you say it's only for display of images stored at 24
bits/pixel. Which is it? Where's the benefit of using HAM8 for display
only if you have to store the image at 24-bit resolution? The conversion
to HAM8 takes longer than the time to transfer the full 24-bit image to
video memory.

> and for animations!

No argument here.

> Dale Adams (Dale_Adams@gateway.qm.apple.com) wrote:
> : Sigh... You misunderstand. The strength of a 24 bit/pixel display isn't
> : that every pixel on the screen can be a unique color. It's that for every
> : pixel on the screen you can _choose_ the color you want it to be from a
> : palette of 16 million colors. HAM8 does not allow this since the
> : color of
> ^^^^^^^
> Where's the palette? :)

The term palette is used in the artistic sense, of course. :-)
Actually, you do have a palette availble in direct mapped color modes

(i.e., not color index table). It has 16 million colors in it. Also, depending on the hardware implemtation, you may well have some control over those 16 million colors as some RAM/DACs permit mapping of pixel data through the color lookup table in direct color modes (and some DACs have greater than 8-bit resolution, too).

> : many/most pixels on the screen is related to the color of the previous
> : pixel.
>
> I know that. That's why I wrote earlier that the HAM8 display is essentially
> 18-bit.

But it's not 18-bit. Any pixel on a HAM8 display can't be any of 2^18 colors. You still have pixel-to-pixel color dependencies.

> One final word: If you consider the HAM8 format as being "lossy", then what
> would you call the Falcon's 16-bit TrueColor modes? They are fare more lossy
> than HAM8 is.

16 bits/pixel is certainly lossy if you're trying to display a 24 bit/pixel image. However, if your image is already in 16-bit format then it isn't lossy at all. Converting that 16 bit/pixel image to HAM8 would be lossy, however, as HAM8 still has interpixel color dependencies.

> The fact that converting 24-bit pictures to HAM8 takes more
> processing than converting them to 16-bit TrueColor is not a big point

Depends on the application, but this is probably true of a number of applications.

> - also
> remember that HAM8 images take up half the space, and thus leaves the other
> half of the bandwidth for the processor to do the conversion.

Don't equate bus bandwidth with processor bandwidth. They're two different entities. Depending on the system capabilities (memory architecture, DMA capabilities, cache size, etc.), you will almost certainly find that the above "half of the bandwidth" is not enough. In order to optimally process a HAM8 image you essentially have to scan the entire 24-bit source image to determine the best choice for the 64 fixed colors, and then go back an convert the image. By that time you could already have moved the entire 24-bit image to display memory.

- Dale Adams

# 3232. Re: A question of general interest !!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 14:45:46 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov30084546@flammulated.owlnet.rice.edu>
Source record: 20019

In article <CHApCF.Bzt@muster.hrz.uni-giessen.de> gc85@hrz.uni-giessen.de (Konstantinos Xonis) writes:
Hi all !!

Is it the way things go on the net or am I just a newcomer,

Why are there so much flames around in this group ???

Can't we live together ? Even ignoring the other, but not

shorten bandwidth with such annoying posts like

"My machine is the best, because its made by ......" and then followups like

"No my machine IS the best, because its made NOT by ...."

I am fed up to see over 80% of the posts to be such flaming wars.
---

It's a .advocacy group - you are lucky only 80% or of the posts you see are flames!!
--
---> Kendall Gelner (kendall@rice.edu)

# 3233. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 14:47:08 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2dfmdc$1bc@mojo.eng.umd.edu>
Source record: 20015

In article <cdonley.2q1z@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>
>Much the same way as Jaguar fans fell for the laughably bloated "850 million
>gouraud shaded pixels per second" marketing BS? :)
>

Please get your facts straight. Atari never claimed 850 million
gouraud shaded pixels per second. Instead, in a Delphi conference,
they gave a figure of 50 million gouraud shaded pixels per second.

The figure of 850 million pixels per second probably refers to the
Jaguar's peak blitting speed.

--Gerry

# 3234. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 14:52:02 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov30085202@flammulated.owlnet.rice.edu>
Source record: 20020

In article <1993Nov29.192842.17944@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Nov28.125802.14710@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>) I know pretty well how many bits there is in a byte, thank you. And I
>)also know that 44MB/s is what is required to get the picture *DISPLAYED*.
>)Now, another 44MB/s is required to read new data, and another 44MB/s to
>)write it to RAM. That adds up to 132 MB/s. Is 132MB/s more or less than
>)108MB/s ?

>Why are you reading the image then writing it back out to memory?

Because in a memory copy, you have to read some data from the source
address before you can write anything to the destination.
---

But for a lot of things you don't have to do this - for sprites, and
for 3D objects where you are shading stuff on the fly.

>If you're using sprites, then you just do a memory to memory copy. Also,
>why are we using 30FPS when something a bit lower (like 15-17fps)
>would do.

Because 15-17fps looks jerky. Neither the producer nor the consumer
wants jerky games.
---

I dn't think this looks too bad, though I'd say 15fps is probably a
lower limit.

--
---> Kendall Gelner (kendall@rice.edu)

# 3235. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 14:56:04 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov30085604@flammulated.owlnet.rice.edu>
Source record: 20021

In article <2df5te$k7b@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad) writes:
<lots of stuff deleted>
One final word: If you consider the HAM8 format as being "lossy", then what
would you call the Falcon's 16-bit TrueColor modes? They are fare more lossy
than HAM8 is. The fact that converting 24-bit pictures to HAM8 takes more
processing than converting them to 16-bit TrueColor is not a big point - also
remember that HAM8 images take up half the space, and thus leaves the other
half of the bandwidth for the processor to do the conversion. And all Amigas
used for image processing have fast memory in addition to the chip memory,
which will make the conversion even faster.
------------------------------

He means lossy with respect to 24-bit graphics - and also you just
won't see any artifacts of any kind in a True-color mode.

Not all Amigas have fast-memory - what about the CD-32?

--
---> Kendall Gelner (kendall@rice.edu)

# 3236. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 15:03:54 UTC
From: m93kma@tdb.uu.se
Message-ID: <2dfncr$man@corax.udac.uu.se>
Source record: 20016

Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
: Wow, you can play a movie at the same time you play a game on the
: CD-32? I didn't know the CD-32 came with two CD'roms... wait!! That
: must be what the "32" stands for - 32 CD-ROM players!! What a deal
: for $400... :-)

Have you ever heard of something called RAM? If you load the graphics in,
before the game starts, then there are no problems. Btw, the FMV module
will also be able to play back animations from RAM, so you could actually
have a small buffer for the movie, to allow new graphics to be loaded with
the movie running. (The FMV module only needs 150kB/s, and the CD32 can
load about 300kB/s.)

: )
: )This means, there is NO slowdown within the CD^32 even while the FMV module is
: )cranking out full-screen, full-motion, higher-than-VHS quality video..
: )

: Welll, if that's the only thing it's doing, then I guess the slowdown
: won't be too noticable...

Loading will be slower. But with 2MB of RAM, loading will almost never be
necessary.

: )
: )Imagine playing Lotus Turbo III against the backdrop of an -actual- filmed
: )movie sequence of England's infamous foggy dirt roads. :)
: )

: Eep!! I've seen things like this before... Sounds like watching some
: B-grade movie's special effects or something.

You can also have the FMV module display a single 24-bit frame.
The normal Amiga graphics will be genlocked onto this picture, and thus
you will have 24 more bitplanes for free. (Admittedly only usable for
still backdrops - no scrolling parallax - but it _would_ add a whole new
dimension to games, wouldn't it?)

Regards, Kristofer.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3237. Re: Atari jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 15:55:31 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov30165531@arthur.crpht.lu>
Source record: 20022

> There are two custom chips, code-named Tom and Jerry, which combined contain
> four processors. Jerry has the DSP, the 8K SRAM, a sound block and a block for
> "timers, UART, joysticks and clock control." Tom has the "DRAM memory
> controller, object processor, GPU (w/ 4K SRAM) and the blitter." The 68000 is
> separate as it has the DRAM and cartridge/CD-ROM ties.
^^^^^^^^^^^^^^^

What does that mean???
I think this information is WRONG. The 68000 does not access the DRAM directly
but it passed through TOM (the DRAM Memory controller).

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3238. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 16:05:13 UTC
From: m93kma@tdb.uu.se
Message-ID: <2dfqvp$mhf@corax.udac.uu.se>
Source record: 20023

Dale Adams (Dale_Adams@gateway.qm.apple.com) wrote:
: In article <2df5te$k7b@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad)
: writes:
: [... from a previous portion of the message...]
: > But you can have HAM8 in higher
: > resolutions due to the memory-efficient storage. A 500kB uncompressed HAM8
: > image would look just as good as a 500kB uncompressed 24-bit image (provided
: > that the higher resolution is supported by the display hardware).

: > And, when will you ever learn...
: > You don't store single HAM8 images (except for the sole purpose of
: > displaying them), you use HAM8 as a display method for 24-bit pictures,

: Wait a minute. First you say the benefit of HAM8 is for memory efficient
: storage, then you say it's only for display of images stored at 24
: bits/pixel. Which is it? Where's the benefit of using HAM8 for display
: only if you have to store the image at 24-bit resolution? The conversion
: to HAM8 takes longer than the time to transfer the full 24-bit image to
: video memory.

Read again. "(except for the sole purpose of displaying them)". If you're
into image processing, stick to 24-bit graphics. Otherwise, have the rendered
pictures stored in HAM8 format.
Memory band width is limited. What I say is, that HAM8 is just as good/bad
as 16-bit TrueColor modes, except that it takes half the space. And you can
thus have double the resolution with the same DMA capacity. Of course a
1280x512 24-bit display is better than a 1280x512 HAM8-display, but how think
of the DMA requirement! (I don't think the Falcon can display 1280x512,
16-bit TrueColor, right? The Amiga can display 1280x512, HAM8, though.)

: > and for animations!

: No argument here.

Good thing!

: The term palette is used in the artistic sense, of course. :-)
: Actually, you do have a palette availble in direct mapped color modes
: (i.e., not color index table). It has 16 million colors in it. Also,
: depending on the hardware implemtation, you may well have some control
: over those 16 million colors as some RAM/DACs permit mapping of pixel data
: through the color lookup table in direct color modes (and some DACs have
: greater than 8-bit resolution, too).

News to me. Interesting... :)

: > : many/most pixels on the screen is related to the color of the previous
: > : pixel.
: >
: > I know that. That's why I wrote earlier that the HAM8 display is essentially
: > 18-bit.
:
: But it's not 18-bit. Any pixel on a HAM8 display can't be any of 2^18
: colors. You still have pixel-to-pixel color dependencies.

Of course you can _construct_ an 18-bit picture that will not be good when converted to HAM8, but that picture will have to be made up of lots of thin, vertical bars in different colors, which wouldn't be very useful to look at, anyway. On the other hand, natural (digitized) and rendered images will look very close to 18-bit when displayed in HAM8. Given high enough resolution, the difference will be infinitesimal.

: > One final word: If you consider the HAM8 format as being "lossy", then what
: > would you call the Falcon's 16-bit TrueColor modes? They are fare more lossy
: > than HAM8 is.

: 16 bits/pixel is certainly lossy if you're trying to display a 24
: bit/pixel image. However, if your image is already in 16-bit format then
: it isn't lossy at all. Converting that 16 bit/pixel image to HAM8 would
: be lossy, however, as HAM8 still has interpixel color dependencies.

I thought we were discussing 24-bit graphics here? I can assure you that an AGA-Amiga is capable of more photo-realistic images than a Falcon is. And I have never heard of any professional use of 16-bit images, whatsoever. 24-bit is the way to go, and those pictures look much better on HAM8 than on 16-bit TrueColor. As a parallel to your 'lossy or not lossy' discussion above: HAM8 is never lossy if you stick to displaying HAM8 images! - And the pictures load faster, too! :) :) Converting a HAM8 to 16-bit TrueColor will be just as lossy as the opposite.

: Don't equate bus bandwidth with processor bandwidth. They're two
: different entities. Depending on the system capabilities (memory
: architecture, DMA capabilities, cache size, etc.), you will almost
: certainly find that the above "half of the bandwidth" is not enough. In
: order to optimally process a HAM8 image you essentially have to scan the
: entire 24-bit source image to determine the best choice for the 64 fixed
: colors, and then go back an convert the image. By that time you could
: already have moved the entire 24-bit image to display memory.

Admitted. But the image will look better in HAM8.

It's your move! /Kristofer.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3239. Re: Jaguar cartridge limitations.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 16:15:19 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHBBtK.HLF@newcastle.ac.uk>
Source record: 20025

In article <CHB03H.G64@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>If you bothered to open you dumn-fuck eyes and *read* what people have written
>and thought about it (can you do any of this stuff?), you'd see that the Jag
>compresses the data to get about 50mb on a cart. The cart doesn't have 50Mb of
>RAM, it holds 50Mb of data by compressing the data using an efficient compression
>system much like JPEG. If you don't understand compression algorithms and the
>concepts we are talking about then go and read up on it.

Erm - small point here. You cann't use JPEG on program code, so only the GFX
are compressed in this way - JPEG, in common with fractal compression is a LOSSY
algorithm, where what comes out resembles what went in, but isn't exactly the
same. Ok for pictures, but bugger all good for anything else.

Still, using a decent DCT chip, it's quite feasible to use this method for
fitting loads of GFX into a small space.
>
>|> Hell, a friend of mine installed a 16-megabyte RAM expansion board on the
>|> $20,000 Sun Workstation he uses at work, and the board was the size of a
>|> shoebox. And you expect me to believe that Atari can put 4x as much data on a
>|> cartridge?! If a Jaguar cartridge held that much memory, your Jaguar would need
>|> a power supply the size of a VCR, and the cartridge would more than likely MELT
>|> from the heat generated, you IDIOT!
>Read the above and then realise what bollox you just uttered above. How old are
>you? have you ever worked in IT with real systems? I expect you are some collage
>kid who has played with a few machines and thinks he knows it all. Repeat after
>me. Jag carts do not have 50Mb of RAM. They do hold 50Mb of data though.

50Meg (ish) - see above.

>
>|> 2) Wh.hehheh..WhoHHEHEHAHAHAHAHAHAHAHAHAHAAAAA!!! 50 MEGABYTES?! Hello! Hello!
>|> Earth to Idiot, this is Reality speaking..
>Get a life. An education and a sense of reality.
>
>|> A whopping 1/70th the space offered by one CD32 cdrom.
>And when the Jag CDROM is out, what will you say then? "Duh, it's not as nice a
>color as the CD32 one, Black CDROMS don't go as fast, I read it in Amiga-prat
>weekly'
>
>|> +-------------------------------------------------------------------------+
>|> |Amiga 2500/030/882 @ 33 Mhz! | Bowie J. Poag (cdonley@amiganet.chi.il.us) |
>|> +-------------------------------------------------------------------------+
>Uh oh, my sig looks similar. time to change...
>
>--

>+---------------+-----------------------------------------------------------+
>| Iain R Laskey | Atari Falcon user and very happy with it! |
>+---------------+-----------------------------------------------------------+

I don't really care one way or another - it's all games anyway. The fact is
that I have played on a CD32 and it was fun. But I've also played on an
original Nintendo & that was fun too. My old ZX81 was fun. No doubt the Jaguar
(if I ever see one) will be fun as well.

My falcon, of course, is more fun......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
-----------------/__\-----------------------------------------------------------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

## 3240. HAM8 and the 64 base colors

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 16:39:32 UTC
From: cmedley@wam.umd.edu
Message-ID: <2dft04$n57@cville-srv.wam.umd.edu>
Source record: 20024

I've seen a lot of postings claiming fantastic things if you use the 64 base colors in HAM8, but what I think determines the usefulness of HAM8 for anything other than static viewing of images is whether or not it determines the 64 base colors for you with no CPU time or not.

If the 68020 has to figure out what the 64 base colors are, or if they are just preset, then it seems that it would be a slow process. For a 640x200 image, there would be 128,000 pixels to check to determine what the best 64 base colors would be, and each time those base colors were changed, wouldn't it affect pixels painted in the base colors BEFORE the change?

Technically, I think the HAM modes have been a godsend for those of us who use low-end computers (under $2000) but I do not think it is any substitute for a graphics mode that gives you 24-bits per pixel, or even 16-bits per pixel if you are doing image manipulation. And I would classify blitting images to the screen for a video game part of image manipulation because each time you paint on top of the backdrop, you are affecting the representation of the image.

(and this, I think, could be a pain if it creates "sparklies" on the display)

256 colors would probably be adequate to wow the low-end game market. I don't think they need to do more than that... and I think that's probably about the level of quality we'll see.

# 3241. Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 18:12:50 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2q78@amiganet.xnet.com>
Source record: 20027

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>In article <2dd5ss$ejq@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad)
write
>s:
>)Iain.Laskey@barclays.co.uk wrote:
>): The Jaguar is more than vague. People in the US have them in their hands
NOW!
> I'm
>): in the UK and I have one on order. Delivery is due in the next couple of
week
>s.
>)
>)Still, I _have_ seen a CD32 in action. I have _not_ seen a Jag. Show
>)one to me, and I'll make my judgement. (Just claiming that they exist
>)don't make them anymore real.)
>)
>
>Hmm, not only have I seen the Jag ads in Gamepro, and televised spots
>on TV, but I've heard from numerous people in rec.games.video.misc who
>own one.
>
>In fact, from the evidence at hand I'd be hard pressed to say the
>CD-32 exists, if anything. I think I've only seen posts from two
>CD-32 owners so far.
>
>--
>---> Kendall Gelner (kendall@rice.edu)

I suggest you pick up the latest issue of AmigaWorld (published here in the US)
..Has a front cover story on the CD^32 and its iminent launch here in North
America come January.

I also suggest you stop by your local large-scale bookstore, such as Barnes &
Noble, and take a look inside a few UK/European Amiga magazines, and youll find
them overflowing its reviews of CD32 games.

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+

# 3242. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 18:25:15 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2dg36b$4l7@harbinger.cc.monash.edu.au>
Source record: 20026

Charles Medley (cmedley@wam.umd.edu) wrote:

[...]

: Actually, if you'd ever used an Atari (which I doubt), you'd know
: that behind every Quit button is a "verification" dialog. Any
: programmer who DOESN'T implement that needs to stick to Amiga
: programming.

Perhaps you should read the message that I quoted. Person X says
"we don't need confirmation, anybody who is stupid enough to quit
without saving deserves to lose their work".

If any programmer actually decided that person X's way is the
right-thing (TM), then I doubt if he's going to sell many programs,
or make it Falcon-only to ensure that nobody uses it...

- Jim

## 3243. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 18:56:50 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2q7h@amiganet.xnet.com>
Source record: 20028

tpp@cbnews.cb.att.com (Grue) writes:

>In article <cdonley.2q1z@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton
D
>onley) writes:
>>
>>Like most people, I agree that it is technically unfeasable to have
full-motion
>
>>video sequences from a -cartridge-, ala Jaguar..Due to the Jaguar's
limitation
>>when it comes to cartridge capacity.
>>
>>On the other hand, on the Amiga CD^32,such a task is not only possible, but
I'd
>
>>even go so far as to say -very WELL EQUIPPED- to perform suck tasks due to
its
>>pre-existing CD-Rom.
>
>With the Jaguar CD, this point is quite moot. (And I won't won't even touch
>the comment about the CD32 performing "suck tasks" B-)

The Jaguar CD, Atari has said, will be released in Semptember 1994, to build time for developers to make games for it. Atari will have already lost by then..Too little, too late.

>
>>The numbers of Jaguar users alone is still quite small--the number of Jaguar
>>users in the future who will buy the supposed CD-Rom addon when/if it is
>>announced will still then only be a fraction of that small group--it wouldnt
>>warrant a serious effort among game developers to create titles for an
obscure
>>machine with an even more obscure attachment.
>
>Conjecture and bullshit. Of course the number of Jag owners is small, it just
>came out a week ago, dimwit!

Reread what I said, and dont call me a dimwit. The number of Jaguar units is already guaranteed to be very small in Europe/UK due to the Amiga CD^32's presence, and the boost given by 4.5 million other Amiga users overseas. Europe is ours. Stateside, the number of Jagauar units will be small, and the number of Jaguar units equipped with this CDROM to supposedly be released in SEPTEMBER of 1994, will be even smaller--Game developers will have long since grown tired of waiting for Atari, and will switch to other more profitable platforms rather

than trying to continue their work for a machine that only offers promises, not actual physical products.

Also, considering that when the CD^32 is announced over here, Stateside, in January.. it will STILL be another, what, >>9<< months until Atari releases its CD attachment in September 94! To make matters worse, EUROPEAN Amiga CD^32 users will have CD-Roms for MORE THAN AN ENTIRE YEAR before Atari rolls out their CD peripheral.

>
>>Amiga CD^32 users have it lucky--they already have all the equiptment topull
>>it off, they already have huge numbers (in upwards of half a MILLION CD^32
>>units in the UK/Europe..Not to mention 4 million Amiga users already!), and
>>they already have FMV capability.
>
>Watch the jaguar catch up very quickly. Don't stop the race as soon as the
>opponent enters.
>

The race will be already over by the time Atari shows up at the starting line, im afraid. Its a shame to see a good product go under due to slow garnering of support..

>>Dont get me wrong, however--I like the Jaguar. I also like the CD^32. Each
>>machine has its share of technical superiority over the other, in certain
>>areas-- However, its in my opinion that the Jaguar is entering the "fight"
ill
>>equipped, undersupported, and overrated.
>
>Please. Tell me how CD32 is technically superior in any aspect. And please
>don't use the CD, the Jaguar will have it as an option. If Atari scraps the
>CD, than you can use it in your argument.

First of all, at this point, I think youde be better off saying that Atari ---MIGHT--- offer the CD as an option. Atari may very well go bankrupt if the Jaguar flops. Debuting the machine and selling it to the public in where 80% of the Jaguars have display interference problems dosent make for a very good first impression, now, does it?

Want a list of superior aspects of the CD^32 versus the Jaguar? Ok.

1) We already have double-speed multisession CD-Roms in EVERY CD^32 unit. Atari has set the date for its CD-Rom to be shipped in September of 1994. And even (when/if) Atari ships their CD-Rom attachment, still only a fraction of Jaguar owners will buy them. Meanwhile, all CD^32 users have them already, today, now.

2) The CD^32 has higher color capabilities at higher resolutions than the Jaguar.

3) The CD^32 has a 68020 CPU that offers roughly 4.5x as much horsepower as the Jaguar's 68000 CPU. And again, what good is the Jaguar's supposed "64-bit bus" if its only handling 16-bits worth of traffic? What good are

64-bit RISC GPU's if theyre only being told what to do by a slow 16-bit CPU such as the 68000 found in the Jaguar?

4) The CD^32 has a 32-bit access path to its 2 megabytes of RAM. 16-bit CPU's like the Jaguar's 68000 are incapable direct access to 32-bit memory. As a result, memory access is much slower, because the Jaguar is forced to use 16-bit memory..and having a slower CPU than the Amiga CD^32 makes matters worse..And believe me, when I tell you theres a massive speed increase between 32-bit RAM access and 16-bit ram access, I am NOT lying. From speed tests ive done on my own Amiga system, I can tell you that memory access going from/to 32-bit memory is roughly 10x faster than going to 16-bit memory. (I have 5 megs of 16-bit and 1/2 meg of 32-bit on my Amiga.)

5) Game developers of the CD^32 have a choice of utilizing either pure CD sound (read off the CD rom as the game plays with virtually no CPU slowdown) -- OR -- using the Amiga's already impressive sound chip (Paula) which by itself offers near CD quality sound.

Jaguars are stuck (at least until September 94) with chip-music.

6) The Jaguar's custom chips are slaved to its comparably slow 68000. The custom chips in the Amiga CD^32 run totally independantly of the CPU. For example, if an Amiga CD^32 wants to play a 400K digital sample out of memory, its 68020 merely tells the Paula chip "Theres a sample over here at this memory address. Play it..See you later!" The CD^32's 68020 CPU can then go on do to whatever it wishes.

7) There number of titles available -NOW- for the CD^32 outnumbers the total number of Jaguar titles available by a factor of 10.

There are currently 2x as many titles available for the CD^32 *RIGHT NOW* than Atari even EXPECTS to have by the end of 1994! (Read the news transcript of Sam Tramiel's interview off NewsBytes.. He only expects 24 by the end of 1994.)

>>Nowadays it seems that the only thing the Jaguar has over the CD^32 is
>>marketing hype. Atari may have dug its down grave by claiming such
>>absurdities as "850 million Gouraud-shaded pixels per second" and then
>>a week later releasing a game like Cybermorph with barely more PEP in it
>>than Starfox for the SNES..

>+----------------------------------------------------------------------------
--+
>|Tom Pschar | "Let me 'splain. No, there is no time. Let me sum up."
|
>|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here!
|
>+----------------------------------------------------------------------------
--+

Bowie J. Poag
(its a shared account, dont ask)

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+

# 3244. Re: Jaguar Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 19:01:00 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2q7n@amiganet.xnet.com>
Source record: 20029

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>In article <2df13q$qlh@harbinger.cc.monash.edu.au>
int877w@lindblat.cc.monash.ed
>u.au (William Fang) writes:
>)Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
>): In article <2dd5ss$ejq@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad)
wr
>ites:
>): )
>): )Still, I _have_ seen a CD32 in action. I have _not_ seen a Jag. Show
>): )one to me, and I'll make my judgement. (Just claiming that they exist
>): )don't make them anymore real.)
>): )
>)
>): Hmm, not only have I seen the Jag ads in Gamepro, and televised spots
>): on TV, but I've heard from numerous people in rec.games.video.misc who
>): own one.
>)
>)Do they broadcast US TV to mainland Sweden?
>)I've seen a lot of people with broken or flakey Jaguars, seems like
>)IBM are using Ambra quality control techniques on it ;-/
>)
>
>Well, that was only the RF modulator (external switchbox thing),
>possibly the cable - Atari is replacing those for free, and all new
>Jaguars ship with working ones. Good thing they only wen't with test
>markets first!!
>
>--
>---> Kendall Gelner (kendall@rice.edu)

Too bad Atari already sent off its first 50,000 UNITS with severe interference problems. Nice quality control. Can you say, "Rush Job"? I knew you could. Imagine all the lovely smiles on the faces of children who open their presents on Christmas morning, invite all their friends over to check out their new Jaguar, and discover the console is absolutely unplayable due to its horrible RF interference.

Merry Christmas, Atari.

Bowie J. Poag
(its a shared account, dont ask)

--

```
+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+
```

# 3245. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 19:03:42 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov30.190342.13317@rchland.ibm.com>
Source record: 20032

In article <cdonley.2q12@amiganet.xnet.com>, cdonley@amiganet.xnet.com (Clayton Donley) writes:
|> >> If the next system from Commodore uses the AAA chipset which is being
|> >>developed now, then it will have truecolor capability in resolutions up
|> >>to 1280x1024. The AAA chipset has been "announced".
|> >
|> >If that is true, I am sorry. But I heard that AAA had something (HAM12?) that
|> >was still not True Color.

No, the AAA chipset has True Color (no TM infringement intended). It has
native 24-bit modes.

|> >
|> > ~Chris
|> >
|> >>--
|> >>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
|> >> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
|> >>========== Disclaimer: I only speak for myself, not Team 17. ============
|>

[stuff deleted]

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3246. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 19:04:56 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2q7t@amiganet.xnet.com>
Source record: 20030

gerrymon@eng.umd.edu (Gerry Mon) writes:

>In article <cdonley.2q1z@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton
D
>onley) writes:
>>
>>Much the same way as Jaguar fans fell for the laughably bloated "850 million
>>gouraud shaded pixels per second" marketing BS? :)
>>
>
>Please get your facts straight. Atari never claimed 850 million
>gouraud shaded pixels per second. Instead, in a Delphi conference,
>they gave a figure of 50 million gouraud shaded pixels per second.
>
>The figure of 850 million pixels per second probably refers to the
>Jaguar's peak blitting speed.
>
>--Gerry
>

50 million would still be a longshot in my book.. The fact is, I dont see any concerted effort by Atari to clear up the misunderstanding regarding the Jaguar's specs and stats.

What I see is a desparate company looking to fill it coffers using marketing hype, deceptive advertising, and saving the truth for later. "When its convienient."

Im not slamming the Jaguar. Its a fine machine, given the limitations it has to work within, and it deserves to succeed. Wether it will or not, is STILL totally up in the air, and leaning towards the "No" side.

Bowie J. Poag
(its a shared account, dont ask)

--

+---------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+---------------------------------------------------------------------------+

# 3247. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 19:05:35 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov30.190535.52354@rchland.ibm.com>
Source record: 20035

In article <2deagj$tf@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In <1993Nov29.190133.35033@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|>
|> > Well, people change you know. Originally the Jaguar's rollout was supposed
|> >to be October, then the schedule went to early november and then late November.
|>
|> > And if ATARI follows the same release schedule they did with the Falcon,
|> >the CD might be out by early 1995!
|>
|> Whoah, Raist... sometimes you are rational, and sometimes you post complete
|> bullshit. his time is the latter... I attended the announcement of the
|> Jaguar on GEnie, and almost every RTC there Bob Brodie hosted since, and have
|> NEVER heard "October" as a ship date for Jaguar...

Chris, my intent is to be always rational, except when being ironic.
If I made a mistake, I apologize and take it back, and I wellcome any
corrections.

I do know that ATARI indeed wanted an early November release though,
and I appreciate that you corrected me.

|> ~Chris
|>
|>

PS: If I have posted 'complete bullshit' other times, please inform
me of it. I think they are the exception, not the rule.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3248. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 19:14:11 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2q82@amiganet.xnet.com>
Source record: 20031

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>In article <cdonley.2q1z@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton
D
>onley) writes:
>)>The quality of these FMV carts is MAYBE at best as good as SVHS, and
>)>still falls short next to laserdisks. I just cannot imagine the
>)>public being fooled into this technology, but I guess it could
>)>happen...
>)>
>)
>)Much the same way as Jaguar fans fell for the laughably bloated "850 million
>)gouraud shaded pixels per second" marketing BS? :)
>
>Well, you may say "850 million Gourad shaded pixels/sec", but the
>figure ATari quotes is 850 million pixels/sec (1-bit pixels, no flames
>please). They also quote 50M gourad shaded pixels/sec.
>
>)
>)Like most people, I agree that it is technically unfeasable to have
full-motion
>
>)video sequences from a -cartridge-, ala Jaguar..Due to the Jaguar's
limitation
>)when it comes to cartridge capacity.
>
>Why is this infeasable? Sure you wont have more than a few seconds,
>but it is possible - admit it!!

Whens the last time you saw a 2-second-long movie? :)

>
>)
>)On the other hand, on the Amiga CD^32,such a task is not only possible, but
I'd
>
>)even go so far as to say -very WELL EQUIPPED- to perform suck tasks due to
its
>)pre-existing CD-Rom.
>)
>
>Well of course the CD-ROM is good for this, 'cause it holds alot. The
>Jaguar will have one in a while. And we have yet to consider the
>issue of having a game be any better by adding movie footage.
>

>)The numbers of Jaguar users alone is still quite small--the number of Jaguar
>)users in the future who will buy the supposed CD-Rom addon when/if it is
>)announced will still then only be a fraction of that small group--it wouldnt
>)warrant a serious effort among game developers to create titles for an
obscure
>)machine with an even more obscure attachment.
>)
>
>Really? There is more demand for Jaguars than Atari has been able to
>fill yet (sound familiar?). Lot's of people will ave them, and the
>Jag CD will be released soon after the Nationwide release, meaning the
>Jag CD will be with the machine almost from the start.

Atari moved their launch date from March 94 to September 94 to allow developers
time to create games for it. Kinda sucks, dosent it, considering that the Amiga
CD^32 will by then, have over a YEAR head start in the CD-games
race.

>
>)
>)Amiga CD^32 users have it lucky--they already have all the equiptment to pull
>)it off, they already have huge numbers (in upwards of half a MILLION CD^32
>)units in the UK/Europe..Not to mention 4 million Amiga users already!), and
>)they already have FMV capability.
>)
>
>Yep, half a million, uh-huh.

Commodore-Amiga has stated SEVERAL times, in public, in private seminars, and
in press briefings that their plant in the Phillipines, since mid July, has
been solely focused on creating Amiga CD^32 game consoles. They are doing so at
a rate of 22,000 units per week. Its now the end of November.. 22,000 units
per week, created from mid July--->Present Day. You do the math.
Commodore has sold 500,000 CD^32 units thus far.

Commodore representatives have said just last week they they are STILL having
problems meeting the demand for the unit in the UK and Europe.

>
>)Dont get me wrong, however--I like the Jaguar. I also like the CD^32. Each
>)machine has its share of technical superiority over the other, in certain
>)areas-- However, its in my opinion that the Jaguar is entering the "fight"
ill
>)equipped, undersupported, and overrated.
>)
>
>Where is the CD-32 superior (except for including a CD-ROM).
>
>)Nowadays it seems that the only thing the Jaguar has over the CD^32 is
>)marketing hype. Atari may have dug its down grave by claiming such
absurdities
>)as "850 million Gouraud-shaded pixels per second" and then a week later

>releasing a game with barely more pep in it than Starfox for the SNES. Atari
>needs to understand that unlike the Amiga, they have no laurels to rest on.
>They must either perform (and perform ASTOUDNINGLY) or lose.
>
>
>That is your claim,. Atari has never said that. And Cybermorph is a
>lot more impressive than Starfox!!
>
>The CD-32 must also perform, just porting lame A1200 titles will be
>its doom if they don't get something impressive out.

You can bet in the future that CD^32 titles will be designed specifically for
the CD^32 (check out Psygnosis' "Microcosm" title when it comes out!)

>
>--
>---> Kendall Gelner (kendall@rice.edu)

Bowie J. Poag
(its a shared account, dont ask)

--

+---------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+---------------------------------------------------------------------------+

# 3249. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 20:11:46 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dg9e2$8j5@darkstar.UCSC.EDU>
Source record: 20033

In <1993Nov29.193117.18060@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

> It does have a HAM10 mode, as well as a bunch of other compression methods.
>It also has truecolor modes in 16-bit and 24-bit.

>--
>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>========== Disclaimer: I only speak for myself, not Team 17. ============

I stand corrected. I still think that the time for True COlor modes is NOW
and not RSN. In which case, talking computers (a funny thing in a computers
advocacy group, I know) then Commodore is still the only manufacturer to not
supply True Color modes as standard. Despite the debate over HAM8 vs 16 bit
color, (and having not seen HAM8 myself) I prefer 16 bit. I think it was you
that said "for painters, drawing in 16 bit True color is better than HAM8"
Well, do you think more home vomputer buyers are going to be doodling in a
paint program or doing HAM8 animations?

~Chris

# 3250. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 20:16:06 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dg9m6$8l0@darkstar.UCSC.EDU>
Source record: 20034

In <1993Nov29.195526.18828@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>>The Falcon030/85/4 is down to 10400:- now from Vara Datalager ..

> You know, that's just 4600:- less than I paid for my A4000/040/120M/6M,
>but then I get pretty nice discounts from Commodore ;-)

Hey, I know you were kidding, but it really is not fair to compare
developer pricing to street price. _I_ know what Falcon developer prices
are (that's how I managed to buy one) and if they were sold on the street
for that price... Well, there's be a lot less complaints about the price...

~Chris

>--
>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>========== Disclaimer: I only speak for myself, not Team 17. ============

## 3251. Re: Jaguar Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 20:16:10 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93334.151610STIRRE31@MAINE.MAINE.EDU>
Source record: 20039

Quit spreading lie, Powie. The interference problems were
only with the first 5,000 Jags. And, of course, the buyers
of these systems are going to get a free fix from Atari.
Get your facts straight. Telling a ficticious story of
little Bobby bawling on Christmas morning because his
new Jaguar doesn't work is simply idiotic.
-scott tirrell

# 3252. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 20:32:28 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dgaks$8qb@darkstar.UCSC.EDU>
Source record: 20036

In <2df1ho$qlh@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>Just quitting and losing your work is stupid. You obviously haven't
>had to spend a lot of time working on a project. When was the last
>time you saved? Can you remember what revisions you have made to
>the project? Ever clicked on the wrong box, picked the wrong menu
>or had the wrong key switches/flags toggled?

Actually, I've gotten into the habit (with important documents) to hit Control S before anything like print or quit. Saves me in case of crashing, and will usually cancel any annoying dialogs because there aren't changes to save. Usually I only get the dialog with things I WANT to throw away. But I don't admit to being an average user.

>If Atari's operating system recommends "if a user is stupid enough
>to quit, then they should lose their work", I can see why there's
>so few Ataris out there ;-) Perhaps link all unknown commands from
>the shell to uncondtional format too, "because if they so stupid
>not know the command, they shouldn't be using a computer".

I don't know what the official reccomendations are... haven't looked it up yet, but I think they agree with many of the Mac ones, or maybe with "Cancel" being the default. (unfortunately the standard has not aaplied itself fully yet) I was just saying what _I_ would prefer for me, not what Atari or any manufacturer should implement as the standard, nor what IO would program as a developer.

~Chris

>- Jim

# 3253. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 20:34:53 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dgapd$8r2@darkstar.UCSC.EDU>
Source record: 20037

In <2dg36b$4l7@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>Perhaps you should read the message that I quoted. Person X says
>"we don't need confirmation, anybody who is stupid enough to quit
>without saving deserves to lose their work".

As Person X here I feel that I should say that you misread the message too, if you believe that's what I implied. I like the confirming dialog, but feel that "Quit" would be the best option for the default (i.e. hit return to select)

~Chris

>- Jim

# 3254. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 20:38:22 UTC
From: "Joseph C. Bossolini" <bossoj@rpi.edu>
Message-ID: <2dgavu$ktc@usenet.rpi.edu>
Source record: 20038

In article <cdonley.2q7h@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
[stuff deleted]
>
>The Jaguar CD, Atari has said, will be released in Semptember 1994, to build
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>time for developers to make games for it. Atari will have already lost by
>then..Too little, too late.
>
Please tell me where you get this info. All the official press releases
I have seen from Atari indicate a first quarter 1994 release for the
CD unit...

>
--
Joe
bossoj@rpi.edu

## 3255. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 21:03:28 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov30.210328.18506@ida.liu.se>
Source record: 20045

cdonley@amiganet.xnet.com (Clayton Donley) writes:
>tpp@cbnews.cb.att.com (Grue) writes:

>Want a list of superior aspects of the CD^32 versus the Jaguar? Ok.

>2) The CD^32 has higher color capabilities at higher resolutions than the
> Jaguar.

False.

>3) The CD^32 has a 68020 CPU that offers roughly 4.5x as much horsepower as
> the Jaguar's 68000 CPU. And again, what good is the Jaguar's supposed
> "64-bit bus" if its only handling 16-bits worth of traffic? What good are
> 64-bit RISC GPU's if theyre only being told what to do by a slow 16-bit
> CPU such as the 68000 found in the Jaguar?

True to some extent. But the fact that the 68000 is a 16-bit processor
is not really a problem in the Jaguar. In the raw processing power department,
the Jaguar wins over the CD^32.

>4) The CD^32 has a 32-bit access path to its 2 megabytes of RAM. 16-bit CPU's
> like the Jaguar's 68000 are incapable direct access to 32-bit memory.

Again, not a problem since the bandwidth-intensive tasks will be carried
out by the 64-bit chips.

>5) Game developers of the CD^32 have a choice of utilizing either pure CD
> sound (read off the CD rom as the game plays with virtually no CPU
> slowdown) -- OR -- using the Amiga's already impressive sound chip (Paula)
> which by itself offers near CD quality sound.

Paula does not offer near CD quality sound. It offers very good sound, but
without using the processor (with which you can get 14-bit 44.1kHz+ sound),
you're stuck with four-channel 8-bit sound at 28kHz. I don't think this is
a problem though. If you use good equipment to capture and manipulate sounds,
8-bit sound is perfectly adequate.

> Jaguars are stuck (at least until September 94) with chip-music.

The Jaguar, while not being able to store a whole lot of sampled sound
on cartridges, has the advantage of having a DSP to generate and manipulate
sound. While it will take a while for programmers to learn how to do this
to get atmospheric sounds, it will be worthwhile.

>6) The Jaguar's custom chips are slaved to its comparably slow 68000. The
> custom chips in the Amiga CD^32 run totally independantly of the CPU.
> For example, if an Amiga CD^32 wants to play a 400K digital sample out of
> memory, its 68020 merely tells the Paula chip "Theres a sample over here

> at this memory address. Play it..See you later!" The CD^32's 68020 CPU
> can then go on do to whatever it wishes.

The Jaguar works the same.

>7) There number of titles available -NOW- for the CD^32 outnumbers the total
> number of Jaguar titles available by a factor of 10.

Not too hard considering the Jaguar only has one game available.

> There are currently 2x as many titles available for the CD^32 *RIGHT
> NOW* than Atari even EXPECTS to have by the end of 1994! (Read the news
> transcript of Sam Tramiel's interview off NewsBytes.. He only expects 24 by
> the end of 1994.)

Your maths don't add up, 1 x 10 != 2 * 24.

Just face it: both machines are good, and there's little use in spouting
nonsense and falsehoods about whatever system you don't own.

>|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3256. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 21:06:50 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov30.210650.18619@ida.liu.se>
Source record: 20046

cdonley@amiganet.xnet.com (Clayton Donley) writes:
>kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>>The CD-32 must also perform, just porting lame A1200 titles will be
>>its doom if they don't get something impressive out.

>You can bet in the future that CD^32 titles will be designed specifically for
>the CD^32 (check out Psygnosis' "Microcosm" title when it comes out!)

Just for the record, Microcosm isn't CD32-specific. It is being released
on PC CD-ROM, CD-I, CD32, and probably also SegaCD.

>+-------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
>+-------------------------------------------------------------------------+

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3257. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 21:28:53 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CHBqC8.712@cbnews.cb.att.com>
Source record: 20040

In article <cdonley.2q7h@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>tpp@cbnews.cb.att.com (Grue) writes:
>
>>With the Jaguar CD, this point is quite moot. (And I won't won't even touch
>>the comment about the CD32 performing "suck tasks" B-)
>
>The Jaguar CD, Atari has said, will be released in Semptember 1994, to build
>time for developers to make games for it. Atari will have already lost by
>then..Too little, too late.

We'll see when they release it. I'll bet it's well before September 1994.
For now, let's drop it. Either way, it will be available.

>Reread what I said, and dont call me a dimwit. The number of Jaguar units is
>already guaranteed to be very small in Europe/UK due to the Amiga CD^32's
>presence, and the boost given by 4.5 million other Amiga users overseas. Europe

Your logic is astounding.

>is ours. Stateside, the number of Jagauar units will be small, and the number

Why?

>of Jaguar units equipped with this CDROM to supposedly be released in SEPTEMBER
>of 1994, will be even smaller--Game developers will have long since grown tired
>of waiting for Atari, and will switch to other more profitable platforms rather
>than trying to continue their work for a machine that only offers promises, not
>actual physical products.

The Jaguar is here and companies are writing for it. Developers own the CD
units and are writing games for it. Where are the promises?

>Also, considering that when the CD^32 is announced over here, Stateside, in
>January.. it will STILL be another, what, >>9<< months until Atari releases its
>CD attachment in September 94! To make matters worse, EUROPEAN Amiga CD^32
>users will have CD-Roms for MORE THAN AN ENTIRE YEAR before Atari rolls out
>their CD peripheral.

Oooh, and CDI and 3DO and Sega and TurboDuo will have had CD-Roms for longer in
the States. What's your point?

>>>Amiga CD^32 users have it lucky--they already have all the equiptment topull
>>>it off, they already have huge numbers (in upwards of half a MILLION CD^32
>>>units in the UK/Europe..Not to mention 4 million Amiga users already!), and
>>>they already have FMV capability.
>>

>>Watch the jaguar catch up very quickly. Don't stop the race as soon as the
>>opponent enters.
>>
>
>The race will be already over by the time Atari shows up at the starting line,
>im afraid. Its a shame to see a good product go under due to slow garnering of
>support..

Sorry, but technologically superior hardware does not have to beat you to
market. And don't look now, but Atari has a lot of big time companies signed
already.

>>>Dont get me wrong, however--I like the Jaguar. I also like the CD^32. Each
>>>machine has its share of technical superiority over the other, in certain
>>>areas-- However, its in my opinion that the Jaguar is entering the "fight"
>ill
>>>equipped, undersupported, and overrated.
>>
>>Please. Tell me how CD32 is technically superior in any aspect. And please
>>don't use the CD, the Jaguar will have it as an option. If Atari scraps the
>>CD, than you can use it in your argument.
>
>First of all, at this point, I think youde be better off saying that Atari
>---MIGHT--- offer the CD as an option. Atari may very well go bankrupt if
>the Jaguar flops. Debuting the machine and selling it to the public in where
>80% of the Jaguars have display interference problems dosent make for a very
>good first impression, now, does it?

Oh, please, it's a third-party RF switch, being replaced for free. And did you
make up the 80% number all by yourself, or did someone help you?

>Want a list of superior aspects of the CD^32 versus the Jaguar? Ok.

Thank you for responding. Now I can show you your ignorance.

>1) We already have double-speed multisession CD-Roms in EVERY CD^32 unit.
> Atari has set the date for its CD-Rom to be shipped in September of 1994.
> And even (when/if) Atari ships their CD-Rom attachment, still only a
> fraction of Jaguar owners will buy them. Meanwhile, all CD^32 users have
> them already, today, now.

Whoopee. Who buys the CD has nothing to do with the technology of the system.
You have a CD, we will have a CD. Can you play CDs AND carts? No? Do you hear
me saying that that's an advantage for the Jaguar? No, because it's a stupid
argument, as is yours.

>2) The CD^32 has higher color capabilities at higher resolutions than the
> Jaguar.

Sorry, you're wrong. Apparently the CD32 can support a higher resolution
(which brings it to its knees), but the Jaguar has 16.7 million colors in
its highest resolution, which is 720x576, which is 414,720 colors if each
pixel was a different color. That's more than CD32.

>3) The CD^32 has a 68020 CPU that offers roughly 4.5x as much horsepower as
> the Jaguar's 68000 CPU. And again, what good is the Jaguar's supposed
> "64-bit bus" if its only handling 16-bits worth of traffic? What good are
> 64-bit RISC GPU's if theyre only being told what to do by a slow 16-bit
> CPU such as the 68000 found in the Jaguar?

You're dense. The 68000 in the Jaguar has very little to do. It gets to keep your score, maybe, and how many ships you have left. There are plenty of chips in the Jaguar that do all the real work. 64-bit RISC, on a 64-bit bus. And, as developers and posted, one can split up the work amongst any of the chips, and can even use the 64-bit RISC processor in Tom as the main processor.

>
>4) The CD^32 has a 32-bit access path to its 2 megabytes of RAM. 16-bit CPU's
> like the Jaguar's 68000 are incapable direct access to 32-bit memory. As
> a result, memory access is much slower, because the Jaguar is forced to
> use 16-bit memory..and having a slower CPU than the Amiga CD^32 makes
> matters worse..And believe me, when I tell you theres a massive speed
> increase between 32-bit RAM access and 16-bit ram access, I am NOT lying.
> From speed tests ive done on my own Amiga system, I can tell you that
> memory access going from/to 32-bit memory is roughly 10x faster than going
> to 16-bit memory. (I have 5 megs of 16-bit and 1/2 meg of 32-bit on my
> Amiga.)

Again, you're dreaming. Access to the 64 BIT MEMORY is through the Tom chip, through a 64-bit bus. Educate yourself before posting this drivel.

>5) Game developers of the CD^32 have a choice of utilizing either pure CD
> sound (read off the CD rom as the game plays with virtually no CPU
> slowdown) -- OR -- using the Amiga's already impressive sound chip (Paula)
> which by itself offers near CD quality sound.

Yeah, what, 8-bit? Real impressive.

> Jaguars are stuck (at least until September 94) with chip-music.

Yeah, real bummer, 32-bit sound chip at 200 kHz...

>6) The Jaguar's custom chips are slaved to its comparably slow 68000. The
> custom chips in the Amiga CD^32 run totally independantly of the CPU.

Sorry, Jaguar's chips are NOT slaved to the 68000. Try again.

>7) There number of titles available -NOW- for the CD^32 outnumbers the total
> number of Jaguar titles available by a factor of 10.

Whoopee, there are hundreds of Nintendo games. What does that prove? The Jaguar just came out. Don't bother to look at the quality of the games, that isn't important, right?

> There are currently 2x as many titles available for the CD^32 *RIGHT
> NOW* than Atari even EXPECTS to have by the end of 1994! (Read the news
> transcript of Sam Tramiel's interview off NewsBytes.. He only expects 24 by
> the end of 1994.)

Yes, written in-house. That does not include third-party. You are dense.

Tom

--
+-----------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is no time. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+-----------------------------------------------------------------------------+

# 3258. Re: Jaguar Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 21:32:02 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CHBqHG.75u@cbnews.cb.att.com>
Source record: 20041

In article <cdonley.2q7n@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley)
writes:
>kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>
>>In article <2df13q$qlh@harbinger.cc.monash.edu.au>
>int877w@lindblat.cc.monash.ed
>>u.au (William Fang) writes:
>>)Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
>>): In article <2dd5ss$ejq@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad)
>wr
>>ites:
>>): )
>>): )Still, I _have_ seen a CD32 in action. I have _not_ seen a Jag. Show
>>): )one to me, and I'll make my judgement. (Just claiming that they exist
>>): )don't make them anymore real.)
>>): )
>>)
>>): Hmm, not only have I seen the Jag ads in Gamepro, and televised spots
>>): on TV, but I've heard from numerous people in rec.games.video.misc who
>>): own one.
>>)
>>)Do they broadcast US TV to mainland Sweden?
>>)I've seen a lot of people with broken or flakey Jaguars, seems like
>>)IBM are using Ambra quality control techniques on it ;-/
>>)
>>
>>Well, that was only the RF modulator (external switchbox thing),
>>possibly the cable - Atari is replacing those for free, and all new
>>Jaguars ship with working ones. Good thing they only wen't with test
>>markets first!!
>>
>>--
>>---> Kendall Gelner (kendall@rice.edu)
>
>Too bad Atari already sent off its first 50,000 UNITS with severe interference
>problems. Nice quality control. Can you say, "Rush Job"? I knew you could.
>Imagine all the lovely smiles on the faces of children who open their presents
>on Christmas morning, invite all their friends over to check out their new
>Jaguar, and discover the console is absolutely unplayable due to its horrible
>RF interference.

Again, you show that you know nothing. It was the 1st shipment of 2000 units
only, and there is nothing "severe" about it. The interference is barely
noticeable on my system, and I am getting along just fine. Atari is shipping

replacement RF switches to all owners for free.

Tom

--
+---------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is no time. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+---------------------------------------------------------------------------+

# 3259. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 22:37:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cfbcb12@troed.ct.se>
Source record: 20059

In a message of 29 Nov 93 20:55:26, Stefan Boberg wrote:

SB> those colours are in the picture you're converting. The algorithms to
SB> choose what basecolours to use have matured a lot since the early Amiga
SB> days, and work extremely well.

Yes, which is good for stills and pre-stored animations .. but as soon as
you're going to animate HAM8 in realtime, moving things around, you'll have to
do those algorithms in REAL-TIME ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 3260. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-11-30 22:39:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cfbcb94@troed.ct.se>
Source record: 20060

In a message of 29 Nov 93 21:20:05, Stefan Boberg wrote:

SB> No. I checked this up, and Atari first said that the CD unit would be
SB> launched in March, but later changed it to September 1994. The official
SB> reason was that they wanted to wait for decent CD games to come out for
SB> it.

Actually I've heard this also ... It's ofcourse the right thing to do
(releasing the CD-ROM with no games ready is not very smart .... although C=
released the CD32 without any real CD games .. :-))

Hopefully they won't wait, the unit itself has been ready since several months
..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3261. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 00:23:03 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Dec1.002303.8401@pcnntp.apple.com>
Source record: 20071

In article <2dfqvp$mhf@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad)
writes:
> Dale Adams (Dale_Adams@gateway.qm.apple.com) wrote:
> : In article <2df5te$k7b@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer
Maad)
> : writes:
> : > I know that. That's why I wrote earlier that the HAM8 display is
> : > essentially 18-bit.
> :
> : But it's not 18-bit. Any pixel on a HAM8 display can't be any of 2^18
> : colors. You still have pixel-to-pixel color dependencies.
>
> Of course you can _construct_ an 18-bit picture that will not be good when
> converted to HAM8, but that picture will have to be made up of lots of thin,
> vertical bars in different colors, which wouldn't be very useful to look at,
> anyway. On the other hand, natural (digitized) and rendered images will look
> very close to 18-bit when displayed in HAM8. Given high enough resolution,
> the difference will be infinitesimal.

The point is that HAM8 is not 18-bit. It cannot exactly represent an
arbitrary 18-bit image without some distortion (for exactly the same
reasons that it won't do this for a 24-bit image). Sure, many (most?)
images will look just fine in HAM8 - that was never the issue. Read the
subject title of this thread again. The claim was that HAM8 was the same
as 24 bit/pixel for some resolutions. The only resolution I can think of
for which this is true is one that only has 64 pixels.

> : > One final word: If you consider the HAM8 format as being "lossy",
> : > then what
> : > would you call the Falcon's 16-bit TrueColor modes? They are fare
> : > more lossy
> : > than HAM8 is.
>
> : 16 bits/pixel is certainly lossy if you're trying to display a 24
> : bit/pixel image. However, if your image is already in 16-bit format then
> : it isn't lossy at all. Converting that 16 bit/pixel image to HAM8 would
> : be lossy, however, as HAM8 still has interpixel color dependencies.
>
> I thought we were discussing 24-bit graphics here?

I wasn't the one that brought up 16-bit graphics. :-) Actually, all I
was trying to illustrate is that not only can't HAM8 support the original
claim of being able to exactly represent 24-bit images, it can't represent
16-bit images either. The point was simply that while HAM8 is certainly a
useful display mode for a number of purposes, it does not exactly

represent (as was claimed) the original image. But then neither does any
other lossy compression means.

> : Don't equate bus bandwidth with processor bandwidth. They're two
> : different entities. Depending on the system capabilities (memory
> : architecture, DMA capabilities, cache size, etc.), you will almost
> : certainly find that the above "half of the bandwidth" is not enough. In
> : order to optimally process a HAM8 image you essentially have to scan the
> : entire 24-bit source image to determine the best choice for the 64 fixed
> : colors, and then go back an convert the image. By that time you could
> : already have moved the entire 24-bit image to display memory.
>
> Admitted. But the image will look better in HAM8.

Better than the 24-bit image? (Which is what I was referring to.)

- Dale Adams

## 3262. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 01:09:26 UTC
From: cs151ns@lamar.ColoState.EDU
Message-ID: <Dec01.010926.32333@yuma.ACNS.ColoState.EDU>
Source record: 20042

questions here:

first, i saw some posts saying that half a million CD32's have
been sold ?! I find this a little hard to believe. Are you
sure that is just not shipments to DEALERS?

And does anyone know how many Falcons have been sold? I was
talking to my local Atari dealer today, and he guessed around
ten to twenty thousand. Any hard figures?

Jon Armstrong
cs151ns@lamar.colostate.edu

# 3263. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 02:37:57 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov30203757@great-gray.owlnet.rice.edu>
Source record: 20047

In article <cdonley.2q7t@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
)>The figure of 850 million pixels per second probably refers to the
)>Jaguar's peak blitting speed.
)>
)>--Gerry
)>
)
)
)50 million would still be a longshot in my book.. The fact is, I dont see any
)concerted effort by Atari to clear up the misunderstanding regarding the
)Jaguar's specs and stats.

What leads you to doubt this figure? The fact that the CD-32 can't do it?

)
)What I see is a desparate company looking to fill it coffers using marketing
)hype, deceptive advertising, and saving the truth for later. "When its
)convienient."
)

It's using the same hype all the other game companies are using, for
once Atari is in a crowd. At least Atari isn't saying that they have
"super duper blast processing" or "incredi-fx chip" or anything - they
actually give some numbers (which you do have to process carefully,
I'll admit).

)Im not slamming the Jaguar. Its a fine machine, given the limitations it has to
)work within, and it deserves to succeed. Wether it will or not, is STILL
)totally up in the air, and leaning towards the "No" side.
)

I wouldn't say it is totally up in the air. They now have a number of
developers, machines are selling well it seems, and they are so far
delivering on thier promises - quite a feat for Atari!!

--
---> Kendall Gelner (kendall@rice.edu)

# 3264. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 03:09:56 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov30210956@great-gray.owlnet.rice.edu>
Source record: 20048

In article <cdonley.2q7h@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley)
writes:
)tpp@cbnews.cb.att.com (Grue) writes:
)
)>In article <cdonley.2q1z@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton
)D
)>onley) writes:
)>>
)>>Like most people, I agree that it is technically unfeasable to have
)full-motion
)>
)>>video sequences from a -cartridge-, ala Jaguar..Due to the Jaguar's
)limitation
)>>when it comes to cartridge capacity.
)>>
)>>On the other hand, on the Amiga CD^32,such a task is not only possible, but
)I'd
)>
)>>even go so far as to say -very WELL EQUIPPED- to perform suck tasks due to
)its
)>>pre-existing CD-Rom.
)>
)>With the Jaguar CD, this point is quite moot. (And I won't won't even touch
)>the comment about the CD32 performing "suck tasks" B-)
)
)The Jaguar CD, Atari has said, will be released in Semptember 1994, to build
)time for developers to make games for it. Atari will have already lost by
)then..Too little, too late.
)

But the Jaguar will have been out all that time garnering support.
And because of it's fairly cheap price, it will sell a lot of units.

)
)
)>
)>>The numbers of Jaguar users alone is still quite small--the number of Jaguar
)>>users in the future who will buy the supposed CD-Rom addon when/if it is
)>>announced will still then only be a fraction of that small group--it wouldnt
)>>warrant a serious effort among game developers to create titles for an
)obscure
)>>machine with an even more obscure attachment.
)>
)>Conjecture and bullshit. Of course the number of Jag owners is small, it just
)>came out a week ago, dimwit!

)
)
)Reread what I said, and dont call me a dimwit. The number of Jaguar units is
)already guaranteed to be very small in Europe/UK due to the Amiga CD^32's
)presence, and the boost given by 4.5 million other Amiga users overseas. Europe
)is ours. Stateside, the number of Jagauar units will be small, and the number
)of Jaguar units equipped with this CDROM to supposedly be released in SEPTEMBER
)of 1994, will be even smaller--Game developers will have long since grown tired
)of waiting for Atari, and will switch to other more profitable platforms rather
)than trying to continue their work for a machine that only offers promises, not
)actual physical products.

You're assuming that all game developrs will only develop for CD-ROm,
which is just completely false.

)
)Also, considering that when the CD^32 is announced over here, Stateside, in
)January.. it will STILL be another, what, >>9<< months until Atari releases its
)CD attachment in September 94! To make matters worse, EUROPEAN Amiga CD^32
)users will have CD-Roms for MORE THAN AN ENTIRE YEAR before Atari rolls out
)their CD peripheral.
)
)

So the'll have a lot more old A1200 games to play than we will. Too
bad for you!! In the meantime, Jag carts will be coming out - you
treat the Jaguar as if NO GAMES at all are coming out!!!!!!!

)
)
)>
)>>Amiga CD^32 users have it lucky--they already have all the equiptment topull
)>>it off, they already have huge numbers (in upwards of half a MILLION CD^32
)>>units in the UK/Europe..Not to mention 4 million Amiga users already!), and
)>>they already have FMV capability.
)>
)>Watch the jaguar catch up very quickly. Don't stop the race as soon as the
)>opponent enters.
)>
)
)The race will be already over by the time Atari shows up at the starting line,
)im afraid. Its a shame to see a good product go under due to slow garnering of
)support..
)

Atari has already left the starting line, the CD-32 is still in the
locker room trying to remember how to tie its shoelaces.

)>>Dont get me wrong, however--I like the Jaguar. I also like the CD^32. Each
)>>machine has its share of technical superiority over the other, in certain
)>>areas-- However, its in my opinion that the Jaguar is entering the "fight"
)ill

)>>equipped, undersupported, and overrated.
)>
)>Please. Tell me how CD32 is technically superior in any aspect. And please
)>don't use the CD, the Jaguar will have it as an option. If Atari scraps the
)>CD, than you can use it in your argument.
)
)First of all, at this point, I think youde be better off saying that Atari
)---MIGHT--- offer the CD as an option. Atari may very well go bankrupt if
)the Jaguar flops. Debuting the machine and selling it to the public in where
)80% of the Jaguars have display interference problems dosent make for a very
)good first impression, now, does it?
)

Then let's also say the CD-32 MIGHT reach the states - Commodore is
more likley to go bankrupt than Atari at this point.

)
)Want a list of superior aspects of the CD^32 versus the Jaguar? Ok.
)
)1) We already have double-speed multisession CD-Roms in EVERY CD^32 unit.
) Atari has set the date for its CD-Rom to be shipped in September of 1994.
) And even (when/if) Atari ships their CD-Rom attachment, still only a
) fraction of Jaguar owners will buy them. Meanwhile, all CD^32 users have
) them already, today, now.
)

Sort of an advantage.

)2) The CD^32 has higher color capabilities at higher resolutions than the
) Jaguar.
)

Nope. The Jaguar has real 24-bit color, plus trasparancy etc. The
Jaguar has a maximum resolution that the TV can be driven to, so the
Amigas rezes beyond are useless.

)3) The CD^32 has a 68020 CPU that offers roughly 4.5x as much horsepower as
) the Jaguar's 68000 CPU. And again, what good is the Jaguar's supposed
) "64-bit bus" if its only handling 16-bits worth of traffic? What good are
) 64-bit RISC GPU's if theyre only being told what to do by a slow 16-bit
) CPU such as the 68000 found in the Jaguar?
)

What good are any graphics at all on the CD-32 if it has to go through
the cripplingly slow EC68020? The Jaguar wins here.

)4) The CD^32 has a 32-bit access path to its 2 megabytes of RAM. 16-bit CPU's
) like the Jaguar's 68000 are incapable direct access to 32-bit memory. As
) a result, memory access is much slower, because the Jaguar is forced to
) use 16-bit memory..and having a slower CPU than the Amiga CD^32 makes
) matters worse..And believe me, when I tell you theres a massive speed
) increase between 32-bit RAM access and 16-bit ram access, I am NOT lying.
) From speed tests ive done on my own Amiga system, I can tell you that

) memory access going from/to 32-bit memory is roughly 10x faster than going
) to 16-bit memory. (I have 5 megs of 16-bit and 1/2 meg of 32-bit on my
) Amiga.)
)

You are just beyond belief. Graphics have to travel down your pitiful
32-bit bus, while the swim freely in the Jaguars 64-bit bus.

You are saying that memory access is 10x faster from 16-bit RAM to
32-bit RAM? HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA
HA HA HA HA HA!!!!!!

I won't even bother to explain why you are wrong here, I am laughing
to hard at your superhuman level of ignorance to bother. I'll just
chalk it up to the same part of your brain that produces the "flat
gourad shading" illusions...

)5) Game developers of the CD^32 have a choice of utilizing either pure CD
) sound (read off the CD rom as the game plays with virtually no CPU
) slowdown) -- OR -- using the Amiga's already impressive sound chip (Paula)
) which by itself offers near CD quality sound.
)
) Jaguars are stuck (at least until September 94) with chip-music.

Let me re-phrase the above - Amigas are forced to use the CD for sound
if they want any, otherwise Paula has to belch out some 8-bit noise.

The Jaguar is stuck with 16-bit sound from the start, with or without CD.

)
)6) The Jaguar's custom chips are slaved to its comparably slow 68000. The
) custom chips in the Amiga CD^32 run totally independantly of the CPU.
) For example, if an Amiga CD^32 wants to play a 400K digital sample out of
) memory, its 68020 merely tells the Paula chip "Theres a sample over here
) at this memory address. Play it..See you later!" The CD^32's 68020 CPU
) can then go on do to whatever it wishes.
)

Claytons brain seems to be slaved to a ZX-81 - in slow mode!!

The Jaguar can just tell Jerry "Hey - there's a sample over here -
play it". The TOM renders 10 billion gourad shaded polygons while the
68000 spends its whole time calculating the players score.

)
)7) There number of titles available -NOW- for the CD^32 outnumbers the total
) number of Jaguar titles available by a factor of 10.
)
) There are currently 2x as many titles available for the CD^32 *RIGHT
) NOW* than Atari even EXPECTS to have by the end of 1994! (Read the news
) transcript of Sam Tramiel's interview off NewsBytes.. He only expects 24 by
) the end of 1994.)
)

From Atari - you forgot to include any 3rd party titles.

I don't care how many lame-o A500 ports you get for your CD-32.

)
)
)
)>>Nowadays it seems that the only thing the Jaguar has over the CD^32 is
)>>marketing hype. Atari may have dug its down grave by claiming such
)>>absurdities as "850 million Gouraud-shaded pixels per second" and then
)>>a week later releasing a game like Cybermorph with barely more PEP in it
)>>than Starfox for the SNES..
)

I see you are actually stupid enough to think the above is true.
Let me just reiterate that Cybermorph is far beyond Starfox.

--
---> Kendall Gelner (kendall@rice.edu)

# 3265. Re: Jaguar Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 03:11:41 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov30211141@great-gray.owlnet.rice.edu>
Source record: 20049

In article <cdonley.2q7n@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
)>Well, that was only the RF modulator (external switchbox thing),
)>possibly the cable - Atari is replacing those for free, and all new
)>Jaguars ship with working ones. Good thing they only wen't with test
)>markets first!!
)>
)>--
)>---> Kendall Gelner (kendall@rice.edu)
)
)Too bad Atari already sent off its first 50,000 UNITS with severe interference
)problems. Nice quality control. Can you say, "Rush Job"? I knew you could.
)Imagine all the lovely smiles on the faces of children who open their presents
)on Christmas morning, invite all their friends over to check out their new
)Jaguar, and discover the console is absolutely unplayable due to its horrible
)RF interference.
)

They didn't send off all of the units this way, just an itial shipment
- it was corrected in later shipments.

)Merry Christmas, Atari.

Well, that's friendly at least.

Merry Christmas, Commodre.

--
---> Kendall Gelner (kendall@rice.edu)

# 3266. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 03:37:19 UTC
From: whitema@rtsg.mot.com
Message-ID: <2dh3hf$sck@delphinium.rtsg.mot.com>
Source record: 20044

```
In article <cdonley.2q82@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>>
>>Why is this infeasable? Sure you wont have more than a few seconds,
>>but it is possible - admit it!!
>
>Whens the last time you saw a 2-second-long movie? :)

Clayton in a porn flick!!!
(Sorry, I reeally couldn't resist that one)
>
>>---> Kendall Gelner (kendall@rice.edu)
>
> Bowie J. Poag
> (its a shared account, dont ask)
>
>--
>
>+--------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
>+--------------------------------------------------------------------------+
```

# 3267. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 03:43:53 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov30214353@great-gray.owlnet.rice.edu>
Source record: 20054

In article <cdonley.2q82@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:

)kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
)
)>In article <cdonley.2q1z@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton
)D
)>onley) writes:
)>)>The quality of these FMV carts is MAYBE at best as good as SVHS, and
)>)>still falls short next to laserdisks. I just cannot imagine the
)>)>public being fooled into this technology, but I guess it could
)>)>happen...
)>)>
)>)
)>)Much the same way as Jaguar fans fell for the laughably bloated "850 million
)>)gouraud shaded pixels per second" marketing BS? :)
)>
)>Well, you may say "850 million Gourad shaded pixels/sec", but the
)>figure ATari quotes is 850 million pixels/sec (1-bit pixels, no flames
)>please). They also quote 50M gourad shaded pixels/sec.
)>
)>)
)>)Like most people, I agree that it is technically unfeasable to have
)full-motion
)>
)>)video sequences from a -cartridge-, ala Jaguar..Due to the Jaguar's
)limitation
)>)when it comes to cartridge capacity.
)>
)>Why is this infeasable? Sure you wont have more than a few seconds,
)>but it is possible - admit it!!
)
)Whens the last time you saw a 2-second-long movie? :)
)

In the ending sequence of plenty of games - also in intermision parts
of games. This is about the length I was thinking of.

)>Really? There is more demand for Jaguars than Atari has been able to
)>fill yet (sound familiar?). Lot's of people will ave them, and the
)>Jag CD will be released soon after the Nationwide release, meaning the
)>Jag CD will be with the machine almost from the start.
)
)Atari moved their launch date from March 94 to September 94 to allow developers
)time to create games for it. Kinda sucks, dosent it, considering that the Amiga

)CD^32 will by then, have over a YEAR head start in the CD-games
)race.
)

SO? Atari developers will have had a lot of experience programming
the Jaguar by then by producing cart games all that time - just watch
them fly when the Jag CD comes out!! The thing that I think counts
most in good games coming out for a system is familiarity with the
hardware, which will be developing all this time.

)
)>
)>)
)>)Amiga CD^32 users have it lucky--they already have all the equiptment to pull
)>)it off, they already have huge numbers (in upwards of half a MILLION CD^32
)>)units in the UK/Europe..Not to mention 4 million Amiga users already!), and
)>)they already have FMV capability.
)>)
)>
)>Yep, half a million, uh-huh.
)
)Commodore-Amiga has stated SEVERAL times, in public, in private seminars, and
)in press briefings that their plant in the Phillipines, since mid July, has
)been solely focused on creating Amiga CD^32 game consoles. They are doing so at
) a rate of 22,000 units per week. Its now the end of November.. 22,000 units
)per week, created from mid July--->Present Day. You do the math.
)Commodore has sold 500,000 CD^32 units thus far.
)

You mean Commodore has 500,000 in stock somewhere. It doesn't impress
me that Commodore management can't find the OFF switch in thier own
factory.

)Commodore representatives have said just last week they they are STILL having
)problems meeting the demand for the unit in the UK and Europe.
)

Perhaps.

<some stuff deleted>
)>
)>That is your claim,. Atari has never said that. And Cybermorph is a
)>lot more impressive than Starfox!!
)>
)>The CD-32 must also perform, just porting lame A1200 titles will be
)>its doom if they don't get something impressive out.
)
)You can bet in the future that CD^32 titles will be designed specifically for
)the CD^32 (check out Psygnosis' "Microcosm" title when it comes out!)
)

Some will - but how many? That's a major question!

--
---> Kendall Gelner (kendall@rice.edu)

# 3268. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 06:36:53 UTC
From: cs93294@assn012.cs.ualberta.ca
Message-ID: <cs93294.754727813@wolfcreek.cs.ualberta.ca>
Source record: 20053

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>Just wondered ..

>I owned a SNES before (kinda cool little machine), and one of the BEST things
>with it was that almost all the games I had could save to the cartridge's
>internal SRAM memory ... like, setting, where I finishes etc ..

>I read in AEO #20 that the bundled game "Cybermorph" for the Jaguar also has
>this feature ...

>Isn't it kinda hard to save settings to a CD-ROM?

>:-)

heh... yup.. and I think what you will be getting with the CD rom is a lot of
digitized movie sequences. Which is fine if you like that sort of thing but
it sort of takes away from the gameplay if used extensively. I would rather
be blasting away then watching a digitized movie of someone telling me how
to play the game.. <grin>

--
|\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____________________________|

# 3269. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 06:54:46 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHCGJA.8oK@news.Hawaii.Edu>
Source record: 20050

Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
:#In article <CH4tvJ.yD@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:

<Stuff deleted since we've come to some agreement>

:#)Developers may have it but, which do you think they will bring out software
:#)for? If the CD isn't in the market then it's out of the development phase
:#)til a fair portion of the user base has it.

:#But they need games to release the unit, so someone somewhere is
:#working on it!!

I don't think any developer is actively working on the Jaguar's CD stuff right now. They probably have plans for CD development but until a CD unit comes out, why put money into developing for a CD when there isn't one as yet. Since the Jaguar is new and unproven as yet, the developer's will be spending their money on developing catridge based stuff and then waiting to see how the CD units are going before plunking down money for CD development. Remember CD development is expensive for a small base while catridge development is cheaper for a small base. Until the base becomes larger CDs won't be worthwhile.

:#I think a lot will depend on how soon the initial shipment sells. As
:#far as I ccan tell, it's been moving pretty well (I think almost all
:#of the initial units were preordered!!).

Yes, that's why I'll wait a few months before making my decision on which console to get because the market will have stabilized and prices will have dropped. There'll be a price war going on between the different consoles. I wait til the price war...8-).

:#)Actually same goes for the CD32. Just attach a drive.

:#Well, perhaps, but a system with a CD as the primary media will have
:#fairly large games that would be painful to use without a HD. I guess
:#you could still use one disk Amiga games, but where's the fun in that?

Note, I said drive. Didn't mention about what type of drive...8-). You could easily attach a controller with HD via expansion slot. Though, I've been wondering if the CDROM on the CD32 is attached via SCSI. If it is then it'll be even easier to attach a HD or any other SCSI device. Though I don't know for certain since none of the specs have included this.

:#)It a matter for the marketing people.

:#True, but the Jaguar has real marketing friendly numbers - "64-bit!!"
:#sure sounds good on TV, and the press just eats it up.

Yes, the press doesn't know the difference. I can think of a certain
poster in one of the newsgroup, who happens to be a columnist that doesn't
seem to really present information about computers very well, or he has a
very narrow mind.

:#)I've already replied once to this. I really haven't seen too much about
:#)software development of the Jaguar. I've seen some from people who don't
:#)have anything to do with software development but not really too much from
:#)actual developers. 3DO, I've seen a few postings from actual developers.

:#What I am really more interested in is a list of companies signed on
:#as developers for the CD-32. I keep hearing stuff like "half the
:#world population is now a CD-32 developer!!", but I'd like to see an
:#actual list.

Okay, this is from this month's AmigaWorld:

Developer Games
Gremlin Graphics bundling all three of its Lotus racing games
Zool (w/ 3-D shots, CD soundtrack)
Renegade Sensible Soccer (w/ CDTV version also)
Uridium 2 (sideways shooter)
The Chaos Engine
System 3 reissue Ninja series (Ninja Remix, Last Ninjas II
& III)
Millennium Diggers (strategy/arcade)
James Pond II: Robocod
Operation Starfi5h (not a typo) (massive 3rd
episode to James Pond line)
Morph (arcade/puzzle)
Flair Oscar (platform game)
Surf Ninjas (beat 'em up)
Genesis (graphic adventure)
1869 (19th century trading)
Whale's Journey (futuristic RPG)
Mindscape International D/Generation (isometric puzzle game)
two-pack TV Sports (baseball and boxing games)
Alfred Chicken (silly 11-level platform game)
Liberation (CD32-only) (follow-up to Captive w/
4096 computer created plots & more than 36,000
possible locations in each of its cities. Plural)
Mirage Rise of the Robots (more like a movie than a game)
Ocean (UK label) Ryder Cup Golf
Sleepwalker
Jurassic Park
T.F.X (DID's)
Inferno (DID's)
Psygnosis Microcosm (first person shoot-'em up)
Dracula
Storm The Lawnmower Man (arcade sequences in 3-D
environment, CDTV, CD32 version is a possibility)
Supervision Donk! (platformer w/ a samurai duck)

System 3 Putty 2 (arcade/puzzle game, same mold as Morph)
Team 17 Alien Breed 2
Body Blows
Body Blows Galactic
X2 (follow-up to Project-X may be CD32 only)
Thalion Ambermoon (sequel to Amberstar) (massive
free-scrolling role-playing game)
21st Century Pinball Fantasies (256 color)
US Gold Flashback
Virgin Dune (w/ speech and enhancements to travel scenes)
(this hasn't been formally announced but rumored)
Bullfrog Syndicate (w/ new features, rotatable view and
interior cutaways specific to CD)
Theme Park (amusement-park construction set)
Creation (new underwater first-person God sim)
some kind of flight simulator (using a magic carpet)
Grandslam Nick Faldo's Golf (256 colors, with voices)
England World Cup '94 (soccer game)
International Computer
Entertainment (ICE) game based on Akira, Japanese cartoon (involves
motorcycle racing and "plenty of blood and gore")
Krisalis Soccer Kid (w/ improved animation)
Sabre Team (w/ extra levels)
Microprose No committment as yet, but is keeping an eye on
things. UK division might jump in.
Jim Sachs Defender of the Crown II (sequel to Defender of the
Crown) (occupies 150 MB on CD)

Some of these have already been released by now and new ones are available.
I just copied whatever was in the AmigaWorld column. Which as everyone
knows, magazine columns are 2-3 months behind the times...8-).
This doesn't mean these are all the developers but only what I've got from
AmigaWorld. Don't have the European game magazines on hand. From a C=
employee, there are already 38+ games released for CD32. I have his
posting saved if anyone wants confirmation...8-).

:#I myself don't hate the CD-32, although some of my replies to the One
:#Named Clay may have made it look that way. I just think it is less
:#powerful that the 3DO or Jaguar, and it is too much of a computer
:#wannabe to suit me (shades of Coleco adam).

Yes, it is less powerful than the 3DO and Jaguar but, as has been proven
before, it's not the power of the hardware but how much software it has
available, number of users and price. I've said this before. VHS vs.
Beta, Clones vs. everybody else...(just had to put that in), SEGA or
Nintendo vs. Neo-Geo, NeXT vs. not sure here.

Btw, Clay doesn't speak for all Amiga users... same as certain people don't
speak for all Atari users and so on.

:#It is refreshing to see a reasonable post, though. Me and my blood
:#pressure thank you.

We are all adults, I hope, and should be able to discuss things in a rational and unemotional forum, though advocacy is a far cry from being rational and unemotional but one can try.

I still don't know which console I'll purchase but, the CD32 looks good to me so far. The Jaguar, is probably the next candidate though if the CDROM isn't available by the time I'm ready then it's the 3DO.

--

jimmy@uhunix.uhcc.hawaii.edu

# 3270. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 06:59:29 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHCGr6.8rD@news.Hawaii.Edu>
Source record: 20051

Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
:#Not all Amigas have fast-memory - what about the CD-32?

I believe it's expandable up to maximum of 8 MBs for fast ram. It comes with the maximum 2 MBs of Chip Ram and 1 MB of ROM. There is also a 1K of non-volatile RAM, probably for saves.

--

jimmy@uhunix.uhcc.hawaii.edu

# 3271. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 07:23:38 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHCHvF.9C4@news.Hawaii.Edu>
Source record: 20052

Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
:#Well, I can get a cheap laserdisk player which offers superior quality
:#video fdor about $200 (US), I'd say the FMV cart had better be less.
:#I personally think this whole CD-ROM movie thing is silly, because
:#laserdisk is better and you can't record on a CD-ROM. That's why I'm
:#less than excited about these FMV carts for any system... I can get a
:#really good VCR for less than the price of a FMV cart and get a lot
:#more functionalliy. I think (hope) the whole CD-ROM FMV thing flops.
:#Can anyone offer a reason why the FMV cart stuff is worth buying at
:#any price?

You can get a cheap laserdisc for about $200 but, it usually doesn't offer the extras and there are sometimes problems with different laserdisc formats. Extras are like not having to flip the laserdiscs, random searches, full remotes, etc....8-). Sorry, I'm into laserdiscs.

Well, that being said, it's true the FMV stuff isn't really great but it's an extra (optional) for those that want it. You don't want it don't buy it. I myself don't care for FMV, I have a laserdisc collection. I won't be buying it for any of the game consoles but, it's an extra selling point. Same goes for PhotoCD, being an extra selling point that is, don't know if I'll need PhotoCD capability as yet, it has possibilities I've recently found out.

I think IBM or was it blockbuster, oh well, in a CNN clip that there's about 3000 video titles available on CDs.

--

jimmy@uhunix.uhcc.hawaii.edu

## 3272. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 09:13:25 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec1101325@arthur.crpht.lu>
Source record: 20055

```
> >the CD^32 (check out Psygnosis' "Microcosm" title when it comes out!)
>
> Just for the record, Microcosm isn't CD32-specific. It is being released
> on PC CD-ROM, CD-I, CD32, and probably also SegaCD.
^^^^^^
Urrgghh, that must look horrible!!! :-)

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

# 3273. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 09:41:14 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec1104114@arthur.crpht.lu>
Source record: 20056

> )Want a list of superior aspects of the CD^32 versus the Jaguar? Ok.
Thanks for bashing down Donley's "arguments". So I don't need to do the job.

> The Jaguar can just tell Jerry "Hey - there's a sample over here -
> play it". The TOM renders 10 billion gourad shaded polygons while the
> 68000 spends its whole time calculating the players score.
Do you know how much time TOM needs to render those 10 billion polygons. I know
10 billion is a somehow high figuere :-) Nevertheless, how long would it take
TOM to do it?
I guess the CD32 will need at least 115 days (!!!) to do that. (assuming that
1 billion = 1.000.000.000).
How many days for the Jaguar?

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3274. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 10:29:12 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2dhrloINNidc@tom.rz.uni-passau.de>
Source record: 20057

In article <cdonley.2q7h@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>2) The CD^32 has higher color capabilities at higher resolutions than the
> Jaguar.

Wrong, or at least non-valid. All CD^32 games will run in 352*256*256 colours, while Jaguar games will run in 24bit colours in the same resolution.
This is due to the bus limitaton of the AGA chipset, with a maximum capability of 19-20 megs/second useable for graphics and full bus contention at 25-26 megs/second. Thus, if you have 640*480*256 colours, there are only 5 megs/second left for the actual gameplay, not enough for games like Uridium 2.

>3) The CD^32 has a 68020 CPU that offers roughly 4.5x as much horsepower as
> the Jaguar's 68000 CPU. And again, what good is the Jaguar's supposed
> "64-bit bus" if its only handling 16-bits worth of traffic? What good are
> 64-bit RISC GPU's if theyre only being told what to do by a slow 16-bit
> CPU such as the 68000 found in the Jaguar?

You have still not had a look at the block diagram of the Jaguar, have you?
The 68000 CPU in the Jaguar is supported by much more powerful custom chips than the 68EC020 in the CD^32 (remember when Atari folks claimed the ST was better than the Amiga because of the faster processor (8 vs. 7.16 MHz)?)
And the CD^32 is 2.8 times faster than the A500, according to Sysinfo.
The Jaguar has a processor with 1.8 times the speed of the A500s. How comes that 2.8/1.8 is 4.5 for you?

>4) The CD^32 has a 32-bit access path to its 2 megabytes of RAM. 16-bit CPU's
> like the Jaguar's 68000 are incapable direct access to 32-bit memory. As
> a result, memory access is much slower, because the Jaguar is forced to
> use 16-bit memory..and having a slower CPU than the Amiga CD^32 makes
> matters worse..And believe me, when I tell you theres a massive speed
> increase between 32-bit RAM access and 16-bit ram access, I am NOT lying.
> From speed tests ive done on my own Amiga system, I can tell you that
> memory access going from/to 32-bit memory is roughly 10x faster than going
> to 16-bit memory. (I have 5 megs of 16-bit and 1/2 meg of 32-bit on my
> Amiga.)

The 68000 in the Jaguar DOES NOT access the RAM directly. The custom chips DO access the RAM directly. And - speaking of games - most of the work is done by the custom chips in BOTH machines, with the AGA chipset being 16 bit and the Jag chipset being 64 bit organized. What do YOU think is faster?
I wouldn't run a C compiler on a Jaguar, you know?

>5) Game developers of the CD^32 have a choice of utilizing either pure CD
> sound (read off the CD rom as the game plays with virtually no CPU
> slowdown) -- OR -- using the Amiga's already impressive sound chip (Paula)

> which by itself offers near CD quality sound.

The PAULA chip does NOT offer 'near CD quality sound', unless you switch both machines off, then the sound is equal. PAULA offers 8 bit, 26 MHz (? not sure here) stereo sound with almost no processor contention. CDs offer 16 bit, 44.1 kHz stereo sound. This is quite a difference.

> Jaguars are stuck (at least until September 94) with chip-music.

The Jaguar sound chip offers CD quality sound, you forgot to mention.

>6) The Jaguar's custom chips are slaved to its comparably slow 68000. The
> custom chips in the Amiga CD^32 run totally independantly of the CPU.
> For example, if an Amiga CD^32 wants to play a 400K digital sample out of
> memory, its 68020 merely tells the Paula chip "Theres a sample over here
> at this memory address. Play it..See you later!" The CD^32's 68020 CPU
> can then go on do to whatever it wishes.

So the Amiga custom chips don't get commands by the CPU? Strange, I always thought there was some game logic required for CD^32 games...
DMA capabilities for sound are implemented in any Atari since the STE, I doubt the Jaguar has no DMA sound. And the Jaguar's 68000 has less to do than the 68EC020 in the CD^32, don't forget this. If the processor load is THAT low, a slow one might fully suffice. I was told that in 'Crescent Galaxy' there are creatures filling half the screen with NO slowdown. Quite impressive for a 'slow CPU'.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 3275. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 10:55:52 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.754743352@unix1.tcd.ie>
Source record: 20058

In <cdonley.2q7h@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:

In relation to the new Jaguar computer, I'd like to add my oppinion to the debate.

I have noticed that the main opposition/suspicion comes from the Amiga groups. This is not a suprise. Most Amiga users have had an inflated ego, as well as a superiority complex since the days of the ST and Amiga. They dislike Atari users, and see anything from Atari as utter shit, not worth their precious attention. This is not true of all Amiga users, but I have noticed over the last three to four years, an arogance in their stance and views.

From what I have seen with my own eyes, and witnessed from video and presentations, and having good knowledge on computers and their architecture (I am studing, in my last year, Computer Science, Trinity College Dublin), I am suere of the following.

* The Jaguar is a powerful machine. Many developers have stated this, and the videos of games in action on the machine are ample evidence.

* The Jaguar incorporates a 64-bit bus. I have seen the machine circuit board, and can confiently state this to be a fact.

* The Jaguar has two VLSI chips, sitting on this 64-bit bus. They have the functionality of multiple graghic chips. I cannot be sure what exactly they contain, but I am sure that they include 64-bit, as well as 32-bit dedicated processors. The fact that they communicate with memory over a 64-bit bus is significant.

* The Jaguar has a 16-MHz 68000 processor. I have heard that the processor actually runs at hlaf the system clock, so it would run at about 13-14Mhz. This is great news for programmers, as the chip has a long history and is well tested.

Most people must admit that the machine is interesting. That is the reason I read this news group. I think that this is a bold effort by Atari, who have had a shady past when it comes to announcing new products. But as far as I'm concerned, Atari are giving this theri best shot, and are willing to finance it, so no complaints from me.

I have heard CD32 users ( or wanna be's) talk of it's technical superiority, and then of it's better popularity amoung developers. The latter may be true, but I would suspect this is from habbit, and will soon change. This is only true in the UK, however.

Here is an extract from one such Amiag user.

>Reread what I said, and dont call me a dimwit. The number of Jaguar units is
>already guaranteed to be very small in Europe/UK due to the Amiga CD^32's
>presence, and the boost given by 4.5 million other Amiga users overseas. Europe

>is ours. Stateside, the number of Jagauar units will be small, and the number
>of Jaguar units equipped with this CDROM to supposedly be released in SEPTEMBER
>of 1994, will be even smaller--Game developers will have long since grown tired
>of waiting for Atari, and will switch to other more profitable platforms rather
>than trying to continue their work for a machine that only offers promises, not
>actual physical products.

>Also, considering that when the CD^32 is announced over here, Stateside, in
>January.. it will STILL be another, what, >>9<< months until Atari releases its
>CD attachment in September 94! To make matters worse, EUROPEAN Amiga CD^32
>users will have CD-Roms for MORE THAN AN ENTIRE YEAR before Atari rolls out
>their CD peripheral.

FACT: The CD32 is a less powerful computer/console then the Jaguar.

People, like the above are extremely narrow minded. Thisd individual will
NEVER be convinced from his truth. I wish that there was less of this shouting
, and more productive discussion on the machines, including the CD32. `

>Want a list of superior aspects of the CD^32 versus the Jaguar? Ok.

>1) We already have double-speed multisession CD-Roms in EVERY CD^32 unit.
> Atari has set the date for its CD-Rom to be shipped in September of 1994.
> And even (when/if) Atari ships their CD-Rom attachment, still only a
> fraction of Jaguar owners will buy them. Meanwhile, all CD^32 users have
> them already, today, now.
You do not need a CD to have a playable, enjoyable game. A Cartridge can acommadate
such a game easily. MegaBytes do not make a good game., The best games ever were
the smallert. Look at Elite II. Of course, a CD will allow more freedom, and it is
the logical step to take, but dont underestimate the capacity of a cartridge.`

>2) The CD^32 has higher color capabilities at higher resolutions than the
> Jaguar.
Does the Jaguar not have 32-bit colour values? This 32-bits does not translate
to "32" bit colour, but incorporates transparency as well as 24-bit colour.
The CD-32 uses Hold and Modify, a clever but less accurate way of representing
24-bit colour. I disagree with you.`

>3) The CD^32 has a 68020 CPU that offers roughly 4.5x as much horsepower as
> the Jaguar's 68000 CPU. And again, what good is the Jaguar's supposed
> "64-bit bus" if its only handling 16-bits worth of traffic? What good are
> 64-bit RISC GPU's if theyre only being told what to do by a slow 16-bit
> CPU such as the 68000 found in the Jaguar?
I would love to get my hands on the bus usage of the 68000. It runs at half
the speed of the 64-bit graphic processors, and is only used for control.
FACT: Most bus usage will go to graphic work, not the 68000.
I'm sure Atari have some sort of multiplexing to get a higher throughput
for the 68000.`

>4) The CD^32 has a 32-bit access path to its 2 megabytes of RAM. 16-bit CPU's
> like the Jaguar's 68000 are incapable direct access to 32-bit memory. As
> a result, memory access is much slower, because the Jaguar is forced to
> use 16-bit memory..and having a slower CPU than the Amiga CD^32 makes

> matters worse..And believe me, when I tell you theres a massive speed
> increase between 32-bit RAM access and 16-bit ram access, I am NOT lying.
> From speed tests ive done on my own Amiga system, I can tell you that
> memory access going from/to 32-bit memory is roughly 10x faster than going
> to 16-bit memory. (I have 5 megs of 16-bit and 1/2 meg of 32-bit on my
> Amiga.)
Rubbish. With good memory logic, the same speed can be obtained from 1-bit memories
interleaved, instead of 32-bit memory chips. This interleaving is what I suspect
is on the Jaguar. Your argument is very loose, and quite inaccurate.

>5) Game developers of the CD^32 have a choice of utilizing either pure CD
> sound (read off the CD rom as the game plays with virtually no CPU
> slowdown) -- OR -- using the Amiga's already impressive sound chip (Paula)
> which by itself offers near CD quality sound.
> Jaguars are stuck (at least until September 94) with chip-music.
The Jaguar has an impressive sound system. I wont go into detail. There
is a DSP on the board.

>6) The Jaguar's custom chips are slaved to its comparably slow 68000. The
> custom chips in the Amiga CD^32 run totally independantly of the CPU.
> For example, if an Amiga CD^32 wants to play a 400K digital sample out of
> memory, its 68020 merely tells the Paula chip "Theres a sample over here
> at this memory address. Play it..See you later!" The CD^32's 68020 CPU
> can then go on do to whatever it wishes.
This is highly inaccurate. The custom chips on the CD32 dont compare well
at all to those used on the 64-bit Jaguar.

>7) There number of titles available -NOW- for the CD^32 outnumbers the total
> number of Jaguar titles available by a factor of 10.
These titles are A1200 titles with knobs on. There are very few CD onlt Amiga
titles.

Open your minds.

mark

# 3276. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 11:40:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cfc82c2@troed.ct.se>
Source record: 20079

In a message of 30 Nov 93 19:56:50, Clayton Donley wrote:

CD> From: cdonley@amiganet.xnet.com (Clayton Donley)

Then I jumped to the next message, I didn't miss anything - did I?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3277. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 11:52:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cfc856a@troed.ct.se>
Source record: 20080

In a message of 01 Dec 93 07:54:46, Jimmy Chan wrote:

JC> Okay, this is from this month's AmigaWorld:

(List of loads of developers and games)

Did you notice that only a few of those were using AGA graphics, and that the rest were A1200 games copied to a CD?

JC> AmigaWorld. Don't have the European game magazines on hand. From a C=
JC> employee, there are already 38+ games released for CD32. I have his
JC> posting saved if anyone wants confirmation...8-).

Not surprising .. kinda easy for developers to copy old games to CD ..

JC> Yes, it is less powerful than the 3DO and Jaguar but, as has been proven
JC> before, it's not the power of the hardware but how much software it has
JC> available, number of users and price. I've said this before. VHS vs.
JC> Beta, Clones vs. everybody else...(just had to put that in), SEGA or
JC> Nintendo vs. Neo-Geo, NeXT vs. not sure here.

Well, those were a lot closer in specs than the CD32/Jaguar .... (if you don't read Clayton Donkey's postings .. )

JC> I still don't know which console I'll purchase but, the CD32 looks good to
JC> me so far. The Jaguar, is probably the next candidate though if the CDROM
JC> isn't available by the time I'm ready then it's the 3DO.

Why is everybody raving about the CD-ROM? If the Jaguar can store almost 50Meg of graphics on a cartridge, the CD-ROM will only be used for the absolutely biggest adventures ... and really ... there's a market for other games too ..

Return to Zork (or whatever it's called) is already under developement for the JagCD.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3278. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 11:53:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cfc85b6@troed.ct.se>
Source record: 20081

In a message of 01 Dec 93 07:36:53, Stuart David A wrote:

SD> heh... yup.. and I think what you will be getting with the CD rom is a lot
SD> of
SD> digitized movie sequences. Which is fine if you like that sort of thing
SD> but
SD> it sort of takes away from the gameplay if used extensively. I would
SD> rather
SD> be blasting away then watching a digitized movie of someone telling me how
SD> to play the game.. <grin>

Played any Mega-CD games? .. I've checked out some .. :-) .... "Console showing a movie, after 10 seconds you can either pull left or right, that's it" .. .how fun!

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3279. Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 14:29:03 UTC
From: ep93dha@t.hfb.se
Message-ID: <1993Dec1.142903.26232@t.hfb.se>
Source record: 20061

Kristofer Maad wrote:
> What I say is, that HAM8 is just as good/bad as 16-bit TrueColor modes,
> except that it takes half the space.

No it isn't, YOU CANNOT DO SPRITES AND BOBS IN HAM8-MODE ! So it's useless
for everything except for still pictures and PRECALCULATED animations

/
/ Daniel

# 3280. Re: Jaguar is the next Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 17:44:39 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Dec1.174439.5442@nrtpa038.bnr.ca>
Source record: 20063

In article <cdonley.2pb6@amiganet.xnet.com>, cdonley@amiganet.xnet.com (Clayton Donley) writes:
|> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|>
|> >In a message of 23 Nov 93 20:23:20, Gerry Mon wrote:
|> >
|> >GM> Think about it. If someone can make a 32-bit 68030 talk to 16-bit
|> >GM> wide memory (as in the Falcon and Mac LC II), then it should be
|> >GM> possible to do the opposite (i.e. allow a 16-bit 68000 to talk to
|> >GM> 64-bit wide memory).
|>
|> Uhhh, heh, I dont think you understand how bus architectures work. Thats like
|> saying:
|>
|> "Well, this Cray II XMP supercomputer can emulate a Commodore 64 -- I dont see
|> why a Commodore 64 cant emulate a Cray"
|>
|> Think of the term "32 bit wide bus" as a sewer pipe.. its 32 feet wide.. It can
|> handle the traffic of a 16-bit (or 16-foot wide) water supply going through it.
|>

Bad analogy. And you can connect a 680x0 familly processor upto a 64 bit
memory architecture, a cute little PGA I programmeded at Lockheed did just
and the 68000s 16 bit bus worked just fine thank you.

|> Now on the other hand, lets say you have a 16bit (16 foot wide) sewer pipe.. It
|> cant handle the amount of water(data) a 32-bit pipe carries..
|>
|>
|> A 16-bit CPU can only address 16-bit memory, at maximum.. It can address 8 bit
|> memory, 16-bit memory, but NOT 32-bit memory.

|>
|> In otherwords, your Jaguar dosent have 64-bit memory, because if it did, there
|> would be no way for the CPU to access it!

Lets see if I enable the datapath the lower 16 bits of a 32 bit memory
array when address line A1 is inactive, and I enable the data path to
the upper 16 bits when address line A1 is active, then I can access all
thirty two bits of that memory array. Now if I use address lines A1 AND A2
I can create a simple decoder that can access a 64 bit memory array. And
because the 68000 uses the same memory timing as an 80386 (8 states per
access) there would be no wait states added because there is plenty of
time to decode and enable the correct buffers before the data will be
made available to/from the 68000.

!> :) Also, the fact that 64-bit-wide
|> RAM chips go for $450-$600 PER MEGABYTE in eletronics catalogs, may make you
|> scratch your head. The Jag has 16-bit memory.

So you don't buy 64 bit wide RAM chips, you buy enough 1 bit wide RAM
chips to make 64 bits, at $0.65(US) per mega bit, quanitity 1000
discount, to get 64 bit wide memory. (for the mathematically challenged
that's $41.60(US) per 8 mega BYTES )

|>
|>
|> >
|> >Error .. the memory in the Falcon is 32bit.
|>
|> The Falcon has an 030(32-bit) chip that sits on a 16-bit bus. Its memory,
|> therefore, is 16-bit.
|>

Our survey says...

Wrong again.

The Falcons processor has a 32 bit wide data path but only a 16 bit data path
to memory. The Falcon video subsystem has a 32 bit data path to memory.

btw: The TT's 68030 has a 32 bit data path to memory, while the video
has a 64 bit data path to memory. Explain that one!

|>
|>
|> >
|> >(The datapath may be 16, but the memory is 32, and is used as such by all the
|> >other chips)
|>
|> Nope. Sorry, 16.
|>

Nope Sorry GM is right

|> >
|> >GM> By the way, are you for real? I hope you realize that your actions
|> >GM> are having the opposite effect. Because of you, I'm sure a lot of
|> >GM> people won't even consider a CD32 now...
|> >

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

---------------------------------------------------------------------------
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |

|_____|_____|

# 3281. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 18:00:24 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Dec1120024@flammulated.owlnet.rice.edu>
Source record: 20067

In article <CHCHvF.9C4@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:

)Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
):#Well, I can get a cheap laserdisk player which offers superior quality
):#video fdor about $200 (US), I'd say the FMV cart had better be less.
):#I personally think this whole CD-ROM movie thing is silly, because
):#laserdisk is better and you can't record on a CD-ROM. That's why I'm
):#less than excited about these FMV carts for any system... I can get a
):#really good VCR for less than the price of a FMV cart and get a lot
):#more functionalliy. I think (hope) the whole CD-ROM FMV thing flops.
):#Can anyone offer a reason why the FMV cart stuff is worth buying at
):#any price?
)
)You can get a cheap laserdisc for about $200 but, it usually doesn't offer
)the extras and there are sometimes problems with different laserdisc
)formats. Extras are like not having to flip the laserdiscs, random
)searches, full remotes, etc....8-). Sorry, I'm into laserdiscs.
)
)Well, that being said, it's true the FMV stuff isn't really great but it's
)an extra (optional) for those that want it. You don't want it don't buy
)it. I myself don't care for FMV, I have a laserdisc collection. I won't
)be buying it for any of the game consoles but, it's an extra selling point.
)Same goes for PhotoCD, being an extra selling point that is, don't know if
)I'll need PhotoCD capability as yet, it has possibilities I've recently
)found out.

The Photo CD stuff does interest me quite a bit as well - but that's
something that comes standard with all of the CD systems (say, does
anyone know if all of the CD systems handle multisession?).

The thing is that the FMV carts cost as much as a cheap LD player
(like you said, they aren't great at that price!) or a fairly nice
VCR. The problem is that the only feature you get is the ability to
play these CD-ROM movies - you can't record like a VCR, and the
picture quality is worse than LD. Given that most people buying a
$400+ game machine probably already have a VCR, I just can't imagine
not springing for a LD player instead of the FMV cart.

)
)I think IBM or was it blockbuster, oh well, in a CNN clip that there's about
)3000 video titles available on CDs.
)

Aren't there a lot more titles on laserdisk? I just view this FMV
cart stuff as an industry attempt to sell us something we really don't
need - and I have trouble imagining who will want it!!

--
---> Kendall Gelner (kendall@rice.edu)

# 3282. 3D0 vs jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 18:10:36 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2dimms$m86@sol.ctr.columbia.edu>
Source record: 20062

I've just read the latest edition of PCW (January can you believe!)
and there's a comparitive mini-review (4 pages) of the 3D0 and the
Jaguar. The CD-32 isn't mentioned.

The basic conclusions of the article are:

o 3D0's software is not as playable as it ought to be. All
the stuff they had was "flawed in one way or another".
Although it must be said that this is early software.
o "Although the softwar eon the Jaguar looked much better
none of the products were ready in final form".
o "The 3D0 has the head start, but it won't take long for
the Jaguar to catch up"

Prices quoted are: 3D0 $699
Jag $249 \pounds 100

They seemed much more impressed with the Jaguar overall. This is
of course despite the Jaguar only being supplied with cartridge games
and the 3D0 being CD-based. I have to say that the graphics shots
of the Jaguar looked far more impressive than the 3D0.

ps: Stefan, thank God not all amiga-owners are like Clayhead :-)

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 3283. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 18:38:20 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2qdg@amiganet.xnet.com>
Source record: 20064

Joseph C. Bossolini <bossoj@rpi.edu> writes:

>In article <cdonley.2q7h@amiganet.xnet.com>,
>Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>[stuff deleted]
>>
>>The Jaguar CD, Atari has said, will be released in Semptember 1994, to build
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>time for developers to make games for it. Atari will have already lost by
>>then..Too little, too late.
>>
>Please tell me where you get this info. All the official press releases
>I have seen from Atari indicate a first quarter 1994 release for the
>CD unit...
>
>>
>--
>Joe
>bossoj@rpi.edu

Atari was planning on releasing its CD unit in March--however, noticing the same problems Sega had with garnering support for it, they figured it would be best to develop a good stock of titles before releasing it. They bumped the release date up another 6 months, to September.

Bowie J. Poag
(its a shared account, dont ask)

--

+---------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+---------------------------------------------------------------------------+

# 3284. CD-32 DEVELOPERS LIST

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 18:51:31 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2qdp@amiganet.xnet.com>
Source record: 20065

>Okay, this is from this month's AmigaWorld:
>
>Developer Games
>Gremlin Graphics bundling all three of its Lotus racing games
> Zool (w/ 3-D shots, CD soundtrack)
>Renegade Sensible Soccer (w/ CDTV version also)
> Uridium 2 (sideways shooter)
> The Chaos Engine
>System 3 reissue Ninja series (Ninja Remix, Last Ninjas II
> & III)
>Millennium Diggers (strategy/arcade)
> James Pond II: Robocod
> Operation Starfi5h (not a typo) (massive 3rd
> episode to James Pond line)
> Morph (arcade/puzzle)
>Flair Oscar (platform game)
> Surf Ninjas (beat 'em up)
> Genesis (graphic adventure)
> 1869 (19th century trading)
> Whale's Journey (futuristic RPG)
>Mindscape International D/Generation (isometric puzzle game)
> two-pack TV Sports (baseball and boxing games)
> Alfred Chicken (silly 11-level platform game)
> Liberation (CD32-only) (follow-up to Captive w/
> 4096 computer created plots & more than 36,000
> possible locations in each of its cities. Plural)
>Mirage Rise of the Robots (more like a movie than a game)
>Ocean (UK label) Ryder Cup Golf
> Sleepwalker
> Jurassic Park
> T.F.X (DID's)
> Inferno (DID's)
>Psygnosis Microcosm (first person shoot-'em up)
> Dracula
>Storm The Lawnmower Man (arcade sequences in 3-D
> environment, CDTV, CD32 version is a possibility)
>Supervision Donk! (platformer w/ a samurai duck)
>System 3 Putty 2 (arcade/puzzle game, same mold as Morph)
>Team 17 Alien Breed 2
> Body Blows
> Body Blows Galactic
> X2 (follow-up to Project-X may be CD32 only)
>Thalion Ambermoon (sequel to Amberstar) (massive
> free-scrolling role-playing game)

>21st Century Pinball Fantasies (256 color)
>US Gold Flashback
>Virgin Dune (w/ speech and enhancements to travel
scenes)
> (this hasn't been formally announced but rumored)
>Bullfrog Syndicate (w/ new features, rotatable view and
> interior cutaways specific to CD)
> Theme Park (amusement-park construction set)
> Creation (new underwater first-person God sim)
> some kind of flight simulator (using a magic carpet)
>Grandslam Nick Faldo's Golf (256 colors, with voices)
> England World Cup '94 (soccer game)
>International Computer
>Entertainment (ICE) game based on Akira, Japanese cartoon (involves
> motorcycle racing and "plenty of blood and gore")
>Krisalis Soccer Kid (w/ improved animation)
> Sabre Team (w/ extra levels)
>Microprose No committment as yet, but is keeping an eye on
> things. UK division might jump in.
>Jim Sachs Defender of the Crown II (sequel to Defender of the
> Crown) (occupies 150 MB on CD)
>
>Some of these have already been released by now and new ones are available.
>I just copied whatever was in the AmigaWorld column. Which as everyone
>knows, magazine columns are 2-3 months behind the times...8-).
>This doesn't mean these are all the developers but only what I've got from
>AmigaWorld. Don't have the European game magazines on hand. From a C=
>employee, there are already 38+ games released for CD32. I have his
>posting saved if anyone wants confirmation...8-).
>

Someone posted this yesterday. I figure alot of people have been looking for
this list. And as the original poster indicated, this developer list is over a
MONTH old..

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+

# 3285. Re: A question of general interest !!!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 19:40:15 UTC
From: cs93294@assn010.cs.ualberta.ca
Message-ID: <cs93294.754774815@wolfcreek.cs.ualberta.ca>
Source record: 20069

gc85@hrz.uni-giessen.de (Konstantinos Xonis) writes:

>Hi all !!

>Is it the way things go on the net or am I just a newcomer,

>Why are there so much flames around in this group ???

>Canot we live together ? Even ignoring the other, but not

>shorten bandwidth with such annoying posts like

>"My machine is the best, because its made by ......" and then followups like

>"No my machine IS the best, because its made NOT by ...."

>I am fed up to see over 80% of the posts to be such flaming wars.

>Ciao

hmm I guess that's why they set up an "advocacy" section.. :)

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

# 3286. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 20:27:20 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CHDI5K.4vy@nsc.nsc.com>
Source record: 20066

Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>I don't know what the official reccomendations are... haven't looked it up
>yet, but I think they agree with many of the Mac ones, or maybe with
>"Cancel" being the default. (unfortunately the standard has not aaplied
>itself fully yet) I was just saying what _I_ would prefer for me, not
>what Atari or any manufacturer should implement as the standard, nor what IO
>would program as a developer.

It seems to me that the best idea would be allow the user to set up a few
preferences that set what dialog options are default, or specific dialog
boxes (like confirmations) to skip althoethger. This would allow the user
to be as safe or efficient as desired......

- tCW

(But then how many programs currently do this??!? I would guess a few, but
not many!)

# 3287. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 21:39:42 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec1.213942.19122@ida.liu.se>
Source record: 20072

kesseler@arthur.crpht.lu (Georges Kesseler) writes:

>> >the CD^32 (check out Psygnosis' "Microcosm" title when it comes out!)
>>
>> Just for the record, Microcosm isn't CD32-specific. It is being released
>> on PC CD-ROM, CD-I, CD32, and probably also SegaCD.
> ^^^^^^
>Urrgghh, that must look horrible!!! :-)

Most probably, yes. There's only so much you can do with 64 colours
(although you can pull a few tricks to get 128 colours).

>Georges Kesseler
>Office: kesseler@crpht.lu

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3288. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 21:46:45 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec1.214645.19300@ida.liu.se>
Source record: 20073

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 29 Nov 93 19:35:10, Ricardo Hernandez Muchado wrote:

>RH> Just in case, mind you, CD-32 has memory internally so you can save
>RH> memory to it (flash memory).

>Battery backed?

Yes.

>Enough for all games that will have to save to it?

Probably not *all*, it's 8Kb.

>How will they know if the spot they're saving to is occupied by another game
>already?

You know, the CD32 does have a 1MB Operating System. A few kilobytes
of that is dedicated to handling the NVRAM. It's basically a filesystem,
with a special menu for the user where you can delete files and so on.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3289. Re: Talking about jealousy and insecurity

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 21:51:32 UTC
From: pck@acsu.buffalo.edu
Message-ID: <CHDM1x.EtK@acsu.buffalo.edu>
Source record: 20068
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.misc

cdonley@amiganet.xnet.com (Clayton Donley) writes:

>"Ill continue to send money to PTL =regardless= of wether them Satan
>worshippin' HEATHENS in th' I-R-S convict our po' Jim & Tammy Fae of
>tax-evashun!!!!"

>Sound familliar, guys?

Yeah, sounds like what you say while you're trying to copulate with your
Amiga. :)

Phil

---
pck@acsu.buffalo.edu / "Our days are like grass..." - Psalms 103:51
Your eyes are weary from staring at the CRT. You feel sleepy. Notice how
restful it is to watch the cursor blink. Close your eyes. The opinions
stated above are yours. You cannot imagine why you ever felt otherwise.

# 3290. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 22:49:11 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec1.224911.20922@ida.liu.se>
Source record: 20074

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>You claimed FMV was BETTER THAN SVHS!

>I claim it is VHS quality!

It's definitely better than VHS quality. Have you _SEEN_ MPEG FMV at
full speed?

>Let the rest of the people in this group decide whether a format (MPEG) where
>they remove ENOURMOUS amounts of data, is BETTER than the format where they
>DON'T REMOVE ANYTHING AT ALL!

Hahaha. So you mean that S-VHS doesn't remove data? What a joke. It's
lossy, too. Just in a different way to the digital MPEG.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3291. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 22:52:58 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec1.225258.21100@ida.liu.se>
Source record: 20075

cmedley@wam.umd.edu (Charles Medley) writes:
>Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
>>
>> Get some reading glasses and read that over again. I was talking about
>>fringes. Fringes are inavoidable on sharp edges (text and such) in JPEG,
>>while you can use basecolours in HAM8 to avoid them.

> If you're doing graphic text, why in the world would you be doing it in
>a 24-bit mode anyways? And if you do need to do graphic text in a video
>game, I'd say that 95% of the time, it would be animated or color cycled
>and would probably be prominently displayed so the player would be able
>to see it, and fringing wouldn't be a major issue.

OK, I shouldn't have chosen text as the example. Sharp edges and thin
lines in general cause fringing in JPEG.

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

## 3292. ATari in general

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-01 23:53:08 UTC
From: z87899299@maple.circa.ufl.edu
Message-ID: <2djap4INNhda@no-names.nerdc.ufl.edu>
Source record: 20070

They suck! The jag, the Falcon, the TT, the ST, and any other fucking lame computer Atari comes out with. They are worhtless! Fuckin losers like you still holding on to your computer so you won't think that you blew your money! Well you did! They suck! You guys are almost in worse shape than Commodore! Wake up! Go buy a real computer! A windows driven one!

# 3293. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 06:05:44 UTC
From: cs93294@assn012.cs.ualberta.ca
Message-ID: <cs93294.754812344@wolfcreek.cs.ualberta.ca>
Source record: 20078

cdonley@amiganet.xnet.com (Clayton Donley) writes:
>Also, considering that when the CD^32 is announced over here, Stateside, in
>January.. it will STILL be another, what, >>9<< months until Atari releases its
>CD attachment in September 94! To make matters worse, EUROPEAN Amiga CD^32
>users will have CD-Roms for MORE THAN AN ENTIRE YEAR before Atari rolls out
>their CD peripheral.

Oh well I guess that's life. Just because they roll it out 9 months later
doesn't mean that Atari is going to die a painful death or that demons will
come out of the earth and the sky will turn back. Apparently they have sold
all their base units, and since they have already done that, there will be
an already established base for when the CD rom DOES come out. And there is
no reason to beleive that it won't come out either. Atari has made good on
their promises TO THE LETTER when it comes to the Jaguar. I see no reason
for them to balk on a promise when they are trying to prove that they can
deliver. It just doesn't make good business sense.

>The race will be already over by the time Atari shows up at the starting line,
>im afraid. Its a shame to see a good product go under due to slow garnering of
>support..

Wait and see before making any predictions. The last thing that you want
is to go around making those kinds of statements prematurely. It might
turn out just the opposite and then you'll have a lot of explaining to
do. I'm not writing off the CD32 yet, I think it'll liven things up a
bit and improve games on both machines. At any rate, since Atari is
entering such a huge market, even if they don't get a large share of it,
they can do naught but make money in some regard.

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____________________________|

# 3294. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 06:19:31 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dk1dj$t5m@darkstar.UCSC.EDU>
Source record: 20076

In <CHDI5K.4vy@nsc.nsc.com> draeger@lcc1.nsc.com (Mike Draeger) writes:

> It seems to me that the best idea would be allow the user to set up a few
>preferences that set what dialog options are default, or specific dialog
>boxes (like confirmations) to skip althoethger. This would allow the user
>to be as safe or efficient as desired......

Of course, this negates the "your friend's machine works like yours" bonus
that makes GUIs easier (for beginners) to use... Lowest common denominator
is not fun, but it DOES sell machines...

~Chris
> - tCW

# 3295. Re: ATari in general

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 06:21:55 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dk1i3$t63@darkstar.UCSC.EDU>
Source record: 20077

In <2djap4INNhda@no-names.nerdc.ufl.edu> z87899299@maple.circa.ufl.edu writes:

>They suck! The jag, the Falcon, the TT, the ST, and any other fucking
>lame computer Atari comes out with. They are worhtless! Fuckin losers
>like you still holding on to your computer so you won't think that you
>blew your money! Well you did! They suck! You guys are almost in worse
^^^^^^^^^^^^^^^
>shape than Commodore! Wake up! Go buy a real computer! A windows driven
^^^^^^^^^^^^^^^^^^^^
>one!

No point flamng the poster, but that's a funny line... :) Hey, At least we're
better then Commodore, right? And that's the MAIn argument going around these
parts... ;)

~Chris

# 3296. Re: ATari in general

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 09:19:58 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2dkbvu$5kc@harbinger.cc.monash.edu.au>
Source record: 20082

z87899299@maple.circa.ufl.edu wrote:
: They suck! The jag, the Falcon, the TT, the ST, and any other fucking
: lame computer Atari comes out with. They are worhtless! Fuckin losers
: like you still holding on to your computer so you won't think that you
: blew your money! Well you did! They suck! You guys are almost in worse
: shape than Commodore! Wake up! Go buy a real computer! A windows driven
: one!

I'm pretty sure the Falcon, TT, ST and other "lame" computers that
Atari have made a GUI and can be "windows driven".

If you're talking about running Microsoft Windows, I'm not too sure
why you would want it to drive the Jaguar.

- Jim

# 3297. Re: ATari in general

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 09:27:03 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2dkcd7INN12p@tom.rz.uni-passau.de>
Source record: 20085

In article <2djap4INNhda@no-names.nerdc.ufl.edu> z87899299@maple.circa.ufl.edu writes:
>Go buy a real computer! A windows driven
>one!

Hummm, I have never seen a computer 'driven' by windows, but perhaps this guy refers to MS-Windows. In that case, the verb should be 'possessed'. And 'real computers', what are 'real computers'? IMHO, a TS1000/ZX81 is a real computer also, and for professional applications, many small companies decided a MegaST w/ SM124 and hard disk fulfills their desires, at least over here in Germany. Newspapers chose the TT for their DTP and musicians like the STacy. Many chose the Amiga to do their video work. It depends on what you want and what you do with your computer, not if there is an 'intel inside' sticker on it.
And if I bought a PC compatible, it would neither have an intel processor nor would I run Windows on it (I prefer OS/2 for applications and Linux for professionality :-)).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 3298. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 09:31:19 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2dkcl7$5kc@harbinger.cc.monash.edu.au>
Source record: 20083

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
: In a message of 01 Dec 93 07:54:46, Jimmy Chan wrote:

: JC> Okay, this is from this month's AmigaWorld:

: (List of loads of developers and games)

: Did you notice that only a few of those were using AGA graphics, and that the
: rest were A1200 games copied to a CD?

Why wouldn't they use AGA graphics? There are often AGA and ECS versions
of the same game released. How would you know if they don't use AGA
graphics?

A few of the titles are CD-only games, and some of them are also released
as PC CD-ROM games. Digital Intergration Designs (DID) make quite a
few good flight-sims on the PC and Amiga.

: Not surprising .. kinda easy for developers to copy old games to CD ..

They might be "old games", but quite a few have only have been recently
released on the PC and/or Amiga. I'd rather have a fun "old" game than
a crap new game. Quite a few of the games were fun on, and were improved
for the A1200/AGA. Others are kinda naff (Dracula on the PC comes to
mind).

[...]

: Why is everybody raving about the CD-ROM? If the Jaguar can store almost 50Meg
: of graphics on a cartridge, the CD-ROM will only be used for the absolutely
: biggest adventures ... and really ... there's a market for other games too ..

Because a lot of very good games are being released on CD-ROM. Rebel
Assault by LucasFilms is CD-ROM only, and a lot of adventure games
benefit from having speech and other extras stored on the ROM. You
can have interactive adventures where passages and conversation is
heard, instead of you reading a dialogue box.

: Return to Zork (or whatever it's called) is already under developement for the
: JagCD.

Perhpas we'll talk about it when it's released.

- Jim

# 3299. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 09:39:32 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2dkd4k$5kc@harbinger.cc.monash.edu.au>
Source record: 20084

Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:

[...]

: )You can get a cheap laserdisc for about $200 but, it usually doesn't offer
: )the extras and there are sometimes problems with different laserdisc
: )formats. Extras are like not having to flip the laserdiscs, random
: )searches, full remotes, etc....8-). Sorry, I'm into laserdiscs.
: )
: )Well, that being said, it's true the FMV stuff isn't really great but it's
: )an extra (optional) for those that want it. You don't want it don't buy
: )it. I myself don't care for FMV, I have a laserdisc collection. I won't
: )be buying it for any of the game consoles but, it's an extra selling point.
: )Same goes for PhotoCD, being an extra selling point that is, don't know if
: )I'll need PhotoCD capability as yet, it has possibilities I've recently
: )found out.

: The Photo CD stuff does interest me quite a bit as well - but that's
: something that comes standard with all of the CD systems (say, does
: anyone know if all of the CD systems handle multisession?).

: The thing is that the FMV carts cost as much as a cheap LD player
: (like you said, they aren't great at that price!) or a fairly nice
: VCR. The problem is that the only feature you get is the ability to
: play these CD-ROM movies - you can't record like a VCR, and the
: picture quality is worse than LD. Given that most people buying a
: $400+ game machine probably already have a VCR, I just can't imagine
: not springing for a LD player instead of the FMV cart.

I've got a VCR, but I'm fed up with degraded video tapes that I rent
from the video store. There's only a few places that actually rent
out LaserDisks, charge quite a bit of money and are about a 100 minute
round trip journey away. The hassle-factor would put me off from
buying a laser disk player.

The price has dropped dramatically, but nobody has bought one. I'd get
one just to view Anime and a few director's cuts of a few movies.

I would purchase a laser CD video player if the local video store
actually stocked CD-Videos. Making a CD-Video is probably going to
be cheaper than making a Laser-Disk, because any audio CD manufacturer
has the capability of making CD-ROMs and CD-Videos. So the CD-Video
has the possibility of being cheaper than Laser Disks.

Anybody know the costs of making VHS video tapes compared to CD-Video
or CD-ROMS and LaserDisks. The costs could be equivalent, but the
retail price of a LaserDisk is horrendous.

: Aren't there a lot more titles on laserdisk? I just view this FMV
: cart stuff as an industry attempt to sell us something we really don't
: need - and I have trouble imagining who will want it!!

It's not a FMV cart. You'll need some sort of CD-ROM player (Jaguar
doesn't have this yet).

If there a lots of titles on laser disks, they're probably only a
fraction of the VHS, or even Beta titles out there. If Video-CD
takes off, I'll get one.

- Jim

# 3300. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 09:49:28 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931202.17368.LMCCLURE@delphi.com>
Source record: 20086

Speaking of Video CD's; one thing I am virtually certain of; video rental places would *love* for V-CD to catch on. After all, they would be considerably more wear resistant than videotapes, and there would be no worry about someone bringing one back that had not been rewound! <grin>

## 3301. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 09:53:46 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931202.17626.LMCCLURE@delphi.com>
Source record: 19887

"with the AGA chipset being 16 bit..."
Actually, the AGA chipset is 32-bit. Let's play fair here. <grin>

# 3302. Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 09:57:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHEJnu.2vK@barclays.co.uk>
Source record: 19891

In article <2dd5ss$ejq@corax.udac.uu.se>, m93kma@tdb.uu.se (Kristofer Maad) writes:
|> Iain.Laskey@barclays.co.uk wrote:
|> : The Jaguar is more than vague. People in the US have them in their hands NOW! I'm
|> : in the UK and I have one on order. Delivery is due in the next couple of weeks.
|>
|> Still, I _have_ seen a CD32 in action. I have _not_ seen a Jag. Show
|> one to me, and I'll make my judgement. (Just claiming that they exist
|> don't make them anymore real.)
I too have seen a CD32 and was very dissapointed. Still, it's early days and
developers need time to get to grips with new hardware.
As for 'claimng that they exist'. How can you doubt it? It's a fact? The
magazines are full of games reviews & hardware pictures, people are posting about
what they thought of their Jags that they have etc. IT IS REAL!
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 3303. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 10:01:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHEJuB.2ww@barclays.co.uk>
Source record: 19892

In article <KENDALL.93Nov29113439@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Nov29.132009.831@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk (C.P.
Brown) writes:
|> )In article <2cf98dac@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> )|> FMV is VHS quality .... *NOT* SVHS!!!!!
|> )|>
|> )|> Get your facts straight before posting.
|> )
|> )Aherm, excuse me, I have SEEN CD32 FMV working, and it is MUCH better than VHS
|> )quality. Do you post crap like this to annoy people, or are you just
|> )terminally stupid? either way you've just made my killfile, so don't bother
|> )replying.
|> )
|>
|> The quality of these FMV carts is MAYBE at best as good as SVHS, and
|> still falls short next to laserdisks. I just cannot imagine the
|> public being fooled into this technology, but I guess it could
|> happen...
With enough marketing, the public can be fooled into buying anything. I suspect a lot
of the problem is that people don't know what is wrong with FMV images and unless
your looking for it, you probably wont see it. If you are a film buff and want the
very best image, you will be able to see the difference between FMV in all it's
forms and laserdisc. Laserdisc is better by quite a margin. The undiscerning viewer
will probably be quite happy with FMV.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 3304. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 10:12:59 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931202.18779.LMCCLURE@delphi.com>
Source record: 19888

I see the cost of the FMV modules as the single biggest stumbling block to Video CD's (rather the same problem I think 3DO has, but that is another discussion).

The quality is not a stumbling block...the public's acceptance of VHS VCR's is proof enough of that. Also, they would have some advantages...durability, small size (especially compared to laserdiscs), and, if I understand, the ability to perform special effects (i.e. still frames) on any disc. (Unless you have a laser disc player with digital freeze, don't expect to do this on anything except a CAV disc...on which you pay a penalty of having to flip or change the disc every 30 minutes instead of every 60). Also, if it begins to catch on, I would expect to see multi-disk (carousel-type) machines for handling video-CD discs at a slight premium, just as 5-disc audio CD players are now available for a slightly higher price. Imagine being able to watch the entire uncut version of "Dances with Wolves" without once having to get up and flip or change a disc. (For the record, laserdisc players that automatically change sides and/or have digitial effects are typically in the same price range or higher as CD-32 or CD-I + the FMV module. My best friend is *heavily* into laserdiscs. He not only has a huge collection of discs, but has *3* laserdisc players in his home, for goodness sake! [Yep, he needs therapy <grin>]).

# 3305. Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 10:23:52 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931202.19432.LMCCLURE@delphi.com>
Source record: 19890

", YOU CANNOT DO SPRITES AND BOBS IN HAM8-MODE !"
Why not? If you are talking about Amiga hardware sprites, why would they be disengaged in HAM-8 mode? As to BOBs (Blitter OBjects), I could see where they would be problematic, but not impossible.

That say, the evidence of lack of HAM-8 games (and even HAM[6] games) would seem to indicate that HAM8 presents too many problems vs. advantages for use by game programmers.

For what it is worth, I own and use both a 4meg STe, and a 5meg A500, so I have no reason to be biased.

# 3306. Re: 3D0 vs jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 10:24:43 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec2112443@arthur.crpht.lu>
Source record: 19889

> I've just read the latest edition of PCW (January can you believe!)
> and there's a comparitive mini-review (4 pages) of the 3D0 and the
> Jaguar. The CD-32 isn't mentioned.
> [...]
> They seemed much more impressed with the Jaguar overall. This is
> of course despite the Jaguar only being supplied with cartridge games
> and the 3D0 being CD-based. I have to say that the graphics shots
> of the Jaguar looked far more impressive than the 3D0.
Can anyone who has a 3DO and/or a jaguar answer this question:
What is the framerate? (record to VCR and check frame per frame)
Is the 'no slowdown' claim valid?

> ps: Stefan, thank God not all amiga-owners are like Clayhead :-)
Strange, Clayhead never responded to my posts (those with the Jaguar diagram)

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3307. Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 10:44:24 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931202.20664.LMCCLURE@delphi.com>
Source record: 19893

IMO, both Atari truecolor (15/16-bit color), and Amiga's HAM-8 have their uses to which each is best suited.

If I were writing a game, I would rather use the Atari's 16-bit mode. When you are moving quickly, it is easier to handle it's 'straight-forward' format than that of HAM8.

However, when dealing with still images, or anims played from disk or memory, I would *usually* pick HAM8, due to the 50% lower memory requirement. Of course, there would be *some* images that would look better in 16-bit mode than HAM-8, but in "real life" (especially photorealistic images), not many. I have seen 16-bit graphics in real life (on a PC, not a Falcon 030... sorry, but in the case of still graphics, there should be no difference), 24-bit graphics in real life, and side-by-side photos of HAM8 and a 24-bit pic of the same scene. Frankly, I could not tell any difference in the photo of the HAM8 scene and the 24-bit scene (admittedly, this was one scene, and the only one I recall seeing that also showed the same pic [from a 24-bit source] shown as both HAM8 and 24-bit). Of course, I have also seen many 15/16-bit pics I could not tell from 24-bit.

For moving graphics, and especially if viewed on a composite monitor or television, I doubt 99% of the population could tell whether an image was 15-bit, 16-bit, HAM8, or 24-bit.

Since most games have fast moving graphics, and most will be viewed on a TV via an RF or audio/video connection, most of this is debate simply for the purpose of debate.

In the case of the Jaguar vs. CD-32, I would say the Jag has the edge. Although I expect many games will only use 8 or 16-bit graphics (to save space), I do not expect to see any HAM8 games for CD-32, nor many games on either that make extensive use of the highest resolution (not on the Amiga due to DMA contention, and not on the Jaguar due to cart space limitations... even with the compression and cart sizes available).

# 3308. Re: HAM8 and the 64 base colors

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 10:51:11 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931202.21071.LMCCLURE@delphi.com>
Source record: 19894

"256 colors would probably be adequate to wow the
low-end game market. I don't think they need to do
more than that... and I think that's probably
about the level of quality we'll see."

I agree with you on that. Consider the PC game market. Although there are very likely more PC's out there now with 16-bit and even 24-bit capable VGA cards than there are Amigas and Ataris (ST's, STe's, and F030's) combined, you would be hard pressed to find games using 16-bit or 24-bit graphics.

# 3309. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 12:49:34 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec2134934@arthur.crpht.lu>
Source record: 19895

> >I claim it is VHS quality!
>
> It's definitely better than VHS quality. Have you _SEEN_ MPEG FMV at
> full speed?
Yes, and it looks awful.
All those square shaped non-moving parts are really annoiing. If I want to
watch a film, I want the complete film and not only half the film moving and
the rest staying in place.
Film fans claim that MPEG is better than VHS but lower than SVHS or LD.

> Hahaha. So you mean that S-VHS doesn't remove data? What a joke. It's
> lossy, too. Just in a different way to the digital MPEG.
I prefer the loss of SVHS to the MPEG square-shaped loss.
I even prefer LD to SVHS. LD has CD quality audio. Try to do that with MPEG.
The MPEG sound is compressed too (DCC/MD crap, you know?).
I recently saw the very special T2 edition on LD. That was brainblasting.
Excellent picture quality, excellent sound. And 3 sides of 'making of'.
All in CAV (distinct pictures, 25/s) try to do that on CD!

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3310. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 13:55:25 UTC
From: m93kma@tdb.uu.se
Message-ID: <2dks4d$7o4@corax.udac.uu.se>
Source record: 19896

Dale Adams (Dale_Adams@gateway.qm.apple.com) wrote:
: <Lots of true stuff, but this thread is getting boring> :)

I think you know what I mean, and vice versa. So there is no use continuing to write on this subject. Yes, the HAM8 is worse than true 24-bit graphics. But it is much better than 256-color modes, for most pictures. Of course, if I had the choice of having 24-bit color or HAM8-color, I would prefer 24-bit. And I still think that HAM8 looks better than 16-bit TrueColor. (All comparisons in the same resolutions, of course.)

Have fun, Kristofer.

P.S. I think it's cool seeing an Apple employee (I presume) that can look up from QuickTime, PageMaker, MS-Word and Excel to discuss real stuff! :)

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3311. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 14:22:26 UTC
From: cmedley@wam.umd.edu
Message-ID: <2dktn2$2m8@cville-srv.wam.umd.edu>
Source record: 19897

In article <1993Dec1.225258.21100@ida.liu.se>,
Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
>cmedley@wam.umd.edu (Charles Medley) writes:
> OK, I shouldn't have chosen text as the example. Sharp edges and thin
>lines in general cause fringing in JPEG.
>

Well, with the Amiga, if you get outside the 64 base colors and cannot make the transition from the preceding pixel's color...you'll get the same effect on vertical lines, won't you?

For example, let's say the programmer picks the wrong 64 colors for his image and slaps a vertical red line on a blue background. The pixels to the right of the red line should show some blurring if, say, the 64 colors chosen were all shades of gray, for example. So you wind up with (what on my old Coleco ADAM was called) "color bleeding".

JPEG, as I understand it, wouldn't have such a problem.

The thing I'm still wondering about is, how can someone do interactive animation without a lot of memory in HAM8. I'll use a videogame as an example...

(you're more experienced in programming games, so correct me if I'm wrong)

If the source image for a background is HAM8, and it is maintained in memory and then copied to the screen each time, and an image is blitted on top of it (say, the player's "ship"), the ship has now destroyed at least some of the information related to the current screen's display of that background. The original information is untouched because it was just copied to the screen. However, what you have done now is lost the advantages of hardware scrolling... or so it would seem.

Considering that HAM8 is the only mode on the CD-32 comparable to the Jag's full 24-bit capability, or even the Falcon's 16-bit TrueColor modes... it seems to me that one advantage of these "Atari" modes are that they are faster to work with. A 16-bit image placed on top of another 16-bit image could be XORed out of existence. However, a HAM8 image placed on top of another HAM8 image can't have that logical operation done because the color of a given pixel is dependent on the color of the preceding pixel, and at the points where the two images meet, data is lost in the image that occurs "after" (to the right).

I'm not going to say this is the "gospel", but I think there is logic to this. If I am right (and if I'm wrong, I'd like to see how it is done), this would make HAM8 a lot less attractive for "fast" user controlled animated graphics, such as videogames.

## 3312. Laserdisc vs. VHS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 14:27:58 UTC
From: cmedley@wam.umd.edu
Message-ID: <2dku1e$2ui@cville-srv.wam.umd.edu>
Source record: 19898

In article <2dkd4k$5kc@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
>
>I've got a VCR, but I'm fed up with degraded video tapes that I rent
>from the video store. There's only a few places that actually rent
>out LaserDisks, charge quite a bit of money and are about a 100 minute
>round trip journey away. The hassle-factor would put me off from
>buying a laser disk player.
>

I agree... but then, I think most people (like me) who have laserdisks
also have VCRs. I tend to rent a movie on VHS and then if I really like it,
buy the laserdisk version.

>The price has dropped dramatically, but nobody has bought one. I'd get
>one just to view Anime and a few director's cuts of a few movies.
>

I agree on that. <--- sentence rarely said in *.advocacy

>I would purchase a laser CD video player if the local video store
>actually stocked CD-Videos. Making a CD-Video is probably going to
>be cheaper than making a Laser-Disk, because any audio CD manufacturer
>has the capability of making CD-ROMs and CD-Videos. So the CD-Video
>has the possibility of being cheaper than Laser Disks.

This I totally disagree with. Why? Well, CD and audio tape cost nearly
the same to make in medium-sized quantities. Yet CDs cost nearly
double the price. Why?

>
>Anybody know the costs of making VHS video tapes compared to CD-Video
>or CD-ROMS and LaserDisks. The costs could be equivalent, but the
>retail price of a LaserDisk is horrendous.
>

This is true in some cases, but not all. I've seen a lot of laserdiscs
that retail for $30-$45 for the normal version and $60-$90 for the CAV
version.

>It's not a FMV cart. You'll need some sort of CD-ROM player (Jaguar
>doesn't have this yet).
>

That's a minor problem: Jaguar has theirs up and running and apparently
developers have had these already.

# 3313. Re: ATari in general

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 14:45:23 UTC
From: birkr@essex.ac.uk
Message-ID: <BIRKR.93Dec2144523@sunlab41.essex.ac.uk>
Source record: 19899

In article <2dkbvu$5kc@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:

> z87899299@maple.circa.ufl.edu wrote:
> : They suck! The jag, the Falcon, the TT, the ST, and any other fucking
> : lame computer Atari comes out with. They are worhtless! Fuckin losers
> : like you still holding on to your computer so you won't think that you
> : blew your money! Well you did! They suck! You guys are almost in worse
> : shape than Commodore! Wake up! Go buy a real computer! A windows driven
> : one!
>
> I'm pretty sure the Falcon, TT, ST and other "lame" computers that
> Atari have made a GUI and can be "windows driven".
>
> If you're talking about running Microsoft Windows, I'm not too sure
> why you would want it to drive the Jaguar.
>
>
> - Jim

Hmmm... many more postings from this guy, and there'll be a world wide exclamation mark shortage. Sheeesh, you can almost hear him gasping for breath between sentences from here. :)

There's nothing at all wrong with a ST... you can pick one up from 80 quid here now... new!

That won't buy you a "windows driven" application for a PC... :)

Richard Birks
--
3rd Year Systems Architecture Student. Uni of Essex, England.

sig under construction, delays expected.

## 3314. ATari in general

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 14:49:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cfe0080@troed.ct.se>
Source record: 19906

In a message of 02 Dec 93 00:53:08, Z87899299 wrote:

Z> They suck! The jag, the Falcon, the TT, the ST, and any other fucking
Z> lame computer Atari comes out with. They are worhtless! Fuckin losers
Z> like you still holding on to your computer so you won't think that you
Z> blew your money! Well you did! They suck! You guys are almost in worse
Z> shape than Commodore! Wake up! Go buy a real computer! A windows driven
Z> on

I tought this <being> was serious until I saw "windows driven" .. :-)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3315. Re: Atari jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 15:35:56 UTC
From: hartjes@uni-muenster.de
Message-ID: <2dl20s$12hv@obelix.uni-muenster.de>
Source record: 19900

Iain.Laskey@barclays.co.uk wrote:
: In article <1993Nov22.180115.25859@aber.ac.uk>, jrt3@aber.ac.uk (Jason Robert Tokarz)
writes:
: |> I recently read that Atari has finally released their 64bit console.
: |> Do any one have the specs for it. I just interested in what sort of hardware
: |> it using.
: !!!!!!!!!!!!!!! What do you think everyones spent the last 3-4 months arguing
: over!!!!!!!
: The specs have been regularly and deeply discussed. here they are again. They
: have been editied and commented by someone who was present at the Atari trade
: launch.

: * 64-bit RISC multiprocessing architecture.

: * High-speed (106.4 Mbyte/sec) 64-bit data path

: * Five processors:

: > 27 MIPs Graphics Processor with 4K bytes of zero wait-state internal
: SRAM that is closely coupled to the blitter, that can perform a full
: range of graphics effects (including shading and rotations) at high
: speed, yet is programmable for maximum flexibility.

: > A programmable Object Processor that can act as a variety of different
: video architectures, such as an advanced sprite engine, pixel-mapped
: based systems, character-mapped based systems, and many others.

: > 27 MIPs DSP [Digital Signal Processor] with 8K bytes of zero wait-state
: internal SRAM for CD-quality sound and full stereo capabilities.

: > A blitter that can perform a full range of logical operations at high
: speed, with hardware support for Z-buffering and Goudraud shading.

: > MC68000 CPU clocked at 13.3MHz as a general purpose control processor.

: [Five processors do not equal five chips; see below]

: * Lifelike quality 32-bit color on NTSC or PAL television screens, yielding
: greater than 16 million colors (16,777,216 exactly).

: * Screen resolution of 720 x 576.

: * ROM cartridge capacity to 48 megabits [6 megabytes] of compressed or
: uncompressed code. When compressed, equivalent to almost 400 megabits.
: [50 megabytes?!?]

: * 16 megabits [2 megabytes] of fast page-mode DRAM.

: * An optional double speed CD-ROM drive. ($200, sometime during 1994)

: * ComLynx I/O for networked multiconsole games (even with Lynx and Jaguar
: mixture).

: [I smell a Lynx adaptor for the Jaguar in here. And the idea of chaining
: Jaguars and Lynxes is tantalizing]

: * Two (expandable to literally dozens) enhanced controller ports, supporting
: digital and analog interfaces, as well as keyboards, light guns and mice.

: [Expansion probably by a multiple-port tap, naturally]

: * High performance, ergonomically designed, controller with joypad, three
: fire buttons, Pause, Option, and 12-key keypad with game-specific
: overlays. ["Ergonomically designed"? Definitely press release hype]

: * High speed synchronous serial port for connection to modems, cable TV,
: networks and other high performance networks.

: There are two custom chips, code-named Tom and Jerry, which combined contain
: four processors. Jerry has the DSP, the 8K SRAM, a sound block and a block for
: "timers, UART, joysticks and clock control." Tom has the "DRAM memory
: controller, object processor, GPU (w/ 4K SRAM) and the blitter." The 68000 is
: separate as it has the DRAM and cartridge/CD-ROM ties.

: --
: +---------------+-----------------------------------------------------------+
: | Iain R Laskey | Atari Falcon user and very happy with it! |
: +---------------+-----------------------------------------------------------+

--
Klaus Hartjes Westfaelische Wilhelms-Universitaet
Anorganisch-Chemisches Institut, Wilhelm-Klemm-Str. 8, 48149 Muenster, Germany
E-Mail: hartjes@uni-muenster.de Phone: +49(251)83-3134

# 3316. Re: ATari in general

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 16:42:30 UTC
From: caroll@ucunix.san.uc.edu
Message-ID: <2dl5tm$j41@ucunix.san.uc.edu>
Source record: 19901

In article <2djap4INNhda@no-names.nerdc.ufl.edu> z87899299@maple.circa.ufl.edu writes:
>They suck! The jag, the Falcon, the TT, the ST, and any other fucking
>lame computer Atari comes out with. They are worhtless! Fuckin losers
>like you still holding on to your computer so you won't think that you
>blew your money! Well you did! They suck! You guys are almost in worse
>shape than Commodore! Wake up! Go buy a real computer! A windows driven
>one!

This has GOT to be one of the funniest things I have ever seen! Flame bait
isn't the word for it.. Anyone who uses windows on a regular basis and knows
how to use a computer, will tell you that Windows is the most poorly written
piece of trash o/s on the planet! Go buy a real computer, and learn how to
use it WITHOUT Windows!

--
---===>>> Nick <<<===---
caroll@ucunix.san.uc.edu
------------------------

# 3317. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 16:52:27 UTC
From: kendall@snowy.owlnet.rice.edu
Message-ID: <KENDALL.93Dec2105227@snowy.owlnet.rice.edu>
Source record: 19904

In article <1993Dec1.214645.19300@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
>Battery backed?

Yes.

>Enough for all games that will have to save to it?

Probably not *all*, it's 8Kb.
---

Like civilization for instace, whose save files are ~60k. No saved games here...

>How will they know if the spot they're saving to is occupied by another game
>already?

You know, the CD32 does have a 1MB Operating System. A few kilobytes
of that is dedicated to handling the NVRAM. It's basically a filesystem,
with a special menu for the user where you can delete files and so on.
---

How is this menu accessed? The 3DO has something like this, but no-one knows how to get to it!!

--
---> Kendall Gelner (kendall@rice.edu)

# 3318. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 16:56:09 UTC
From: kendall@snowy.owlnet.rice.edu
Message-ID: <KENDALL.93Dec2105609@snowy.owlnet.rice.edu>
Source record: 19905

In article <1993Dec1.224911.20922@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
)
)>You claimed FMV was BETTER THAN SVHS!
)
)>I claim it is VHS quality!
)
) It's definitely better than VHS quality. Have you _SEEN_ MPEG FMV at
)full speed?
)
)>Let the rest of the people in this group decide whether a format (MPEG) where
)>they remove ENOURMOUS amounts of data, is BETTER than the format where they
)>DON'T REMOVE ANYTHING AT ALL!
)
) Hahaha. So you mean that S-VHS doesn't remove data? What a joke. It's
)lossy, too. Just in a different way to the digital MPEG.

That doesnt matter - do you honestly think MPEG is better than SVHS?
I sure don't. And it definatley is not better (or even equal) to
laserdisk technology!!

--
---> Kendall Gelner (kendall@rice.edu)

# 3319. Re: WHO IS THIS FOOL ?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 19:19:32 UTC
From: pck@acsu.buffalo.edu
Message-ID: <CHF9oL.Az@acsu.buffalo.edu>
Source record: 19902

For those of you who don't read rec.games.video.misc, the real Clayton Donley came forward and said some kid has been using his account without his knowledge.

So we'll have no more stupid postings from him. :)

Phil

---

pck@acsu.buffalo.edu / "Our days are like grass..." - Psalms 103:51
Your eyes are weary from staring at the CRT. You feel sleepy. Notice how restful it is to watch the cursor blink. Close your eyes. The opinions stated above are yours. You cannot imagine why you ever felt otherwise.

# 3320. Re: CD32's HAM8 mode -IS- True 24-BIT color in some resolutions.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 21:13:19 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Dec2.211319.19305@pcnntp.apple.com>
Source record: 19903

In article <2dks4d$7o4@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad)
writes:
> Dale Adams (Dale_Adams@gateway.qm.apple.com) wrote:
> : <Lots of true stuff, but this thread is getting boring> :)

Very curious - I was going to say exactly the same thing. ;-)

> I think you know what I mean, and vice versa. So there is no use continuing
> to write on this subject. Yes, the HAM8 is worse than true 24-bit graphics.
> But it is much better than 256-color modes, for most pictures. Of course, if
> I had the choice of having 24-bit color or HAM8-color, I would prefer
> 24-bit.
> And I still think that HAM8 looks better than 16-bit TrueColor. (All
> comparisons in the same resolutions, of course.)

I have no objection to HAM8. It's very good for certain things, animation
in particular as there's less data to move around. (It's not entirely
incorrect to view it as a type of hardware compression scheme.) It's a
very economical way to get much better than 8 bit display capability out
of a video memory system which can only store 8 bits/pixel. My only
reason for responding to this thread at all was to dispute the claim that
HAM8 and 24-bit were identical.
'Nuff said...

> P.S. I think it's cool seeing an Apple employee (I presume) that can
> look up from QuickTime, PageMaker, MS-Word and Excel to discuss real
> stuff! :)

Yeah, I'm an Apple employee - a hardware engineer who's done a fair
amount of work in the graphics/video area. So, I usually look up from a
schematic layout program to visit various newsgroups. ;-)

- Dale Adams

# 3321. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 23:01:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cfe73dc@troed.ct.se>
Source record: 19947

In a message of 01 Dec 93 22:46:45, Stefan Boberg wrote:

SB> You know, the CD32 does have a 1MB Operating System. A few kilobytes
SB> of that is dedicated to handling the NVRAM. It's basically a filesystem,
SB> with a special menu for the user where you can delete files and so on.

Oki .. this I didn't know ... although it's not near as useful as saving on the
cart itself .. ("bring your cool gamez over and I'll check out your saves" -
the 13 year old boy cries ... :-)
Anyway, that should be useful when they try to stop crackers from playing the
CD32 games on their A1200/HD:s .. :-)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3322. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 23:04:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cfe7472@troed.ct.se>
Source record: 19946

In a message of 01 Dec 93 23:49:11, Stefan Boberg wrote:

SB> It's definitely better than VHS quality. Have you _SEEN_ MPEG FMV at
SB> full speed?

Nope, but I frequently read American Scientist, where they in the September issue (I think) has a full explanation of the MPEG-1, 2 and 4 standards ... several times they stated that FMV was VHS quality. I take that as a reliable source!

SB> Hahaha. So you mean that S-VHS doesn't remove data? What a joke. It's
SB> lossy, too. Just in a different way to the digital MPEG.

Sorry for that one, I didn't mean it to sound like if SVHS was 100% perfect, I just wanted to state that since MPEG removes ENOURMOUS amounts of data it WILL show.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3323. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-02 23:08:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cfe755a@troed.ct.se>
Source record: 19930

In a message of 02 Dec 93 10:31:19, William Fang wrote:

WF> Why wouldn't they use AGA graphics? There are often AGA and ECS versions
WF> of the same game released. How would you know if they don't use AGA
WF> graphics?

I can't switch channel at the moment, but someone else with access to Sky Text-TV can probably tell you that atleast one game soon released on CD32 will NOT use AGA graphics. (Stated in the GamesWorld section)

WF> : Not surprising .. kinda easy for developers to copy old games to CD ..
WF>
WF> They might be "old games", but quite a few have only have been recently
WF> released on the PC and/or Amiga. I'd rather have a fun "old" game than
WF> a crap new game. Quite a few of the games were fun on, and were improved
WF> for the A1200/AGA. Others are kinda naff (Dracula on the PC comes to
WF> mind).

People don't buy consoles to being able to play the same games their computer-owning neighbour has had for months ... they would have bought the computer if that was the case ... people buy consoles to play arcade-versions of games - and since Atari Games (NOT the same as Atari Corp!) has licensed the Jaguar chipset for use in their arcade-machines, you'll have some great arcade conversions coming here ...

Haven't seen anyone building arcades using the CD32 .. :-)

WF> : Return to Zork (or whatever it's called) is already under developement
WF> for the
WF> : JagCD.
WF>
WF> Perhpas we'll talk about it when it's released.

Ah, you didn't like that ... :-)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3324. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 00:04:38 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec03.000438.19145@rchland.ibm.com>
Source record: 19907

In article <2cfb0d3a@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 29 Nov 93 19:35:10, Ricardo Hernandez Muchado wrote:
|>
|> RH> Just in case, mind you, CD-32 has memory internally so you can save
|> RH> memory
|> RH> to it (flash memory).
|> RH>
|> RH> Food for your own though.
|>
|> Battery backed?

Thanks for showing your ignorance where hardware is concerned. Didn't I say flash memory? (Hint: the memory isn't lost when you turn off the CD-32 )

|> Enough for all games that will have to save to it?

Probably yes.

|>
|> How will they know if the spot they're saving to is occupied by another game
|> already?

Go over it... All cartridges have their own limit two (Zelda III has 3 games)j Password type games are a real breeze to save.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3325. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 00:12:28 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec03.001228.29207@rchland.ibm.com>
Source record: 19908

In article <2dhrloINNidc@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <cdonley.2q7h@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:

[stuff deleted]

|> The 68000 in the Jaguar DOES NOT access the RAM directly. The custom chips
|> DO access the RAM directly. And - speaking of games - most of the work is
|> done by the custom chips in BOTH machines, with the AGA chipset being 16 bit

Just a little correction: AGA is 32-bits. Paula (the sound chip) is not
part of the 'AGA' chipset.

|> and the Jag chipset being 64 bit organized. What do YOU think is faster?
|> I wouldn't run a C compiler on a Jaguar, you know?
|>
|> >5) Game developers of the CD^32 have a choice of utilizing either pure CD
|> > sound (read off the CD rom as the game plays with virtually no CPU
|> > slowdown) -- OR -- using the Amiga's already impressive sound chip (Paula)
|> > which by itself offers near CD quality sound.
|>
|> The PAULA chip does NOT offer 'near CD quality sound', unless you switch both
|> machines off, then the sound is equal. PAULA offers 8 bit, 26 MHz (? not
|> sure here) stereo sound with almost no processor contention. CDs offer
|> 16 bit, 44.1 kHz stereo sound. This is quite a difference.
|>
|> > Jaguars are stuck (at least until September 94) with chip-music.
|>
|> The Jaguar sound chip offers CD quality sound, you forgot to mention.

Whenever that ships, true.

|>
|> >6) The Jaguar's custom chips are slaved to its comparably slow 68000. The
|> > custom chips in the Amiga CD^32 run totally independantly of the CPU.
|> > For example, if an Amiga CD^32 wants to play a 400K digital sample out of
|> > memory, its 68020 merely tells the Paula chip "Theres a sample over here
|> > at this memory address. Play it..See you later!" The CD^32's 68020 CPU
|> > can then go on do to whatever it wishes.
|>
|> So the Amiga custom chips don't get commands by the CPU? Strange, I always
|> thought there was some game logic required for CD^32 games...
|> DMA capabilities for sound are implemented in any Atari since the STE, I
|> doubt the Jaguar has no DMA sound. And the Jaguar's 68000 has less to do
|> than the 68EC020 in the CD^32, don't forget this. If the processor load is

|> THAT low, a slow one might fully suffice. I was told that in 'Crescent
|> Galaxy' there are creatures filling half the screen with NO slowdown. Quite
|> impressive for a 'slow CPU'.

In the rest, I agree with you ;-)

|>
|> Weregoose
|>
|> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
|> ------------------------------------------------------------------------------
|> - Star Trek: Our Generation -
|> - To boldly kill rats where no man has killed rats before.... -
|>

--
---------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3326. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 00:23:56 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec03.002356.19632@rchland.ibm.com>
Source record: 19909

In article <mpnolan.754743352@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:
|> In <cdonley.2q7h@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
|>
|> In relation to the new Jaguar computer, I'd like to add my oppinion to the debate.
|>
|> I have noticed that the main opposition/suspicion comes from the Amiga groups. This
|> is not a suprise. Most Amiga users have had an inflated ego, as well as a superiority
|> complex since the days of the ST and Amiga. They dislike Atari users, and see anything
|> from Atari as utter shit, not worth their precious attention. This is not true of
|> all Amiga users, but I have noticed over the last three to four years, an arogance
|> in their stance and views.

I think that the generalizations that you are making about 'most' Amiga users
work the same about ATARI ST users, don't they?

After all, who's the arrogant when it is *BLOODY OBVIOUS* that a machine like
the ST line has inferiour hardware *AND* inferiour software/3rd party support
to the Amiga in general (excluding the music/midi market).

Now, before you include me in the 'most Amiga user's ' type, I'll just let you know
that I *DO* like the Jaguar prospect, and I congratulate ATARI so far (if they don't
screw it) about doing something C= should have done quite a long time ago.

|> From what I have seen with my own eyes, and witnessed from video and presentations,
|> and having good knowledge on computers and their architecture (I am studing, in
|> my last year, Computer Science, Trinity College Dublin), I am suere of the
|> following.
|>
|> * The Jaguar is a powerful machine. Many developers have stated this, and the
|> videos of games in action on the machine are ample evidence.
|>
|> * The Jaguar incorporates a 64-bit bus. I have seen the machine circuit board,
|> and can confiently state this to be a fact.
|>
|> * The Jaguar has two VLSI chips, sitting on this 64-bit bus. They have the
|> functionality of multiple graghic chips. I cannot be sure what exactly they
|> contain, but I am sure that they include 64-bit, as well as 32-bit dedicated
|> processors. The fact that they communicate with memory over a 64-bit bus is
|> significant.

All the above, yep!

|>
|> * The Jaguar has a 16-MHz 68000 processor. I have heard that the processor actually
|> runs at hlaf the system clock, so it would run at about 13-14Mhz. This is great news

|> for programmers, as the chip has a long history and is well tested.
|>
|> Most people must admit that the machine is interesting. That is the reason I read
|> this news group. I think that this is a bold effort by Atari, who have had a
|> shady past when it comes to announcing new products. But as far as I'm concerned,
|> Atari are giving this theri best shot, and are willing to finance it, so no
|> complaints from me.
|>
|> I have heard CD32 users ( or wanna be's) talk of it's technical superiority,
|> and then of it's better popularity amoung developers. The latter may be true,
|> but I would suspect this is from habbit, and will soon change. This is only
|> true in the UK, however.

I don't think the CD-32 is 'superiour' to the Jaguar, but I'll say that
at the price it is sold is very attractive considering the CD-ROM. The
CD-ROM being double speed/multissesion is a very nice feature indeed.

|>
|> Here is an extract from one such Amiag user.
|>
|> >Reread what I said, and dont call me a dimwit. The number of Jaguar units is
|> >already guaranteed to be very small in Europe/UK due to the Amiga CD^32's
|> >presence, and the boost given by 4.5 million other Amiga users overseas. Europe
|> >is ours. Stateside, the number of Jagauar units will be small, and the number
|> >of Jaguar units equipped with this CDROM to supposedly be released in SEPTEMBER
|> >of 1994, will be even smaller--Game developers will have long since grown tired
|> >of waiting for Atari, and will switch to other more profitable platforms rather
|> >than trying to continue their work for a machine that only offers promises, not
|> >actual physical products.
|>
|> >Also, considering that when the CD^32 is announced over here, Stateside, in
|> >January.. it will STILL be another, what, >>9<< months until Atari releases its
|> >CD attachment in September 94! To make matters worse, EUROPEAN Amiga CD^32
|> >users will have CD-Roms for MORE THAN AN ENTIRE YEAR before Atari rolls out
|> >their CD peripheral.
|>
|> FACT: The CD32 is a less powerful computer/console then the Jaguar.
|>
|> People, like the above are extremely narrow minded.

Sorry my friend, but the above that is written is truth (regarding product
release and support). Now, there are some points like the Jaguar european
presence, but the others are facts to an extent.

|> Thisd individual will
|> NEVER be convinced from his truth. I wish that there was less of this shouting
|> , and more productive discussion on the machines, including the CD32. `

Well, I 100% agree with you here ;-|

|>
|>

|> >Want a list of superior aspects of the CD^32 versus the Jaguar? Ok.
|>
|> >1) We already have double-speed multisession CD-Roms in EVERY CD^32 unit.
|> > Atari has set the date for its CD-Rom to be shipped in September of 1994.
|> > And even (when/if) Atari ships their CD-Rom attachment, still only a
|> > fraction of Jaguar owners will buy them. Meanwhile, all CD^32 users have
|> > them already, today, now.
|> You do not need a CD to have a playable, enjoyable game. A Cartridge can acommadate
|> such a game easily. MegaBytes do not make a good game., The best games ever were
|> the smallert. Look at Elite II. Of course, a CD will allow more freedom, and it is
|> the logical step to take, but dont underestimate the capacity of a cartridge.`

Well, true and false. A good game designed on a CD-ROM will kick butt
vs a cartridge game precisely on game type Elite/Frontier where you could put
a bazillion of info.

Now, a Star Raiders could be done on the Jaguar in AWESOME ways, and I pray
ATARI makes a DARN GOOD Star Raiders... this alone will make me buy one.

|> >2) The CD^32 has higher color capabilities at higher resolutions than the
|> > Jaguar.
|> Does the Jaguar not have 32-bit colour values? This 32-bits does not translate
|> to "32" bit colour, but incorporates transparency as well as 24-bit colour.
|> The CD-32 uses Hold and Modify, a clever but less accurate way of representing
|> 24-bit colour. I disagree with you.`

Well, he's talking about resolutions: 1280x400 or 1280x512(PAL). It is
my understanding that the Jaguar offers up to 752x5xx.

|>
|> >3) The CD^32 has a 68020 CPU that offers roughly 4.5x as much horsepower as
|> > the Jaguar's 68000 CPU. And again, what good is the Jaguar's supposed
|> > "64-bit bus" if its only handling 16-bits worth of traffic? What good are
|> > 64-bit RISC GPU's if theyre only being told what to do by a slow 16-bit
|> > CPU such as the 68000 found in the Jaguar?
|> I would love to get my hands on the bus usage of the 68000. It runs at half
|> the speed of the 64-bit graphic processors, and is only used for control.
|> FACT: Most bus usage will go to graphic work, not the 68000.
|> I'm sure Atari have some sort of multiplexing to get a higher throughput
|> for the 68000.`

I 100% agree with you.

|>
|> >4) The CD^32 has a 32-bit access path to its 2 megabytes of RAM. 16-bit CPU's
|> > like the Jaguar's 68000 are incapable direct access to 32-bit memory. As
|> > a result, memory access is much slower, because the Jaguar is forced to
|> > use 16-bit memory..and having a slower CPU than the Amiga CD^32 makes
|> > matters worse..And believe me, when I tell you theres a massive speed
|> > increase between 32-bit RAM access and 16-bit ram access, I am NOT lying.
|> > From speed tests ive done on my own Amiga system, I can tell you that
|> > memory access going from/to 32-bit memory is roughly 10x faster than going

|> > to 16-bit memory. (I have 5 megs of 16-bit and 1/2 meg of 32-bit on my
|> > Amiga.)
|> Rubbish. With good memory logic, the same speed can be obtained from 1-bit memories
|> interleaved, instead of 32-bit memory chips. This interleaving is what I suspect
|> is on the Jaguar. Your argument is very loose, and quite inaccurate.

With a psycho memory scheme.. yes, I guess there might be a way, but sounds
a bit complex...

|> >5) Game developers of the CD^32 have a choice of utilizing either pure CD
|> > sound (read off the CD rom as the game plays with virtually no CPU
|> > slowdown) -- OR -- using the Amiga's already impressive sound chip (Paula)
|> > which by itself offers near CD quality sound.
|> > Jaguars are stuck (at least until September 94) with chip-music.
|> The Jaguar has an impressive sound system. I wont go into detail. There
|> is a DSP on the board.

True.

|>
|> >6) The Jaguar's custom chips are slaved to its comparably slow 68000. The
|> > custom chips in the Amiga CD^32 run totally independantly of the CPU.
|> > For example, if an Amiga CD^32 wants to play a 400K digital sample out of
|> > memory, its 68020 merely tells the Paula chip "Theres a sample over here
|> > at this memory address. Play it..See you later!" The CD^32's 68020 CPU
|> > can then go on do to whatever it wishes.
|> This is highly inaccurate. The custom chips on the CD32 dont compare well
|> at all to those used on the 64-bit Jaguar.

The CD-32 stuff is accurate. The inaccuracy comes in the Jaguar specs...
I bet the Jaguar must support DMA.

|>
|>
|> >7) There number of titles available -NOW- for the CD^32 outnumbers the total
|> > number of Jaguar titles available by a factor of 10.
|> These titles are A1200 titles with knobs on. There are very few CD onlt Amiga
|> titles.
|>
|> Open your minds.

Mark, looking that the quoted post comes from Clayton and reading his other stuff
below, it doesn't surprise me you labeled him as super-biased.

But please, don't generalize... if all Amiga guys were like that we'll see
all of Amiga advocacy here (including Marc Barret!) :-)

|>
|> mark

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD

// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3327. Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 00:29:51 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec03.002951.19701@rchland.ibm.com>
Source record: 19910

In article <2cfbcb12@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 29 Nov 93 20:55:26, Stefan Boberg wrote:
|>
|> SB> those colours are in the picture you're converting. The algorithms to
|> SB> choose what basecolours to use have matured a lot since the early Amiga
|> SB> days, and work extremely well.
|>
|> Yes, which is good for stills and pre-stored animations .. but as soon as
|> you're going to animate HAM8 in realtime, moving things around, you'll have to
|> do those algorithms in REAL-TIME ..

Rickard, here's why I can't believe you are a programmer (or perhaps fanatism makes people * REALLY * dumb).

It has been explained once and like more than 3 times for me at least, that you can indeed animate real-time with sofware sprites in HAM8 with no color 'fringe' and no CPU-time loss.

AGAIN, the recipe:

* on every ham8 odd column, use one of the base 64 color registers

* do the same with the bobs

* move the bobs in odd boundaries, so they always start with a base register in that horizontal line

* No real-time calculations, just like any NORMAL software sprite, the data is already there

* Use the blitter... no problems

* if the movement looks 'coarse' use a 640x xxx screen. this will make the x movement look with a '320' resolution again

* YOU CAN ALWAYS USE THE SPRITES!

* you can do horizontall scrolling with no problems-> make sure you scroll on odd column boundaries

---

Tell me Rickard, is this *THAT HARD* to understand?

If you can't then you don't know how even the old HAM mode works at all....

```
|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 3328. Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 00:32:08 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec03.003208.30772@rchland.ibm.com>
Source record: 19911

In article <1993Dec1.142903.26232@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
|> Kristofer Maad wrote:
|> > What I say is, that HAM8 is just as good/bad as 16-bit TrueColor modes,
|> > except that it takes half the space.
|>
|> No it isn't, YOU CANNOT DO SPRITES AND BOBS IN HAM8-MODE ! So it's useless
|> for everything except for still pictures and PRECALCULATED animations

EXCUSE ME? OF COURSE YOU CAN USE SPRITES AND BOBS IN HAM8!

READ my posting to Rickard... thanks.

|> /
|> / Daniel
|>

Very simple proof of HOW wrong your statement is:

DeluxePaint and Image FX have Ham8 right on the screen. Guess
what is the mouse pointer? A SPRITE.

THANKS.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3329. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 02:54:42 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dm9pi$art@darkstar.UCSC.EDU>
Source record: 19912

In <1993Dec03.001228.29207@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

>|> machines off, then the sound is equal. PAULA offers 8 bit, 26 MHz (? not
>|> sure here) stereo sound with almost no processor contention. CDs offer
>|> 16 bit, 44.1 kHz stereo sound. This is quite a difference.
>|>
>|> > Jaguars are stuck (at least until September 94) with chip-music.
>|>
>|> The Jaguar sound chip offers CD quality sound, you forgot to mention.

> Whenever that ships, true.

Well, the Jaguar is shipping now, and it has a sound chip capable of handling
16 bit audio at up to 200 Khz, or a more reasonable 4 tracks at 50 Khz, which
is better than CD quality, so I'd say it has CD quality Audio. I'll give
you the benefit of the doubt and assume that you misread CD quality audio
as "CD Audio", i.e. playing music from a CD...

~Chris

>--
>------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

# 3330. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 03:09:04 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dmakg$b2f@darkstar.UCSC.EDU>
Source record: 19913

In <1993Dec03.002951.19701@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

Raist, I've read your recipe for a HAM8 game, and it sounds like it would work, but be a drastically inferior game look...

> AGAIN, the recipe:

> * on every ham8 odd column, use one of the base 64 color registers

> * do the same with the bobs

Doing, this, every other pixel is one of the base 64 colors. So what advantage is there to having it in HAM8 if half the screen is, for all intents and purposes, only a 64 color display? If HAM8 can change 6 bits of the previous color, then each odd pixel would be one of 64 colors, and each even pixel would be one of 64 * 6 bit modification (64 again) = 4096 colors. How can this be better than 16 bit? you're using 8 bits to get 12. ooh...

~Chris

Technical corrections welcome.

>--
>------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

# 3331. Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 04:43:08 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CHFzry.A0y@genesis.nred.ma.us>
Source record: 19920

The AGA chipset allows sprites in ANY res mode. BUT... the
reason why you don't see to many HAM8 games is...

Firstly, AGA is a fairly new chipset. While SOME companies had
dev systems early on, many developers don't even have Commodore's AGA
manuals yet! (they seem to be reluctant to give them out..)
Also, since most game developers really don't want to develop
for hard drives because they claim it boosts piracy, they have to fit
games on 2-3 disks... HAM8 pics take up a lot of space, so in order
to fit them on a bunch of floppies they avoid HAM8.
For scrolling etc. HAM8 is very slow. It's good for animations
etc..but as far as in-game graphics it really won't work too well...
(unless some super-coder can make some good scrolling routines) Expect
to see some dynamite intermissions etc. in HAM 8 though.

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
"Maybe Atari will do well overseas. Jerry Lewis movies do very well overseas."
Scott Cohen -ZAP!: The Rise and Fall of Atari (1984)

# 3332. Re: CD-32 Recalled!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 05:36:31 UTC
From: mcookson@cats.ucsc.edu
Message-ID: <2dmj8v$cf2@darkstar.UCSC.EDU>
Source record: 19914

Kristofer Maad <m93kma@tdb.uu.se> wrote:
>(Just claiming that they exist don't make them anymore real.)

Usually I would not have commented, but this is the funniest thing I have read on the net in a while! Good work!

(Your point about not judging the Jag until you see it, however, is deffinately valid!)

tCW

## 3333. still

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 06:00:08 UTC
From: cs151ns@lamar.ColoState.EDU
Message-ID: <Dec03.060008.67672@yuma.ACNS.ColoState.EDU>
Source record: 19915

no one has addressed my question. How many Falcons have been
sold as of this month?

# 3334. Re: Jaguar mailorder

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 07:07:41 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2dmojt$3ad@news.belwue.de>
Source record: 19916
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

an53758@anon.penet.fi wrote:
> Followup-To:comp.sys.atari.advocacy
>
> !The Jaguar 64bit game machine has arrived! It is packed with a
> action strategy game called Cybermorph (similar to Rescue on
> Fractalus) that is fun and absorbing. Keep a watch out for
> DOOM from id Software and 3D Aliens versus Predator too.
>

Ok, but has anyone an idea when the German version will be released? I
don't think the NTSC-version will work on PAL (snif).

Bye,
Jochen

# 3335. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 07:53:31 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2dmr9r$m8i@harbinger.cc.monash.edu.au>
Source record: 19917

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: Well, the Jaguar is shipping now, and it has a sound chip capable of handling
: 16 bit audio at up to 200 Khz, or a more reasonable 4 tracks at 50 Khz, which
: is better than CD quality, so I'd say it has CD quality Audio. I'll give
: you the benefit of the doubt and assume that you misread CD quality audio
: as "CD Audio", i.e. playing music from a CD...

What kind of DAC's does it use and what is the Signal to Noise ratio?
If it's less than 96, I don't know about CD quality. There's lots of
computer sound-cards that tout "CD quality" just based on the sampling
rate, but without a clean environment, all that electrical interference
affects the sound-quality.

- Jim

## 3336. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 08:31:21 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2dmtgpINNehh@tom.rz.uni-passau.de>
Source record: 19918

In article <1993Dec03.001228.29207@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <2dhrloINNidc@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>|> In article <cdonley.2q7h@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>
>[stuff deleted]
>
>|> The 68000 in the Jaguar DOES NOT access the RAM directly. The custom chips
>|> DO access the RAM directly. And - speaking of games - most of the work is
>|> done by the custom chips in BOTH machines, with the AGA chipset being 16 bit
>
> Just a little correction: AGA is 32-bits. Paula (the sound chip) is not
>part of the 'AGA' chipset.

Ooooops, sorry. The AGA chip is 32 bits, of course, since it is the entirely new chip C= designed. It was the Blitter that is 16 bit, right?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

# 3337. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 08:49:47 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2dmujbINNfok@tom.rz.uni-passau.de>
Source record: 19921

In article <1993Dec03.002356.19632@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> After all, who's the arrogant when it is *BLOODY OBVIOUS* that a machine like
>the ST line has inferiour hardware *AND* inferiour software/3rd party support
>to the Amiga in general (excluding the music/midi market).

*in general* means 'in the United States', right? Otherwise your statement
is entirely wrong. And the ST line has a strong DTP software market in
addition to it's presence in the midi/music area, you know?
And I am *still* wondering why there is no company translating software like
Phoenix, Tempus Word pro, RouteIt/CircuIt, etc..
>|> to "32" bit colour, but incorporates transparency as well as 24-bit colour.
>|> The CD-32 uses Hold and Modify, a clever but less accurate way of representing
>|> 24-bit colour. I disagree with you.`
>
> Well, he's talking about resolutions: 1280x400 or 1280x512(PAL). It is
>my understanding that the Jaguar offers up to 752x5xx.

Some people should flame you to death for this statement. Once again:
CD^32 GAMES will only run in 352*256 with 256 colours. The resolution of
7xx*5xx should give results comparable to LDs, as this is considered as
THE maximum resolution of TV sets all over the world.
And there is still NO monitor that will display 1280*512 at 15.6 kHz,
at least you can't buy one of this type any more. the last 15-38kHz
multisync is the Mitsubishi EUM 1491A (14", .28 mm tube). This one will
only display about 8xx*6xx pixels. For 1280*xxx you definitely need a
17" monitor (plus a ScanDoubler).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
---
- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

## 3338. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 09:20:11 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dn0cb$e46@darkstar.UCSC.EDU>
Source record: 19919

In <2dmr9r$m8i@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>What kind of DAC's does it use and what is the Signal to Noise ratio?
>If it's less than 96, I don't know about CD quality. There's lots of
>computer sound-cards that tout "CD quality" just based on the sampling
>rate, but without a clean environment, all that electrical interference
>affects the sound-quality.

Beyond my knowledge or any of the specs listed so far... SOmeone would have to do a test, I suppose.

~Chris

>- Jim

# 3339. Re: ATari in general / CBM vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 10:01:37 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2qrm@amiganet.xnet.com>
Source record: 19922

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>
>In <2djap4INNhda@no-names.nerdc.ufl.edu> z87899299@maple.circa.ufl.edu writes:
>
>>They suck! The jag, the Falcon, the TT, the ST, and any other fucking
>>lame computer Atari comes out with. They are worhtless! Fuckin losers
>>like you still holding on to your computer so you won't think that you
>>blew your money! Well you did! They suck! You guys are almost in worse
> ^^^^^^^^^^^^^^^
>>shape than Commodore! Wake up! Go buy a real computer! A windows driven
> ^^^^^^^^^^^^^^^^^^^^
>>one!
>
>No point flamng the poster, but that's a funny line... :) Hey, At least we're
>better then Commodore, right? And that's the MAIn argument going around these
>parts... ;)
>
> ~Chris

Actually, no. Commodore-Amiga Inc topped over 1 BILLION in sales, FY92.
However, they are sustaining heavy losses in N. America.

Yes, you heard me. B as in Billion.

Bowie J. Poag
(shared account, dont ask)

--

+---------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+---------------------------------------------------------------------------+

# 3340. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 10:04:46 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2qrs@amiganet.xnet.com>
Source record: 19923

Lonnie McClure <LMCCLURE@delphi.com> writes:

> "with the AGA chipset being 16 bit..."
>Actually, the AGA chipset is 32-bit. Let's play fair here. <grin>
>

This is true--mind you however that the AGA chipset, albeit 32 bit, sits in a
64-bit video bus on an Amiga 4000. :) Vroooom..

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+

# 3341. Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 14:41:52 UTC
From: cmedley@wam.umd.edu
Message-ID: <2dnj7g$8s4@cville-srv.wam.umd.edu>
Source record: 19924

In article <CHFzry.A0y@genesis.nred.ma.us>,
Ralph Barbagallo <nugget@genesis.nred.ma.us> wrote:
> The AGA chipset allows sprites in ANY res mode. BUT... the
>reason why you don't see to many HAM8 games is...
>
> Firstly, AGA is a fairly new chipset. While SOME companies had
>dev systems early on, many developers don't even have Commodore's AGA
>manuals yet! (they seem to be reluctant to give them out..)

Well, if this is indeed the case, why are there allegedly so many
AGA games for the 1200, and if these games don't exist in quantity
(as you say) then doesn't this mean the CD-32 ports are ports from the
Amiga 500/2000 series?

> Also, since most game developers really don't want to develop
>for hard drives because they claim it boosts piracy, they have to fit
>games on 2-3 disks... HAM8 pics take up a lot of space, so in order
>to fit them on a bunch of floppies they avoid HAM8.

This goes along with what I said earlier about CD-32 being overpriced
because the ports from the Amiga wouldn't use the CD-ROM drive to
accomplish anything that couldn't be done on a cartridge.

Considering the 1200 has a ds/dd 880k drive, 3 * 880 is about 2.5 MB.
Jaguar carts can hold that much, easily. And since the games are all
priced at under $60, apparently that means the CD-ROM has yet to be
seriously used if a majority of the games are Amiga ports.

> For scrolling etc. HAM8 is very slow. It's good for animations
^^^^^^^^^^^^^^^^^^
I don't see why it should be slow. Can't you make a large virtual
area and use the hardware scrolling for that? If this is the case,
then perhaps now we see where the Falcon's 16-bit true color mode is
nicer for some uses because the 16 bits/pixel setup with the pixel
value being independent of a CLUT or the prior pixel's values would
reduce overhead and generate a *fast* colorful display.

>etc..but as far as in-game graphics it really won't work too well...
>(unless some super-coder can make some good scrolling routines) Expect
>to see some dynamite intermissions etc. in HAM 8 though.
>

That's what I expect from HAM8 as well. That's why I've disagreed
strongly with those who believe HAM8 is as useful for interactive
things like videogames. For running MPEG, though, to be fair, it
probably would be as good as a true 24-bit board because the method

would probably both save data and it's limitations would probably be less visible with decent updating.

# 3342. Re: Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 14:49:09 UTC
From: cmedley@wam.umd.edu
Message-ID: <2dnjl5$91f@cville-srv.wam.umd.edu>
Source record: 19925

In article <1993Dec03.003208.30772@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>
> Very simple proof of HOW wrong your statement is:
>
> DeluxePaint and Image FX have Ham8 right on the screen. Guess
>what is the mouse pointer? A SPRITE.
>

Well, that's a given. :) But a mouse pointer usually isn't a 128x128
image with 24-bits of depth. :)

What I'm interested in finding out about is how good the performance of
HAM8 is when you have multiple HAM8 source rasters (with different
base colors) being blitted to the same screen. I think that's the
biggest flaw of HAM8 is that if you don't have sources that utilize the
same base colors (which, if the system is using a CLUT for these, also
would have to have the same indices in the CLUT), there will be either/both
alterations to the final display (because of conflicts between the desired
base colors and the transitions along edges between images due to the nature
of HAM mode relying on the previous pixel's values) and a loss of speed
because of the need to do a lot more calculation (at least initially) to
make sure the images use the right colors.

I am not sure that it would be practical for a videogame to keep a 24-bit
representation of everything it will use. The amount of memory required
would be prohibitives. Also, it loses the advantage of HAM8, which is
the compact size of the display.

> THANKS.
>
>--------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

# 3343. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 14:57:40 UTC
From: cmedley@wam.umd.edu
Message-ID: <2dnk54$99l@cville-srv.wam.umd.edu>
Source record: 19926

In article <1993Dec03.002951.19701@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
> Rickard, here's why I can't believe you are a programmer (or perhaps
>fanatism makes people * REALLY * dumb).
>
> It has been explained once and like more than 3 times for me at least,
>that you can indeed animate real-time with sofware sprites in HAM8 with
>no color 'fringe' and no CPU-time loss.
>
> AGAIN, the recipe:
>
> * on every ham8 odd column, use one of the base 64 color registers

Whoa. For those (like me) who have jumped into this a bit late, does this
mean that all of the pixels of every other other column must consist of
one of the 64 base colors? If so, this is kind of odd... although I
haven't seen the results, it sounds somewhat funky.

>
> * do the same with the bobs
>
> * move the bobs in odd boundaries, so they always start with a
> base register in that horizontal line
>

Which also eliminates the possibility of movement by a single pixel, which
means "smooth" animation may not be possible if the desired effect is to
move an image 1 pixel horizontally at a time. So you're kind of being
forced to do some contortions here....

> * No real-time calculations, just like any NORMAL software sprite,
> the data is already there
>
> * Use the blitter... no problems
>
> * if the movement looks 'coarse' use a 640x xxx screen. this will
> make the x movement look with a '320' resolution again

But if you use a 640xXXX screen, you're using 2X as much memory to give
it a 320xXXX feel.

Since you're doubling the width, you're essentially making this require
2X as many pixels per display.

Why not just use a natural 16-bit display? For animated sequences, I think
the difference between HAM8 and the Falcon's 16-bit true color display

would be minimal, and the Falcon's display would have the advantage of not having to force the programmer to make concessions to get animation with thousands of colors.

(this is not intended to say the Falcon is better, etc. etc. but just to show that the number of possible colors on screen at once is not the end-all be-all of evaluating a display... )

# 3344. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 15:05:31 UTC
From: cmedley@wam.umd.edu
Message-ID: <2dnkjr$9it@cville-srv.wam.umd.edu>
Source record: 19927

In article <1993Dec03.002356.19632@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <mpnolan.754743352@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan)
writes:
>|> In <cdonley.2q7h@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>|>
>|> In relation to the new Jaguar computer, I'd like to add my oppinion to the debate.
>|>
>|> I have noticed that the main opposition/suspicion comes from the Amiga groups. This
>|> is not a suprise. Most Amiga users have had an inflated ego, as well as a superiority
>|> complex since the days of the ST and Amiga. They dislike Atari users, and see anything
>|> from Atari as utter shit, not worth their precious attention. This is not true of
>|> all Amiga users, but I have noticed over the last three to four years, an arogance
>|> in their stance and views.
>
> I think that the generalizations that you are making about 'most' Amiga users
>work the same about ATARI ST users, don't they?
>
> After all, who's the arrogant when it is *BLOODY OBVIOUS* that a machine like
>the ST line has inferiour hardware *AND* inferiour software/3rd party support
>to the Amiga in general (excluding the music/midi market).
>

The Amiga enjoys an advantage when it comes to 3rd party support, but I hardly
think it's "Bloody Obvious" it has superior hardware. Out the box, the
differences between the two platforms are pretty minimal. The only major
product Commodore has is a 68040 Amiga which costs twice as much as a
Mac Quadra 605 ($995 at CompUSA).

Speaking of Macs, let me throw something out to everyone: with Mac prices
so low, does anyone else see them crowding the Amiga and ST/Falcon out of
the $1000-$2000 computer market?

(because these Quadras are real tempting)

# 3345. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 15:47:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cff5f9e@troed.ct.se>
Source record: 19929

In a message of 03 Dec 93 01:12:28, Ricardo Hernandez Muchado wrote:

RH> |> The Jaguar sound chip offers CD quality sound, you forgot to mention.
RH>
RH> Whenever that ships, true.

??? .... The Jaguar (or the Falcon for that matter) doesn't need a CD-ROM to do
CD quality sounds .. what did you mean with "whenever that ships" ???

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3346. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 16:12:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cff6584@troed.ct.se>
Source record: 19931

In a message of 03 Dec 93 08:53:31, William Fang wrote:

WF> What kind of DAC's does it use and what is the Signal to Noise ratio?
WF> If it's less than 96, I don't know about CD quality. There's lots of
WF> computer sound-cards that tout "CD quality" just based on the sampling
WF> rate, but without a clean environment, all that electrical interference
WF> affects the sound-quality.

So? Does that mean that a CD-Player with bad DAC's isn't producing CD quality sound?

I know my Falcon sounds better than my CD system .. :-) .. (but then, my CD player isn't exactly top-quality ... )

Valid point though ... I can't answer it 'til I get my Jaguar ... (pre-ordered it a few days ago ... hopefully I'll have it within two weeks .. argh .. )

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3347. Re: still

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 16:52:12 UTC
From: reeves@eugenia.phy.Vanderbilt.Edu
Message-ID: <1993Dec3.165212.19963@news.vanderbilt.edu>
Source record: 19928

In article <Dec03.060008.67672@yuma.ACNS.ColoState.EDU>
cs151ns@lamar.ColoState.EDU () writes:
> no one has addressed my question. How many Falcons have been
> sold as of this month?

I don't think anyone is really able to answer the question except Atari.
And Atari doesn't release that information usually. I think it has to do
with not telling your competitors anything that they might be able to use
to beat you. It's similar to a clothing store not telling anyone what his
markup really is.

Terry

# 3348. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 18:52:05 UTC
From: kendall@hawk.owlnet.rice.edu
Message-ID: <KENDALL.93Dec3125205@hawk.owlnet.rice.edu>
Source record: 19939

In article <2dkd4k$5kc@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
)I've got a VCR, but I'm fed up with degraded video tapes that I rent
)from the video store. There's only a few places that actually rent
)out LaserDisks, charge quite a bit of money and are about a 100 minute
)round trip journey away. The hassle-factor would put me off from
)buying a laser disk player.

But none of that would change if you get the FMV video cart - you'd still have to drive 100 min. to rent a CD-ROM. Unless the whole industry decides to switch to CD-ROm, you'll only see them in the kinds of places that have LD's now - like Blockbuster.

)
)The price has dropped dramatically, but nobody has bought one. I'd get
)one just to view Anime and a few director's cuts of a few movies.
)

That's what I want a LD for...

)I would purchase a laser CD video player if the local video store
)actually stocked CD-Videos. Making a CD-Video is probably going to
)be cheaper than making a Laser-Disk, because any audio CD manufacturer
)has the capability of making CD-ROMs and CD-Videos. So the CD-Video
)has the possibility of being cheaper than Laser Disks.
)

But it really isn't that much cheaper to make a CD-ROM over a LD. The mastering systems may be cheaper, but after that they are about the same cost.

)Anybody know the costs of making VHS video tapes compared to CD-Video
)or CD-ROMS and LaserDisks. The costs could be equivalent, but the
)retail price of a LaserDisk is horrendous.
)

Well, I imagine that the biggest drawback to tapes is the duplication - LD's and CD-ROms you can just stamp out, but Video tapes have to be written to first.

): Aren't there a lot more titles on laserdisk? I just view this FMV
): cart stuff as an industry attempt to sell us something we really don't
): need - and I have trouble imagining who will want it!!
)
)It's not a FMV cart. You'll need some sort of CD-ROM player (Jaguar
)doesn't have this yet).

Yes, and a FMV cart - just like all of the other systems. There are *no* systems shipping today that include the MPEG FMV cart nessicary to play these movies - it costs $200-$250 extra!! Once again, I ask why not just buy a LD? The CD-ROM movies are going to have all of the same problems LD players have had, so you're just asking for it if you buy one.

I do wonder though how many titles are out on LD - does anyone have a rough idea?

)
)If there a lots of titles on laser disks, they're probably only a
)fraction of the VHS, or even Beta titles out there. If Video-CD
)takes off, I'll get one.
)

That's a mighty big if. I agree that if a lot of stores carry them and a lot of titles are availiabe, it might be worthwhile to get one. I just don't see this happening though, with the LD already on the market for awile.

--
---> Kendall Gelner (kendall@rice.edu)

## 3349. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 18:53:22 UTC
From: kendall@hawk.owlnet.rice.edu
Message-ID: <KENDALL.93Dec3125323@hawk.owlnet.rice.edu>
Source record: 19940

In article <931202.17368.LMCCLURE@delphi.com> Lonnie McClure <LMCCLURE@delphi.com> writes:
)
)Speaking of Video CD's; one thing I am virtually certain of; video rental
)places would *love* for V-CD to catch on. After all, they would be
)considerably more wear resistant than videotapes, and there would be no
)worry about someone bringing one back that had not been rewound! <grin>
)

Just like laserdisks...
--
---> Kendall Gelner (kendall@rice.edu)

# 3350. Re: 3D0 vs jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 18:57:19 UTC
From: kendall@hawk.owlnet.rice.edu
Message-ID: <KENDALL.93Dec3125719@hawk.owlnet.rice.edu>
Source record: 19941

In article <KESSELER.93Dec2112443@arthur.crpht.lu> kesseler@arthur.crpht.lu (Georges Kesseler) writes:
)> I've just read the latest edition of PCW (January can you believe!)
)> and there's a comparitive mini-review (4 pages) of the 3D0 and the
)> Jaguar. The CD-32 isn't mentioned.
)> [...]
)> They seemed much more impressed with the Jaguar overall. This is
)> of course despite the Jaguar only being supplied with cartridge games
)> and the 3D0 being CD-based. I have to say that the graphics shots
)> of the Jaguar looked far more impressive than the 3D0.
)Can anyone who has a 3DO and/or a jaguar answer this question:
)What is the framerate? (record to VCR and check frame per frame)
)Is the 'no slowdown' claim valid?

Although the framerate differs from game to game, Crash & Burn on the
3DO has been measured from 15-17fps, while Cybermorph is 24-30fps.
(Note to flamers: I make no claim of one game being better than the
other because of this singular fact). I'm still waiting for my Jaguar
to arrive UPS, so I cannot personally claim to have counted...

)
)> ps: Stefan, thank God not all amiga-owners are like Clayhead :-)
)Strange, Clayhead never responded to my posts (those with the Jaguar diagram)
)

He is probably still looking up all of the large words.

--
---> Kendall Gelner (kendall@rice.edu)

# 3351. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 19:00:18 UTC
From: kendall@hawk.owlnet.rice.edu
Message-ID: <KENDALL.93Dec3130018@hawk.owlnet.rice.edu>
Source record: 19942

In article <CHEJuB.2ww@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
)|> The quality of these FMV carts is MAYBE at best as good as SVHS, and
)|> still falls short next to laserdisks. I just cannot imagine the
)|> public being fooled into this technology, but I guess it could
)|> happen...
)With enough marketing, the public can be fooled into buying anything. I suspect a lot
)of the problem is that people don't know what is wrong with FMV images and unless
)your looking for it, you probably wont see it. If you are a film buff and want the
)very best image, you will be able to see the difference between FMV in all it's
)forms and laserdisc. Laserdisc is better by quite a margin. The undiscerning viewer
)will probably be quite happy with FMV.

I agree that with enough marketing, you can fool someone into most
anything... but I think the amount of marketing required to get the
public to swollow a $200 cart *just* to play movies when a nice VCR
would do, is beyond even marketing capabilities. I could be wrong,
perhaps I'm too optimistic about the general level of intelligence in
the country. After all, Clinton was elected by almost half the
country... (sorry, couldn't resist).

--
---> Kendall Gelner (kendall@rice.edu)

## 3352. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 23:34:18 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CHHG58.G7M@genesis.nred.ma.us>
Source record: 19948

I know.. I'm a rabid Amiga fan, but a $995 Quadra 605 IS a nice
deal for a nice machine. And I paid $1599 for this A4000/030... *sigh*

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
"Maybe Atari will do well overseas. Jerry Lewis movies do very well overseas."
Scott Cohen -ZAP!: The Rise and Fall of Atari (1984)

# 3353. Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-03 23:48:24 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CHHGsp.G9q@genesis.nred.ma.us>
Source record: 19949

Charles Medley (cmedley@wam.umd.edu) wrote:
: In article <CHFzry.A0y@genesis.nred.ma.us>,
: Ralph Barbagallo <nugget@genesis.nred.ma.us> wrote:
: > The AGA chipset allows sprites in ANY res mode. BUT... the
: >reason why you don't see to many HAM8 games is...
: >
: > Firstly, AGA is a fairly new chipset. While SOME companies had
: >dev systems early on, many developers don't even have Commodore's AGA
: >manuals yet! (they seem to be reluctant to give them out..)
:
:
: Well, if this is indeed the case, why are there allegedly so many
: AGA games for the 1200, and if these games don't exist in quantity
: (as you say) then doesn't this mean the CD-32 ports are ports from the
: Amiga 500/2000 series?

Well a few of the big game companies did get AGA dev systems early
on. I think they were originally hacked up Amiga 3000s with AGA features.
Psygnosis was one of them, I think... Team 17 also has the AGA official
docs, I think.
However, while it does help to have the manuals there's a lot of
common ground between the ECS and AGA chipset. That's why you are seeing
a decent amount of AGA games these days (but not enough.). However, some
of these games are REALLY sad. Ocean's Sleepwalker claims to be A1200
'enhanced' but it only has 8 extra colors! I also hear it uses one
of the newer dual-playfield modes...but still, the improvements are trivial.
This goes for a lot of games... The same goes for Gremlin's Zool AGA.
Zool adds in an extra layer of parallax, but it's no biggie. (These
two titles were rushed out the door last Xmas for the 1200 release though).
Even now, a year after the 1200s release most AGA games do not seem that
great. I'm sure the learning curve isn't THAT steep though. We should
see some really great ones when Psygnosis, Team 17, etc. finally release
their AGA titles.
Also, a lot of AGA titles will be comprised of PC ports where they
just toss the PC VGA graphics on the Amiga version. (Civilization AGA does
this...).

:
: > Also, since most game developers really don't want to develop
: >for hard drives because they claim it boosts piracy, they have to fit
: >games on 2-3 disks... HAM8 pics take up a lot of space, so in order
: >to fit them on a bunch of floppies they avoid HAM8.
:
:
: This goes along with what I said earlier about CD-32 being overpriced

: because the ports from the Amiga wouldn't use the CD-ROM drive to
: accomplish anything that couldn't be done on a cartridge.

Well, I wouldn't go that far. I think that once developers get
heavy into CD work they will use the CD to full potential. At the moment
games like Pinball Fantasies, DeepCore, etc. are shovelware. Once CD32
specific games start hitting the shelves, you'll start seeing some good
stuff (Lawnmower Man looks like it will be a good example). I'm sure
you'll see companies taking advantage of the CDXL/VAXL motion video
etc...

:
: Considering the 1200 has a ds/dd 880k drive, 3 * 880 is about 2.5 MB.
: Jaguar carts can hold that much, easily. And since the games are all
: priced at under $60, apparently that means the CD-ROM has yet to be
: seriously used if a majority of the games are Amiga ports.
:

Early on, most of the games will be Amiga ports... but later into
the CD32s release developers will start making CD32 specific titles
that do take advantage of CDROM technology.

:
: > For scrolling etc. HAM8 is very slow. It's good for animations
: ^^^^^^^^^^^^^^^^^^
: I don't see why it should be slow. Can't you make a large virtual
: area and use the hardware scrolling for that? If this is the case,
: then perhaps now we see where the Falcon's 16-bit true color mode is
: nicer for some uses because the 16 bits/pixel setup with the pixel
: value being independent of a CLUT or the prior pixel's values would
: reduce overhead and generate a *fast* colorful display.

Well, I'm not a big coder, but I suppose this is possible. However,
if you use a large superbitmap instead of blocks you'll eat up the 2mb of
chip RAM very quickly. Possibly the Aikiko C2P chip can help with this,
but I'm still a bit foggy on what it does.

: >etc..but as far as in-game graphics it really won't work too well...
: >(unless some super-coder can make some good scrolling routines) Expect
: >to see some dynamite intermissions etc. in HAM 8 though.
: >
:
: That's what I expect from HAM8 as well. That's why I've disagreed
: strongly with those who believe HAM8 is as useful for interactive
: things like videogames. For running MPEG, though, to be fair, it
: probably would be as good as a true 24-bit board because the method
: would probably both save data and it's limitations would probably be
: less visible with decent updating.

Well, HAM8 will be great for intermissions, stills, and animations.
Even if the in-play graphics are 256 colors, good intros etc. can add a
lot to a game. I'm not sure how Commodore's MPEG/VideoDisc thingo works

(what resmode it goes through etc.) but from what I hear it's VERY impressive.

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
"Maybe Atari will do well overseas. Jerry Lewis movies do very well overseas."
Scott Cohen -ZAP!: The Rise and Fall of Atari (1984)

# 3354. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 00:54:40 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec04.005440.18231@rchland.ibm.com>
Source record: 19932

In article <2dmakg$b2f@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In <1993Dec03.002951.19701@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|>
|> Raist, I've read your recipe for a HAM8 game,

thanks....

|> and it sounds like it would
|> work, but be a drastically inferior game look...

No, I don't think so. Remember you have to store 64 colors with different intensities in such a way that you can alter with one pixel change to those colors that you probably want in an image.

It won't look bad...

|>
|> > AGAIN, the recipe:
|>
|> > * on every ham8 odd column, use one of the base 64 color registers
|>
|> > * do the same with the bobs
|>
|> Doing, this, every other pixel is one of the base 64 colors. So what
|> advantage is there to having it in HAM8 if half the screen is, for all intents
|> and purposes, only a 64 color display?

That if you use a 640x 200 (400 is more, or x 256 PAL) screen, you get 64* 1024 colors + 64 colors. Add to this copperlist tricks and you have a darn colorful screen.

|> If HAM8 can change 6 bits of the
|> previous color, then each odd pixel would be one of 64 colors, and each even
|> pixel would be one of 64 * 6 bit modification (64 again) = 4096 colors.
|> How can this be better than 16 bit? you're using 8 bits to get 12. ooh...

Becuase you select the 64 color registers from a 24-bit palette, and make them different. If you read *above* you realize that you can have more using copperlists.

The other thing: it isn't 64 * 6 bit modification = 4096. Multiply that times 3 because you modify 8 bits of each RGB value.

Combine copperlist tricks now, and you get a darn colorful screen.

The proof is left as an exercise to the student.

(thanks for bringing the possibilities number though, didn't occur
to me offhand. But again, you can change the registers every single
horizontal line).

|>
|> ~Chris
|>
|> Technical corrections welcome.
|>
|>
|> >--
|> >--------------------------------------------------------------------------
|> >Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
|> > // >>> I LOVE IT <<<< My comments are my own, not of my employer
|> > \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
|> > >>> New internet address: raist@vnet.ibm.com <<<<
|> >
|> >

--
---------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3355. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 00:55:33 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec04.005533.34676@rchland.ibm.com>
Source record: 19933

In article <2dmtgpINNehh@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <1993Dec03.001228.29207@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> >In article <2dhrloINNidc@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> >|> In article <cdonley.2q7h@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
|> >
|> >[stuff deleted]
|> >
|> >|> The 68000 in the Jaguar DOES NOT access the RAM directly. The custom chips
|> >|> DO access the RAM directly. And - speaking of games - most of the work is
|> >|> done by the custom chips in BOTH machines, with the AGA chipset being 16 bit
|> >
|> > Just a little correction: AGA is 32-bits. Paula (the sound chip) is not
|> >part of the 'AGA' chipset.
|>
|> Ooooops, sorry. The AGA chip is 32 bits, of course, since it is the entirely
|> new chip C= designed. It was the Blitter that is 16 bit, right?

Yep :-(

|>
|> Weregoose
|>
|> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -
|> ------------------------------------------------------------------------------
|> - Star Trek: Our Generation -
|> - To boldly kill rats where no man has killed rats before.... -
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3356. Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 00:58:12 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec04.005812.10675@rchland.ibm.com>
Source record: 19934

In article <2dnj7g$8s4@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|> In article <CHFzry.A0y@genesis.nred.ma.us>,
|> Ralph Barbagallo <nugget@genesis.nred.ma.us> wrote:
|> > The AGA chipset allows sprites in ANY res mode. BUT... the
|> >reason why you don't see to many HAM8 games is...
|> >
|> > Firstly, AGA is a fairly new chipset. While SOME companies had
|> >dev systems early on, many developers don't even have Commodore's AGA
|> >manuals yet! (they seem to be reluctant to give them out..)
|>
|>
|> Well, if this is indeed the case, why are there allegedly so many
|> AGA games for the 1200, and if these games don't exist in quantity
|> (as you say) then doesn't this mean the CD-32 ports are ports from the
|> Amiga 500/2000 series?

AGA games are just starting to come out, but there are a lot of them coming out. I have one of them, Pinball Fantasies AGA.

|>
|> > Also, since most game developers really don't want to develop
|> >for hard drives because they claim it boosts piracy, they have to fit
|> >games on 2-3 disks... HAM8 pics take up a lot of space, so in order
|> >to fit them on a bunch of floppies they avoid HAM8.
|>
|>
|> This goes along with what I said earlier about CD-32 being overpriced
|> because the ports from the Amiga wouldn't use the CD-ROM drive to
|> accomplish anything that couldn't be done on a cartridge.

Doubtfull.

|>
|> Considering the 1200 has a ds/dd 880k drive, 3 * 880 is about 2.5 MB.
|> Jaguar carts can hold that much, easily. And since the games are all
|> priced at under $60, apparently that means the CD-ROM has yet to be
|> seriously used if a majority of the games are Amiga ports.
|>
|>
|>
|>
|> > For scrolling etc. HAM8 is very slow. It's good for animations
|> ^^^^^^^^^^^^^^^^^^
|> I don't see why it should be slow.

True, it can be as fast as any mode.

|> Can't you make a large virtual
|> area and use the hardware scrolling for that? If this is the case,
|> then perhaps now we see where the Falcon's 16-bit true color mode is
|> nicer for some uses because the 16 bits/pixel setup with the pixel
|> value being independent of a CLUT or the prior pixel's values would
|> reduce overhead and generate a *fast* colorful display.
|>
|>
|> >etc..but as far as in-game graphics it really won't work too well...
|> >(unless some super-coder can make some good scrolling routines) Expect
|> >to see some dynamite intermissions etc. in HAM 8 though.
|> >
|>
|> That's what I expect from HAM8 as well. That's why I've disagreed
|> strongly with those who believe HAM8 is as useful for interactive
|> things like videogames.

DUDE, read my post elsewhere.

For running MPEG, though, to be fair, it
|> probably would be as good as a true 24-bit board because the method
|> would probably both save data and it's limitations would probably be
|> less visible with decent updating.
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3357. Re: Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 01:00:43 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec04.010043.34811@rchland.ibm.com>
Source record: 19935

```
In article <2dnjl5$91f@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley)
writes:
|> In article <1993Dec03.003208.30772@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >
|> > Very simple proof of HOW wrong your statement is:
|> >
|> > DeluxePaint and Image FX have Ham8 right on the screen. Guess
|> >what is the mouse pointer? A SPRITE.
|> >
|>
|>
|> Well, that's a given. :) But a mouse pointer usually isn't a 128x128
|> image with 24-bits of depth. :)

Yep ;-) But remember the point was "You can't do SPRITES on Ham8 at all!"

Which is FALSE.

|> What I'm interested in finding out about is how good the performance of
|> HAM8 is when you have multiple HAM8 source rasters (with different
|> base colors) being blitted to the same screen. I think that's the
|> biggest flaw of HAM8 is that if you don't have sources that utilize the
|> same base colors (which, if the system is using a CLUT for these, also
|> would have to have the same indices in the CLUT), there will be either/both
|> alterations to the final display (because of conflicts between the desired
|> base colors and the transitions along edges between images due to the nature
|> of HAM mode relying on the previous pixel's values) and a loss of speed
|> because of the need to do a lot more calculation (at least initially) to
|> make sure the images use the right colors.
|

You are right, but again, you can use with no problems BOBS that use
the base 64 colors. Read my posting ELSEWHERE.

>
|> I am not sure that it would be practical for a videogame to keep a 24-bit
|> representation of everything it will use. The amount of memory required
|> would be prohibitives. Also, it loses the advantage of HAM8, which is
|> the compact size of the display.

READ ELSEWHERE! I already explained how you can do BOBS in HAM8.

[thanks deleted ;-) ]
```

You are welcome.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3358. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 01:06:34 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec04.010634.18239@rchland.ibm.com>
Source record: 19936

In article <2dnk54$99l@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|> In article <1993Dec03.002951.19701@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> > Rickard, here's why I can't believe you are a programmer (or perhaps
|> >fanatism makes people * REALLY * dumb).
|> >
|> > It has been explained once and like more than 3 times for me at least,
|> >that you can indeed animate real-time with sofware sprites in HAM8 with
|> >no color 'fringe' and no CPU-time loss.
|> >
|> > AGAIN, the recipe:
|> >
|> > * on every ham8 odd column, use one of the base 64 color registers
|>
|> Whoa. For those (like me) who have jumped into this a bit late, does this
|> mean that all of the pixels of every other other column must consist of
|> one of the 64 base colors? If so, this is kind of odd... although I
|> haven't seen the results, it sounds somewhat funky.

This is for making BOBS in HAM8 without taking CPU time and having color 'fringes.'

|> >
|> > * do the same with the bobs
|> >
|> > * move the bobs in odd boundaries, so they always start with a
|> > base register in that horizontal line
|> >
|>
|>
|> Which also eliminates the possibility of movement by a single pixel, which
|> means "smooth" animation may not be possible if the desired effect is to
|> move an image 1 pixel horizontally at a time. So you're kind of being
|> forced to do some contortions here....

Nope, that's why I said: Use a 640 x xxx type screen so the movement remains '320 ish.'

|> > * No real-time calculations, just like any NORMAL software sprite,
|> > the data is already there
|> >
|> > * Use the blitter... no problems
|> >
|> > * if the movement looks 'coarse' use a 640x xxx screen. this will

|> > make the x movement look with a '320' resolution again
|>
|>
|> But if you use a 640xXXX screen, you're using 2X as much memory to give
|> it a 320xXXX feel.

True. Doesn't mean it isn't doable though.

|>
|> Since you're doubling the width, you're essentially making this require
|> 2X as many pixels per display.

Yep.

|>
|> Why not just use a natural 16-bit display? For animated sequences, I think
|> the difference between HAM8 and the Falcon's 16-bit true color display
|> would be minimal,

NOPE, IT WON'T!

|> and the Falcon's display would have the advantage of
|> not having to force the programmer to make concessions to get animation
|> with thousands of colors.

ARGGGGGGGH you are getting this wrong again! :-)

For animation HAM8 has no problems at all in making concessions! This is
how the anim format works in my machine every day!

We were talking about having BOBS or Software sprites pasted using the
blitter and/or cpu. I just mentioned a scheme for avoiding heavy CPU time
and calculations of remapping the 64 registers.

|> (this is not intended to say the Falcon is better, etc. etc. but just to
|> show that the number of possible colors on screen at once is not the
|> end-all be-all of evaluating a display... )

Okay, I understand Charles, and I like your postings. But read above.

About animation:

* Remember: no problem at all because for the AMIGA, HAM8's memory
looks just like an 8-bit plane memory. Animations
operate by doing delta's and storing them quickly
in those bitplanes.

You HAVE NO color fringe in animations that have been
pre-calculated.

For BOBS, I provided a solution.

To finish this, remember that you don't need BOBS all the time.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD

// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

## 3359. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 01:11:08 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec04.011108.21899@rchland.ibm.com>
Source record: 19937

In article <2dnkjr$9it@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|> In article <1993Dec03.002356.19632@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <mpnolan.754743352@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:

[stuff deleted]

|> > After all, who's the arrogant when it is *BLOODY OBVIOUS* that a machine like
|> >the ST line has inferiour hardware *AND* inferiour software/3rd party support
|> >to the Amiga in general (excluding the music/midi market).
|> >
|>
|>
|> The Amiga enjoys an advantage when it comes to 3rd party support, but I hardly
|> think it's "Bloody Obvious" it has superior hardware. Out the box, the
|> differences between the two platforms are pretty minimal.

Comparing it to the ST/STE line? Of course not!

Charles, I was going to buy an ST back in 1986, but I always acknolwedged
that the Amiga had a way better architecture. How can you explain
the lack of DMA sound for quite a while, lack of scrolling, lack of
sprites, lack of a blitter in the ST machine?

Same goes pretty much for the STE in a lot of areas.

[oops! line accidentally deleted]

|> product Commodore has is a 68040 Amiga which costs twice as much as a
|> Mac Quadra 605 ($995 at CompUSA).

Well, in that case, Atari has a problem too ;-)

|>
|> Speaking of Macs, let me throw something out to everyone: with Mac prices
|> so low, does anyone else see them crowding the Amiga and ST/Falcon out of
|> the $1000-$2000 computer market?
|>
|> (because these Quadras are real tempting)

I can see it, of course! But the Amiga and Falcon/ST line have been
in that situation before. What will happen is that the ST/AMIGA will
continue in their niches, but more and more 'just there.'

General purpose wise, the Apple machines are way better.

Now, the problem I have seen is that ATARI's market (computers) have
been going down down down, and C='s is just 'slowly still going forward',
not to mention that C='s continues to gain more and more market in the
Professional Video Arena.

Judging by what seems to be Falcon's sales, looks like ATARI might
be actually losing some more popularity.

No flames, my opinions.

|>
|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3360. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 04:41:01 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHHuCD.MAM@news.Hawaii.Edu>
Source record: 19938

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#In a message of 01 Dec 93 07:54:46, Jimmy Chan wrote:
:#JC> Okay, this is from this month's AmigaWorld:
:#(List of loads of developers and games)
:#Did you notice that only a few of those were using AGA graphics, and that the
:#rest were A1200 games copied to a CD?

Oh sorry, the article I copied and paraphase from didn't list whether or
not they were AGA, except that most were ports from A1200 games. There was
another article further in that had a list of the games that were AGA
specific. Here's the list, you can compare them with the one I put up
earlier to see which are AGA and which are not.

Games Publisher
Air Bucks 1.2 Impressions
Alien Breed 2 Team 17
Beneath A Steel Sky Virgin
Body Blows Galactic Team 17
Brutal Sports Football Millenium
Burning Rubber Ocean
The Chaos Engine Renegade
Civilization Microprose
Day of the Tentacle LucasArts
Dennis Ocean
Diggers Millenium
Donk Supervision
1869 Flair
Fatman The Caped
Crusader Interactivision
Genesis Flair
Inferno Ocean
International Open
Golf Championship Ocean
Ishar Silmarils
James Pond II: Robocod Millenium
James Pond II: Operation
Starfi5h Millenium
Jurassic Park Ocean
King's Quest VI Sierra
Morph Millenium
Nr. Nutz Ocean
Naughty Ones Interactivision
Nigel Mansell's World
Championship Gremlin, distributed by EID
Pinball Fantasies 21st Century

Pinball Illusions 21st Century
Prime Mover Psygnosis
Rally Eurosoft
Ryder Cup Ocean
Sabre Team Krisalis
SimLife Mindscape International
Sleepwalker Ocean
Soccer Kid Krisalis
Star Trek: 25th
Anniversary Interplay
Surf Ninjas Flair
Survival Interactivision
Syndicate Electronic Arts
T.F.X Ocean
Transarctica Silmarils
Trolls Flair
Uridium II Renegade
Whale's Journey Flair
Wing Commander Electronic Arts UK
Zool Gremlin Graphics, distributed by EID
Zool 2 Gremlin

There were also 3 PD/Shareware games listed too.

I put the whole list there for you since, if they do come out on CD32,
you'll know which are AGA...8-), and not assume just because I didn't put
AGA it wasn't. As you can see, there are quite a few AGA games being put
into CD32.

:#JC> AmigaWorld. Don't have the European game magazines on hand. From a C=
:#JC> employee, there are already 38+ games released for CD32. I have his
:#JC> posting saved if anyone wants confirmation...8-).
:#Not surprising .. kinda easy for developers to copy old games to CD ..

So, I wonder how many catridge based Jaguar games will be ported to CD.
Same thing applies.

:#JC> Yes, it is less powerful than the 3DO and Jaguar but, as has been proven
:#JC> before, it's not the power of the hardware but how much software it has
:#JC> available, number of users and price. I've said this before. VHS vs.
:#JC> Beta, Clones vs. everybody else...(just had to put that in), SEGA or
:#JC> Nintendo vs. Neo-Geo, NeXT vs. not sure here.

:#Well, those were a lot closer in specs than the CD32/Jaguar .... (if you don't
:#read Clayton Donkey's postings .. )

I doubt that the specs in each case was that much closer than CD32 vs.
Jaguar. Beta offered superior sound quality than VHS, and some respects
video too, Clones didn't provide much in base hardware to any other
computer, Neo-Geo offered a lot better graphics than either the SEGA or
Nintendo could generate. Like I've said it, more goes into creating a
success than specs.

:#JC>I still don't know which console I'll purchase but, the CD32 looks good to
:#JC>me so far. The Jaguar, is probably the next candidate though if the CDROM
:#JC>isn't available by the time I'm ready then it's the 3DO.
:#Why is everybody raving about the CD-ROM? If the Jaguar can store almost 50Meg
:#of graphics on a cartridge, the CD-ROM will only be used for the absolutely
:#biggest adventures ... and really ... there's a market for other games too ..
If you put in 50Megs of graphics on the catridge where's the program?..8-).
Come off of it, even with JPEG compression, you'll still need room for the
game code. Game coding will take a lot of room and JPEG compression
doesn't do game code, right? So, expect less than 50 Megs, if the game is
about 1-2 MB, from a 5 MB catridge, then you'd only get about 3-4 MB for
the graphics, which is about 1:7 ratio as was given before about 21-28 MB
of graphics. Then how about sound? Most of the CD32 stuff has CD music,
which is what's taking up about 100 MB or so. Even the 3DO stuff will have
CD soundtracks to improve the play.

Don't forget CDs are cheaper to produce for a larger base. If you're going
to have a smaller base of users then a catridge based system is better, but
for a larger market, CDs are way better than catridge any day. If you can
tell me why a catridge is better. Other than having a faster load time.

:#Return to Zork (or whatever it's called) is already under developement for the
:#JagCD.

Why would that be on CD by itself? You can fit all the Zork games plus all
the other damned text-based games onto a CD. Hell, why bother? I've never
bought a text based game since Zork I on my C-64. Even if Return to Zork
(or whatever) is under development, you'll probably find a catridge version
first. Think about it, how is a company supposed to put money into
development into some new, untried without having some other revenues
coming in. I don't think many of today's companies have that kind of cash
on hand, especially game companies which kind of live or break upon the
games they sell, to generate revenues.

If a game developer was to develop for the Jaguar CD, they'd have to put
money up front to become a developer, purchase the necessary equipment to
program for it, start learning how to program it, take months to develop
the software for it and then wait more months til the CD player comes out
before they start seeing revenues coming in? Don't know of many companies
that can do this. Even Stefan's company is taking a wait and see attitude
towards the Jaguar, and they are already committed to the CD32.

Atari's attitude towards having a CD available for their console might end
up to be a bad move on their part. I don't know if what I keep reading
hear about Atari's moving their CD release date so, they could have more
titles ready for the CD launch is true or not but, if this is so, I'm
beginning to wonder if the number of games available for the CD launch will
be the same number of games listed for the Jaguar debut.

--

jimmy@uhunix.uhcc.hawaii.edu

# 3361. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 05:00:28 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHHv8s.MJB@news.Hawaii.Edu>
Source record: 19943

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#In a message of 02 Dec 93 10:31:19, William Fang wrote:
:#WF> Why wouldn't they use AGA graphics? There are often AGA and ECS versions
:#WF> of the same game released. How would you know if they don't use AGA
:#WF> graphics?

:#I can't switch channel at the moment, but someone else with access to Sky
:#Text-TV can probably tell you that atleast one game soon released on CD32 will
:#NOT use AGA graphics. (Stated in the GamesWorld section)

I can guarantee that some games will not be AGA specific. There are several bundled games coming out on CD, these mostly will be ECS games, no problem. 3 or more games on one CD, all for the price of one game, no problem. Since I've posted a list of games that are AGA specific, ports of these games will mostly have CD soundtracks and/or more levels included. Games that are originally ECS and ported to the CD32 will most likely, have some of the following done to them: graphics upgraded, more levels or more things added, CD soundtrack, more colors, etc. One, some or all these things will be done to these types of games.

Since I don't have access to Sky Text-TV, maybe you can tell us what game will be released on CD32, and if they are upgrading it at all?

I'm wondering if CDTV titles will be upgraded to CD32, not all work.

:#WF> They might be "old games", but quite a few have only have been recently
:#WF> released on the PC and/or Amiga. I'd rather have a fun "old" game than
:#WF> a crap new game. Quite a few of the games were fun on, and were improved
:#WF> for the A1200/AGA. Others are kinda naff (Dracula on the PC comes to
:#WF> mind).

:#People don't buy consoles to being able to play the same games their
:#computer-owning neighbour has had for months ... they would have bought the
:#computer if that was the case ... people buy consoles to play arcade-versions
:#of games - and since Atari Games (NOT the same as Atari Corp!) has licensed the
:#Jaguar chipset for use in their arcade-machines, you'll have some great arcade
:#conversions coming here ...

People buy consoles to play games on period. It doesn't have anything to do with what their neighbors have been playing with. Most of the kids want to have their own toys to play with and not someone elses, since it all mommy or daddy's money. For me, arcades are a thing of the past.

:#Haven't seen anyone building arcades using the CD32 .. :-)

Because they are used in simulators...8-). Pretty awesome things if you ask me. Military simulators and commercial simulators have been using it

for quite awhile now.

:#WF> Perhpas we'll talk about it when it's released.

:#Ah, you didn't like that ... :-)

No, I think he meant it's still vapourware. We can talk vapourware all you want but, if it don't exist then it don't hold a candle to something that does exist.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3362. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 05:23:03 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHHwAG.MtE@news.Hawaii.Edu>
Source record: 19944

Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
:#In article <CHCHvF.9C4@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
:#)Well, that being said, it's true the FMV stuff isn't really great but it's
:#)an extra (optional) for those that want it. You don't want it don't buy
:#)it. I myself don't care for FMV, I have a laserdisc collection. I won't
:#)be buying it for any of the game consoles but, it's an extra selling point.
:#)Same goes for PhotoCD, being an extra selling point that is, don't know if
:#)I'll need PhotoCD capability as yet, it has possibilities I've recently
:#)found out.

:#The Photo CD stuff does interest me quite a bit as well - but that's
:#something that comes standard with all of the CD systems (say, does
:#anyone know if all of the CD systems handle multisession?).

Photo CD doesn't really come standard with all CD systems. It depends on
Kodak if they want to license it to another company that could be a rival
or not. Payment for such licensing might also be a factor for some
companies. I think C= is still trying to get the license for Photo CD.

:#The thing is that the FMV carts cost as much as a cheap LD player
:#(like you said, they aren't great at that price!) or a fairly nice
:#VCR. The problem is that the only feature you get is the ability to
:#play these CD-ROM movies - you can't record like a VCR, and the
:#picture quality is worse than LD. Given that most people buying a
:#$400+ game machine probably already have a VCR, I just can't imagine
:#not springing for a LD player instead of the FMV cart.

Well, in terms of portability an FMV system might be better. Since my LD,
doubles as a karoake unit, it is a bit on the tedious side to be hauling
around with the mixer and 12" LD disks that happen to weigh a lot. FMV
might be good for those situations where picture quality isn't necessary,
but being able to randomly search sequences might be more important plus
portablity. Though like I said FMV isn't for me, but for others who might
be able to have more ideas, well. I even once consider PhotoCD to be a
near useless feature once.

:#)I think IBM or was it blockbuster, oh well, in a CNN clip that there's about
:#)3000 video titles available on CDs.

:#Aren't there a lot more titles on laserdisk? I just view this FMV
:#cart stuff as an industry attempt to sell us something we really don't
:#need - and I have trouble imagining who will want it!!

There are about 10,000 or so titles on laserdisc, I don't have a reliable
number since so many things come out on laserdisc and many titles aren't
being produced anymore. I'd say about 1/2 - 2/3 of the laserdisc titles

are worth it. The rest is a waste of laserdisc materiel. The current variety of laserdiscs are much better than what was being offered a few years back.

I once also thought that laserdiscs without being able to record anything was useless since I already had a VCR but, that changed...8-). I thought laserdiscs might be a passing fancy awhile ago.

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

# 3363. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 05:48:21 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHHxGM.4s@news.Hawaii.Edu>
Source record: 19945

William Fang (int877w@lindblat.cc.monash.edu.au) wrote:
:#The price has dropped dramatically, but nobody has bought one. I'd get
:#one just to view Anime and a few director's cuts of a few movies.

I guess you mean laserdisc player prices. They've come down drastically in price except for high-end units. Laserdisc have gotten much more popular now since karoake has caught on. Most all current VHS movie releases also have a corresponding Laserdisc release. Laserdisc releases have mostly the quality shows available now. It's a bit more expensive to produce laserdisc if you don't expect to sell a lot. Laserdisc owners are a fickle bunch that want mostly top quality shows...8-).

:#I would purchase a laser CD video player if the local video store
:#actually stocked CD-Videos. Making a CD-Video is probably going to
:#be cheaper than making a Laser-Disk, because any audio CD manufacturer
:#has the capability of making CD-ROMs and CD-Videos. So the CD-Video
:#has the possibility of being cheaper than Laser Disks.

Besides being lighter and smaller than laserdiscs, though I prefer the quality of laserdiscs.

:#Anybody know the costs of making VHS video tapes compared to CD-Video
:#or CD-ROMS and LaserDisks. The costs could be equivalent, but the
:#retail price of a LaserDisk is horrendous.

I think it more expensive to have a smaller amount of laserdiscs printed than to have a corresponding number of VHS tapes made but, it gets cheaper when you have a pretty sizable amount to make. Same goes for CDs. The retail price of a laserdisc is actually the same as VHS. Many LD titles that come out now sell for about $20-$40 range. The special LDs cost more, such as Criterion disks, which are top quality laserdiscs but not many current titles, and usually include extra footage, or director's stuff and other things. Criterions usually go for about $60-$100 or more. Then there are the LDs with Director's cut which go for about $40 and up. If you order from a mailorder place like Ken Crane they offer about 10%-20% off on new titles and they also have specials of the month, such as they had some old titles that were being sold for $9.95 a few months back, I wanted to pick up those Playboy Videos..8-).

:#If there a lots of titles on laser disks, they're probably only a
:#fraction of the VHS, or even Beta titles out there. If Video-CD
:#takes off, I'll get one.

I believe you'll find more LD titles than you will of Beta, that's for sure. LDs are only a fraction of VHS is true but I don't think you'll find too many junk titles for LD in the current crop. Junk titles do not sell well

at all in the LD market, and the LD consumers are a very fickle group of buyers. VHS has a host of crappy titles, LDs have many old ones that are junk but the current stuff is great.

I should also stress that many LD owners are collectors. After 11-13 years of owning a VCR and 1 year of owning a Laserdisc player, I now own about 3-4 times as many titles of LDs than I do of bought titles on tapes..8-)

--

jimmy@uhunix.uhcc.hawaii.edu

# 3364. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 19:46:19 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CHJ099.tq@genesis.nred.ma.us>
Source record: 19950

I think that Team 17s Body Blows will not be in AGA...but
Body Blows Galactic will.

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
"Maybe Atari will do well overseas. Jerry Lewis movies do very well overseas."
Scott Cohen -ZAP!: The Rise and Fall of Atari (1984)

# 3365. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 22:29:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d010f58@troed.ct.se>
Source record: 19953

In a message of 04 Dec 93 05:41:01, Jimmy Chan wrote:

JC> another article further in that had a list of the games that were AGA
JC> specific. Here's the list, you can compare them with the one I put up
JC> earlier to see which are AGA and which are not.

The CD32 will actually have games not using AGA ... sheesh ... hopefully people will stick to their SNES/Genesis systems ..

JC> So, I wonder how many catridge based Jaguar games will be ported to CD.
JC> Same thing applies.

Definitely not! All cartridge games are SPECIFICALLY written FOR THE JAGUAR, and they are NEW.

Sofar it seems that almost all CD32 games are just rehashes of old games.

JC> I doubt that the specs in each case was that much closer than CD32 vs.
JC> Jaguar. Beta offered superior sound quality than VHS, and some respects
JC> video too, Clones didn't provide much in base hardware to any other
JC> computer, Neo-Geo offered a lot better graphics than either the SEGA or
JC> Nintendo could generate. Like I've said it, more goes into creating a
JC> success than specs.

Nah .... The Jaguar is *WAY* ahead of the CD32 ... the above mentioned are a LOT closer ... (no need to enter the technicals, you will surely just argue against anyway .. )

JC> Come off of it, even with JPEG compression, you'll still need room for the
JC> game code. Game coding will take a lot of room and JPEG compression

Game code doesn't take a lot of room .. maybe 100-200Kb ...

JC> doesn't do game code, right? So, expect less than 50 Megs, if the game is
JC> about 1-2 MB, from a 5 MB catridge, then you'd only get about 3-4 MB for
JC> the graphics, which is about 1:7 ratio as was given before about 21-28 MB
JC> of graphics. Then how about sound? Most of the CD32 stuff has CD music,
JC> which is what's taking up about 100 MB or so. Even the 3DO stuff will
JC> have
JC> CD soundtracks to improve the play.

How big is a module?

JC> Don't forget CDs are cheaper to produce for a larger base. If you're
JC> going
JC> to have a smaller base of users then a catridge based system is better,
JC> but
JC> for a larger market, CDs are way better than catridge any day. If you can

JC> tell me why a catridge is better. Other than having a faster load time.

The system itself is cheaper.

JC> Why would that be on CD by itself? You can fit all the Zork games plus
JC> all
JC> the other damned text-based games onto a CD. Hell, why bother? I've
JC> never
JC> bought a text based game since Zork I on my C-64. Even if Return to Zork

SHEESH .. Return to Zork ... *TEXT* .... geezuz .. yes, maybe -85 ... but the
Return to Zork developed now NEEDS a CD-ROM .. GUESS WHY ...

JC> If a game developer was to develop for the Jaguar CD, they'd have to put
JC> money up front to become a developer, purchase the necessary equipment to
JC> program for it, start learning how to program it, take months to develop
JC> the software for it and then wait more months til the CD player comes out
JC> before they start seeing revenues coming in? Don't know of many companies
JC> that can do this. Even Stefan's company is taking a wait and see attitude
JC> towards the Jaguar, and they are already committed to the CD32.

Hey .. surprise .. there are a LOT of Jaguar developers .. and some are doing
CD right now ... wake up ..

JC> Atari's attitude towards having a CD available for their console might end
JC> up to be a bad move on their part. I don't know if what I keep reading
JC> hear about Atari's moving their CD release date so, they could have more
JC> titles ready for the CD launch is true or not but, if this is so, I'm
JC> beginning to wonder if the number of games available for the CD launch
JC> will
JC> be the same number of games listed for the Jaguar debut.

Very strange that Sega will do the same with their Saturn systems ... but I
guess Commodore is a lot smarter than Atari and Sega together, right?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3366. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 22:33:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d011052@troed.ct.se>
Source record: 19954

In a message of 04 Dec 93 06:00:28, Jimmy Chan wrote:

JC> People buy consoles to play games on period. It doesn't have anything to
JC> do with what their neighbors have been playing with. Most of the kids
JC> want
JC> to have their own toys to play with and not someone elses, since it all
JC> mommy or daddy's money. For me, arcades are a thing of the past.

BOOO .. wake up, smell reality .. kids want what their friends have .... Kids
out here even BUY C64's coz almost everyone here has one!

JC> :#Haven't seen anyone building arcades using the CD32 .. :-)
JC>
JC> Because they are used in simulators...8-). Pretty awesome things if you
JC> ask me. Military simulators and commercial simulators have been using it
JC> for quite awhile now.

Military simulators using CD32's?

Excuse me for laughing.

JC> No, I think he meant it's still vapourware. We can talk vapourware all
JC> you
JC> want but, if it don't exist then it don't hold a candle to something that
JC> does exist.

Ah yes .. the PowerPC is also vapourware ... and Windows NT .. and ... etc ...

The company (don't remember their name) stated themselves they are developing
Return to Zork for the JagCD ... isn't that enough?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3367. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 23:32:17 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec4173217@great-gray.owlnet.rice.edu>
Source record: 19951

In article <CHHuCD.MAM@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
<AGA game list deleted>
)
):#JC> AmigaWorld. Don't have the European game magazines on hand. From a C=
):#JC> employee, there are already 38+ games released for CD32. I have his
):#JC> posting saved if anyone wants confirmation...8-).
):#Not surprising .. kinda easy for developers to copy old games to CD ..
)
)So, I wonder how many catridge based Jaguar games will be ported to CD.
)Same thing applies.

But that's different - all of the Jaguar cart games are written
specifically for the Jaguar, while the CD-32 gets ports of crappy old
games which just crowd the market.

)
):#JC> Yes, it is less powerful than the 3DO and Jaguar but, as has been proven
):#JC> before, it's not the power of the hardware but how much software it has
):#JC> available, number of users and price. I've said this before. VHS vs.
):#JC> Beta, Clones vs. everybody else...(just had to put that in), SEGA or
):#JC> Nintendo vs. Neo-Geo, NeXT vs. not sure here.
)
):#Well, those were a lot closer in specs than the CD32/Jaguar .... (if you don't
):#read Clayton Donkey's postings .. )
)
)I doubt that the specs in each case was that much closer than CD32 vs.
)Jaguar. Beta offered superior sound quality than VHS, and some respects
)video too, Clones didn't provide much in base hardware to any other
)computer, Neo-Geo offered a lot better graphics than either the SEGA or
)Nintendo could generate. Like I've said it, more goes into creating a
)success than specs.
)

But specs help a lot in determining the potential of a system.

):#JC>I still don't know which console I'll purchase but, the CD32 looks good to
):#JC>me so far. The Jaguar, is probably the next candidate though if the CDROM
):#JC>isn't available by the time I'm ready then it's the 3DO.
):#Why is everybody raving about the CD-ROM? If the Jaguar can store almost 50Meg
):#of graphics on a cartridge, the CD-ROM will only be used for the absolutely
):#biggest adventures ... and really ... there's a market for other games too ..
)If you put in 50Megs of graphics on the catridge where's the program?..8-).
)Come off of it, even with JPEG compression, you'll still need room for the
)game code. Game coding will take a lot of room and JPEG compression
)doesn't do game code, right? So, expect less than 50 Megs, if the game is

)about 1-2 MB, from a 5 MB catridge, then you'd only get about 3-4 MB for
)the graphics, which is about 1:7 ratio as was given before about 21-28 MB
)of graphics. Then how about sound? Most of the CD32 stuff has CD music,
)which is what's taking up about 100 MB or so. Even the 3DO stuff will have
)CD soundtracks to improve the play.
)

How many games have even 1MB of code? That leaves you with 5MB to
split between graphics and sound.

)Don't forget CDs are cheaper to produce for a larger base. If you're going
)to have a smaller base of users then a catridge based system is better, but
)for a larger market, CDs are way better than catridge any day. If you can
)tell me why a catridge is better. Other than having a faster load time.
)

That's about it - I don't really think carts are better than CD's, but
for some games they are enough.

):#Return to Zork (or whatever it's called) is already under developement for the
):#JagCD.
)
)Why would that be on CD by itself? You can fit all the Zork games plus all
)the other damned text-based games onto a CD. Hell, why bother? I've never
)bought a text based game since Zork I on my C-64. Even if Return to Zork
)(or whatever) is under development, you'll probably find a catridge version
)first. Think about it, how is a company supposed to put money into
)development into some new, untried without having some other revenues
)coming in. I don't think many of today's companies have that kind of cash
)on hand, especially game companies which kind of live or break upon the
)games they sell, to generate revenues.
)

Return to Zork is supposed to be a much more graphical game - it's
already out I think for some other system (CDI?). I think they are
also planning a CD release.

)If a game developer was to develop for the Jaguar CD, they'd have to put
)money up front to become a developer, purchase the necessary equipment to
)program for it, start learning how to program it, take months to develop
)the software for it and then wait more months til the CD player comes out
)before they start seeing revenues coming in? Don't know of many companies
)that can do this. Even Stefan's company is taking a wait and see attitude
)towards the Jaguar, and they are already committed to the CD32.
)

There are already a few Jaguar CD developers, and others will come
along soon I'm sure.

Should I be worried that stefefan's company is waiting for Jaguar
results? Does he work for Microprose or something?

)Atari's attitude towards having a CD available for their console might end
)up to be a bad move on their part. I don't know if what I keep reading
)hear about Atari's moving their CD release date so, they could have more
)titles ready for the CD launch is true or not but, if this is so, I'm
)beginning to wonder if the number of games available for the CD launch will
)be the same number of games listed for the Jaguar debut.
)

I haven't heard anything other than here about the CD release being
moved up. I've heard they didn't want to release the CD right away,
but they were waiting a few months.

--
---> Kendall Gelner (kendall@rice.edu)

## 3368. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-04 23:51:57 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec4175157@great-gray.owlnet.rice.edu>
Source record: 19952

In article <CHHwAG.MtE@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
)Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
):#In article <CHCHvF.9C4@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
):#)Well, that being said, it's true the FMV stuff isn't really great but it's
):#)an extra (optional) for those that want it. You don't want it don't buy
):#)it. I myself don't care for FMV, I have a laserdisc collection. I won't
):#)be buying it for any of the game consoles but, it's an extra selling point.
):#)Same goes for PhotoCD, being an extra selling point that is, don't know if
):#)I'll need PhotoCD capability as yet, it has possibilities I've recently
):#)found out.
)
):#The Photo CD stuff does interest me quite a bit as well - but that's
):#something that comes standard with all of the CD systems (say, does
):#anyone know if all of the CD systems handle multisession?).
)
)Photo CD doesn't really come standard with all CD systems. It depends on
)Kodak if they want to license it to another company that could be a rival
)or not. Payment for such licensing might also be a factor for some
)companies. I think C= is still trying to get the license for Photo CD.

Are you saying that the CD-32 that is out now CANNOT USE photo-CD
disks!!!

Every CD system out now (CDI, 3DO) can read photo-cd disks right out
of the box. The Jaguar CD will support Photo-CD. I know you have to
license photo-cd technology from Kodak, but I had just assumed that no
company would be stupid enough to release a CD-system without photo-cd
support. Guess I underestimated Commodore...

Does anyone know if this is true? If so, how will people who buy
CD-32's now be able to use photo-cd's once Commodore gets the license?

Also, is the CD-32 CD-ROM player even multisession capable?

)
):#The thing is that the FMV carts cost as much as a cheap LD player
):#(like you said, they aren't great at that price!) or a fairly nice
):#VCR. The problem is that the only feature you get is the ability to
):#play these CD-ROM movies - you can't record like a VCR, and the
):#picture quality is worse than LD. Given that most people buying a
):#$400+ game machine probably already have a VCR, I just can't imagine
):#not springing for a LD player instead of the FMV cart.
)
)Well, in terms of portability an FMV system might be better. Since my LD,
)doubles as a karoake unit, it is a bit on the tedious side to be hauling
)around with the mixer and 12" LD disks that happen to weigh a lot. FMV

)might be good for those situations where picture quality isn't necessary,
)but being able to randomly search sequences might be more important plus
)portablity. Though like I said FMV isn't for me, but for others who might
)be able to have more ideas, well. I even once consider PhotoCD to be a
)near useless feature once.
)

Hmm, it is treu that portability would be good but I really consider
this to be a small factor. Who travles somewhere to watch a movie? I
can understand listening to music while elsewhere, but wy would you
take a movie anywhere else and watch it?

):#)I think IBM or was it blockbuster, oh well, in a CNN clip that there's about
):#)3000 video titles available on CDs.
)
):#Aren't there a lot more titles on laserdisk? I just view this FMV
):#cart stuff as an industry attempt to sell us something we really don't
):#need - and I have trouble imagining who will want it!!
)
)There are about 10,000 or so titles on laserdisc, I don't have a reliable
)number since so many things come out on laserdisc and many titles aren't
)being produced anymore. I'd say about 1/2 - 2/3 of the laserdisc titles
)are worth it. The rest is a waste of laserdisc materiel. The current
)variety of laserdiscs are much better than what was being offered a few
)years back.
)

I don't think things will be much different for CD-ROM movies, they
will probably release movies quite slowly. In fact, from watching the
commercials that show off the MPEG movies, I'd say that only two are
availiable - Hot shots and Plaes, Trains and Automobiles. Those are
the only clips I ever see... :-)

)I once also thought that laserdiscs without being able to record anything
)was useless since I already had a VCR but, that changed...8-). I thought
)laserdiscs might be a passing fancy awhile ago.
)

So did I, I am amazed they survived, but I guess consumers thought the
improved quality was worth it. I just can't see the CD-ROm movies
fighting the same battle and winning with laserdisks already around.

--
---> Kendall Gelner (kendall@rice.edu)

# 3369. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-05 11:39:26 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHK8Dq.KxC@news.Hawaii.Edu>
Source record: 19957

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#In a message of 04 Dec 93 05:41:01, Jimmy Chan wrote:

:#The CD32 will actually have games not using AGA ... sheesh ... hopefully people
:#will stick to their SNES/Genesis systems ..

It would be nice to have everything released to be AGA but for a new
product, it at least has software to show for it. What about Jaguar? I
think a lot of people would like to see anything as long as there were some
available.

:#JC> So, I wonder how many catridge based Jaguar games will be ported to CD.
:#JC> Same thing applies.

:#Definitely not! All cartridge games are SPECIFICALLY written FOR THE JAGUAR,
:#and they are NEW.

Try reading the sentence again. I didn't say anything about Jaguar
specific. Just what I've been saying all along, Jaguar catridge games will
be ported to CD.

Of course, you don't have any guarantee that some of the Jaguar catridge
games wouldn't be ports. All platforms have had ports of games, what makes
the Jaguar so special that it wouldn't, of course if it doesn't have ports,
I won't be expecting too many games.

:#Nah .... The Jaguar is *WAY* ahead of the CD32 ... the above mentioned are a
:#LOT closer ... (no need to enter the technicals, you will surely just argue
:#against anyway .. )

Your way ahead is a bit distorted. It doesn't come with a CDROM drive,
what's so way ahead with a catridge? It doesn't have any software except
for what it came with. We should have seen some by now.

:#JC> Don't forget CDs are cheaper to produce for a larger base. If you're
:#JC> going
:#JC> to have a smaller base of users then a catridge based system is better,
:#JC> but
:#JC> for a larger market, CDs are way better than catridge any day. If you can
:#JC> tell me why a catridge is better. Other than having a faster load time.
:#The system itself is cheaper.

Pfffffttt. Add a CDROM player. You can keep deluding yourself with this
foolish idea. If this is the best argument you can come up with then why
do you even bother?

:#JC> Why would that be on CD by itself? You can fit all the Zork games plus
:#JC> all

:#JC> the other damned text-based games onto a CD. Hell, why bother? I've
:#JC> never
:#JC> bought a text based game since Zork I on my C-64. Even if Return to Zork

:#SHEESH .. Return to Zork ... *TEXT* .... geezuz .. yes, maybe -85 ... but the
:#Return to Zork developed now NEEDS a CD-ROM .. GUESS WHY ...

I can guess why but that doesn't mean anything. As William put it, we'll
talk about it when it comes out.

:#Hey .. surprise .. there are a LOT of Jaguar developers .. and some are doing
:#CD right now ... wake up ..

Okay, since I put up a list, you want to show me what developers there are
and how many CD developers there are? Come on any list will be fine. I've
yet to see any sort of list of developers. Remember just because they
signed up don't mean they are actively developing for it. I've seen
Atari's so called marketing gimmicks before.

:#JC> Atari's attitude towards having a CD available for their console might end
:#JC> up to be a bad move on their part. I don't know if what I keep reading
:#JC> hear about Atari's moving their CD release date so, they could have more
:#JC> titles ready for the CD launch is true or not but, if this is so, I'm
:#JC> beginning to wonder if the number of games available for the CD launch
:#JC> will
:#JC> be the same number of games listed for the Jaguar debut.

:#Very strange that Sega will do the same with their Saturn systems ... but I
:#guess Commodore is a lot smarter than Atari and Sega together, right?

Yep. C=, Phillips, 3DO and even SGI must know something that Atari and
Sega don't. I still don't understand Atari move to release the Jaguar in
the US, when their strength and popularity lies in Europe.

--

jimmy@uhunix.uhcc.hawaii.edu

# 3370. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-05 12:17:33 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHKA59.LDA@news.Hawaii.Edu>
Source record: 19956

In article <KENDALL.93Dec4173217@great-gray.owlnet.rice.edu> you wrote:
:#But that's different - all of the Jaguar cart games are written
:#specifically for the Jaguar, while the CD-32 gets ports of crappy old
:#games which just crowd the market.

I hope you really don't believe that ALL Jaguar games will be all new games and not just ports. Even SEGA and Nintendo had their share of ports. Until there comes out a quantity of games for the Jaguar you don't know for certain what's going to be good and what's not.

:#But specs help a lot in determining the potential of a system.

Potential, yes. Success, no. The other factors determine the success of a system. Beta had more potential than VHS but more videos were coming out in VHS format. Neo-Geo, had better graphics, but price and lack of games people were will to pay for, killed it. Remember the TG-16, same pretty much as the SEGA and Nintendo but, lack of software. NeXT, great interface, albeit too slow for me, DSP, great hardware but, price killed it. Now, look at the Clones, the potential is now there but, before the potential was there it still outsold every computer platform, why? Definitely, not because of potential. A host of software is what pushed the Clones to the top of the computer heap, regardless of IBM.

Potential don't mean nothing without software. I don't see too many people buying systems with potential but no software. Of course, there'll always be those who just go for potential but that doesn't insure you'll get software.

:#That's about it - I don't really think carts are better than CD's, but
:#for some games they are enough.

Yes, for some games they are enough. I don't doubt that but for the games with mucho stuff, you'll need better than a cartridge. Even to get the most of the Jaguar you'll need to have a CD.

:#Return to Zork is supposed to be a much more graphical game - it's
:#already out I think for some other system (CDI?). I think they are
:#also planning a CD release.

I wonder how much more graphical. I hope it isn't static pictures, like I've seen some other games do. I just asssuming this is the next phase for Infocom to go to after text based games but not necessarily true.

:#There are already a few Jaguar CD developers, and others will come
:#along soon I'm sure.

:#Should I be worried that stefefan's company is waiting for Jaguar
:#results? Does he work for Microprose or something?

His is only one company but this might be the current trend among the others. In today's market, developers tend to be a little more careful since a game that doesn't do very well could cost them big. This brings to mind why you might see a few ports to the Jaguar early on. It's more expensive to develop a new game to a new system than it is to port a game that's already exists on another machine and just convert it to work on another. Oh, doesn't that mean Return to Zork is a port?

:#I haven't heard anything other than here about the CD release being
:#moved up. I've heard they didn't want to release the CD right away,
:#but they were waiting a few months.

Doesn't that amount to the same thing? The CD won't be released soon whether or not they moved up the release is unimportant. What's important is the CD won't be here for awhile as yet.

Will the Jaguar CD have FMV, PhotoCD, and whatever else is available?

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

# 3371. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-05 12:35:31 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHKAz8.LIy@news.Hawaii.Edu>
Source record: 19955

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#In a message of 04 Dec 93 06:00:28, Jimmy Chan wrote:
:#JC> People buy consoles to play games on period. It doesn't have anything to
:#JC> do with what their neighbors have been playing with. Most of the kids
:#JC> want
:#JC> to have their own toys to play with and not someone elses, since it all
:#JC> mommy or daddy's money. For me, arcades are a thing of the past.

:#BOOO .. wake up, smell reality .. kids want what their friends have .... Kids
:#out here even BUY C64's coz almost everyone here has one!

If that's what you think, then why buy a Jaguar? Everyone would have
either want/have a SEGA or Nintendo. Since so many kids' friends have
those why bother getting something that no one has? Sheesh.

My statement still stands, they just want to play games period. We are
looking at maybe 7-14 year-olds, who don't care what's under the hood as
long as they get games to play with. How many kids are going to ask Mommy
and Daddy to get a $1000-$2000 computer system to play games with? You
know why kids get the C-64, because there is more games available for it
than for the Nintendo and SEGA, and they are lots cheaper too, sometimes
even free....8-)

:#JC> Because they are used in simulators...8-). Pretty awesome things if you
:#JC> ask me. Military simulators and commercial simulators have been using it
:#JC> for quite awhile now.

:#Military simulators using CD32's?

You don't get around much, do you. Hint: Amigas.

:#Excuse me for laughing.

Sure, I always excuse ignorance.

:#JC> No, I think he meant it's still vapourware. We can talk vapourware all
:#JC> you
:#JC> want but, if it don't exist then it don't hold a candle to something that
:#JC> does exist.

:#Ah yes .. the PowerPC is also vapourware ... and Windows NT .. and ... etc ...

If you can't determine what defines vapourware, then there is no use
explaining it to you. Oh I hope you like the Panther you must have by now.

:#The company (don't remember their name) stated themselves they are developing
:#Return to Zork for the JagCD ... isn't that enough?

Kendall, says that Return to Zork is already available on other platforms,
so doesn't that make it a port? Is one game enough for you? Btw, the
developers for the Zork stuff was Infocom. I don't have any idea if it's
still under Infocom or not though.

--
From news.Hawaii.Edu!ames!agate!howland.reston.ans.net!vixen.cso.uiuc.edu!newsrelay.iastat
e.edu!news.iastate.edu!barrett Fri Dec 3 15:49:46 1993
Newsgroups: comp.sys.amiga.advocacy
Path: news.Hawaii.Edu!ames!agate!howland.reston.ans.net!vixen.cso.uiuc.edu!newsrelay.iasta
te.edu!news.iastate.edu!barrett
From: barrett@iastate.edu (Marc N. Barrett)
Subject: Re: CD32 may be just right.
Message-ID: <CHD9At.E91@news.iastate.edu>
Sender: news@news.iastate.edu (USENET News System)
Organization: Iowa State University, Ames, IA
References: <1993Nov22.161218.3697@mtroyal.ab.ca> <2d5gid$l9r@motmot.doc.ic.ac.uk>
<Richard.02ze@hell.hacktic.nl>
Date: Wed, 1 Dec 1993 17:16:04 GMT
Lines: 20

In article <Richard.02ze@hell.hacktic.nl> Richard@hell.hacktic.nl (Richard Willkomm)
writes:
>Raymond Paul Price (rpp@doc.ic.ac.uk) wrote:
>: Well after that 'attack' on the CD32 sound by someone who obviously
>: hasn't used one. I would just like to say that the CD sound is independent of
>: the Amiga sound. So you can have your CD sound and then the Amiga sound is
>: overlayed onto the CD sound.
>
>And you can have your Full Motion Video with CD-32 GFX overlayed
>(genlocked) onto it too. Try that on your XXXX.

No you can't. The FMV card for the CD32 does not exist.

>(XXX=CD-I,SNES,Jaguar,Mega-CD,3DO)

FMV cartridges for CD-I *ARE* shipping, unlike the CD32.

+++++++
++++ Marc Barrett -MB-
++ IRC nick: Cyclone | e-mail: barrett@iastate.edu
+

# 3372. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-05 13:00:24 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec5.130024.22745@ida.liu.se>
Source record: 19963

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <CHHuCD.MAM@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:

>)So, I wonder how many catridge based Jaguar games will be ported to CD.
>)Same thing applies.

>But that's different - all of the Jaguar cart games are written
>specifically for the Jaguar, while the CD-32 gets ports of crappy old
>games which just crowd the market.

Huh? There are lots of CD32 specific titles under development. Titles
which will never be released in any shape or form on the A1200 or A500.
Most titles, however are developed with A1200, A500 and CD32 as the target
platforms, because you want to make as much money as possible from each
title. The computer versions will be downsized from the CD32 version.

>How many games have even 1MB of code? That leaves you with 5MB to
>split between graphics and sound.

Now get this: Jaguar games will *NOT* be 6MB. Most titles will have to
settle for much less (1MB-2MB), because the cartridge cost is much too
high.

>There are already a few Jaguar CD developers, and others will come
>along soon I'm sure.

Unless the JagCD sells in major quantities, very few will care to
develop for it.

>Should I be worried that Stefan's company is waiting for Jaguar
>results? Does he work for Microprose or something?

No. I work primarily for Team 17 and sometimes for Psygnosis. Anyway,
Team 17 is not the only company who's decided to wait and see - even some
of the companies who according to Atari has signed up as developers are
not doing anything for it yet. Some don't even have a development system.

>I haven't heard anything other than here about the CD release being
>moved up. I've heard they didn't want to release the CD right away,
>but they were waiting a few months.

Atari has stated officially that they are not releasing the CD until
September, 1994.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.

Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3373. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-05 16:37:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d020e5a@troed.ct.se>
Source record: 19973

In a message of 05 Dec 93 12:39:26, Jimmy Chan wrote:

JC> It would be nice to have everything released to be AGA but for a new
JC> product, it at least has software to show for it. What about Jaguar? I
JC> think a lot of people would like to see anything as long as there were
JC> some
JC> available.

Oh? I guess that's why people bought the SNES when only Super Mario Bros was
available ...

Fact:

The AmigaCD32 will have PLENTY of games ..... OLD GAMES ..... GAMES NOT USING
AGA GRAPHICS ... GAMES SMALL ENOUGH TO FIT ON 2-3 DISKS ...

Now please tell me why this system will sell! (CDTV!)

JC> Try reading the sentence again. I didn't say anything about Jaguar
JC> specific. Just what I've been saying all along, Jaguar catridge games
JC> will
JC> be ported to CD.

SO? That's NOT the same thing as A500/1200 games being copied to a CD, like you
said!

JC> Of course, you don't have any guarantee that some of the Jaguar catridge
JC> games wouldn't be ports. All platforms have had ports of games, what
JC> makes
JC> the Jaguar so special that it wouldn't, of course if it doesn't have
JC> ports,
JC> I won't be expecting too many games.

SO? That's STILL not the same thing ...

JC> Your way ahead is a bit distorted. It doesn't come with a CDROM drive,
JC> what's so way ahead with a catridge? It doesn't have any software except
JC> for what it came with. We should have seen some by now.

IF you can't read tech-specs, why did you even answer that?

STEFAN, people seem to listen to what you say, please tell this guy why the
Jaguar is way ahead of the CD32. (Atleast you usually tell the truth .. :-)

JC> :#The system itself is cheaper.
JC>
JC> Pffffttt. Add a CDROM player. You can keep deluding yourself with this
JC> foolish idea. If this is the best argument you can come up with then why

JC> do you even bother?

Bloody idiot ... you asked why a Cartridge base system was better ... I said the system was cheaper .. that's something parents will like ... your answer "add a CDROM player" ... idiot ..

JC> Okay, since I put up a list, you want to show me what developers there are
JC> and how many CD developers there are? Come on any list will be fine.
JC> I've
JC> yet to see any sort of list of developers. Remember just because they
JC> signed up don't mean they are actively developing for it. I've seen
JC> Atari's so called marketing gimmicks before.

You haven't seen a list of developers? Then why are you running around with a blindfold .. it's been posted several times already ...

(I can't add textfiles to my letters in this editor, I'll post in right after)

JC> Yep. C=, Phillips, 3DO and even SGI must know something that Atari and
JC> Sega don't. I still don't understand Atari move to release the Jaguar in
JC> the US, when their strength and popularity lies in Europe.

You do know that SGI has broken whatever form of deal they had with Nintendo? (Nintendo will probably go back to the 32bit (old!) system they had in mind .. )

Atari knows that US is the best market to sell a console in ... (especially since it's "Made in America" - that alone will sell units!)

Phillips hasn't made a console - the CDi was never intended to beat the crap out of the console-market.

3DO is a flop. (remember the MSX computer standard?)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3374. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-05 16:43:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d020fc8@troed.ct.se>
Source record: 19972

In a message of 05 Dec 93 13:17:33, Jimmy Chan wrote:

JC> Will the Jaguar CD have FMV, PhotoCD, and whatever else is available?

FMV, JagMovie (whatever that is - cinemapak surely), PhotoCD, CD+G,
Music-CD....I think those are it ...

But then, Virtual Reality helmet is under developement ... and this noone can
argue against ... the Jaguar is the FIRST console with the possibility of
delivering GOOD Virtual Reality games! (Don't even THINK that the CD32 can ...
)

One thing I've been thinking of ... the FMV module for the JagCD will probably
be a cartridge with the necessary (?) built in hardware chips ... BUT ..
I really think the Jaguar's built in hardware can do FMV decoding ... should be
no problem ... and if that's the case, Brainstorm (Jaguar developers, have
already made a 17fps MPEG decoder for the Falcon, using the DSP) will probably
make a cheap FMV cartridge that uses the Jaguar instead of external chipsets
...

Anyway: What graphicsmode is the CD32 using for its FMV?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3375. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-05 16:46:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d021070@troed.ct.se>
Source record: 19971

In a message of 05 Dec 93 13:35:31, Jimmy Chan wrote:

JC> If that's what you think, then why buy a Jaguar? Everyone would have
JC> either want/have a SEGA or Nintendo. Since so many kids' friends have
JC> those why bother getting something that no one has? Sheesh.

TRUE! That's why you have to do some MARKETING ... and THAT'S WHY the bloody
GAMEBOY has sold so much ... Nintendo GAVE THEM AWAY at SCHOOLYARDS!

JC> :#Military simulators using CD32's?
JC>
JC> You don't get around much, do you. Hint: Amigas.

So? I still don't think they're using CD32's, which was what you said!

JC> :#Excuse me for laughing.
JC>
JC> Sure, I always excuse ignorance.

That's why you haven't committed suicide then?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3376. Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-05 16:55:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d021268@troed.ct.se>
Source record: 19974

Since some seems to have forgotten that there's a Jaguar F.A.Q .. here comes cuts from it ..

***CUT***

A. The following companies have been announced as official developers for Jaguar software:

Anco Software Ltd. Maxis Software Telegames
Beyond Games Inc. Microids Tiertex Ltd.
Dimension Technologies Midnight Software Inc. Titus Eurosoft
Ocean Software Ltd. Tradewest High Voltage Software
Rebellion Software Ltd. Trimark Interactive Krisalis Software Ltd.
Retour 2048 U.S. Gold Ltd. Loriciel U.S.A.
Silmarils Millenium Park Place Productions
Ubi Soft Gremlin Software Microprose
Accolade Virgin Interplay
21st Century Software Activision(?)

Also, Atari Games/Tengen has licensed the Jaguar architecture for use in future arcade games.

*** 2:nd CUT ***

A: Note: These lists are hardly definitive. It's based on many sources, and in some cases, it just might be dead wrong. Games also often change from pre-release to production.

Upcoming Jaguar cartridge games:

Title Players Description
---------- ------- ----------
Alien vs. Predator 1 Be the Marine, the Alien, or the Predator...
Al Michaels 1-2? Baseball action with play-by-play
Announces Hardball
Batman: The 1? The protector of Gotham rises again
Animated Series
Battlechess 1-2 Take the King and take a break
Battlewheels 1-6? Build it, arm it, drive it, shoot it
Battlezone 2000 1 The tank wars continue
Brett Hull Hockey 1-2? Red hot action in the ice cold rink
Bubsy in Claws 1 Save Earth's yarn from the Woolies
Encounters of the
Furred Kind
Charles Barkley 1-2 Professional basketball action
Basketball
Checkered Flag II 1? Formula 1 racing with fully rendered 3D

Cisco Heat 1 Race through the streets of San Fran
Club Drive 1? Relax at a fantasy driving vacation resort
Crescent Galaxy 1-2 Side-scrolling shooting over five planets
Cybermorph 1 Rescue survivors in a shape-changing ship
Cyberpunk City 1 William Gibson's futureview on a cartridge
Dracula the Undead 1 Escape from the Count's castle
Dino Dudes:Evolution 1? Guide humans to survive prehistoric dangers
Doom 1 Crosstime war, big guns and bigger beasts
Grand Prix 1? Indy car auto racing in 64 bits
Jack Nichlaus' Power 1? Go golfing with the great one
Challenge Golf
Jimmy Connors' 1-2 Singles or doubles, you have to face Jimmy
Tennis
Kasume Ninja 1-2 Hone your fighting skills with 91 moves
Raiden 1-2 Destroy the enemy's military might
Steel Talons 1 Take off in an Apache helicopter simulator
Tempest 2000 1 Return of the demons, spikes, and zappers
Tiny Toon 1? Stop Montana Max from mining TiToonium
Adventures

Upcoming Jaguar CD-ROM games:

Title Players Description
---------- ------- ----------
Dracula 1 Bram Stoker's creature stalks the Jaguar
Space Pirates 1? Scabbards, swashbuckling, and space
Return to Zork 1 The Great Underground Empire rises again

*** END CUT ***

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3377. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-05 18:48:21 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec5.184821.27073@ida.liu.se>
Source record: 19962

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <CHHwAG.MtE@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:

>)Photo CD doesn't really come standard with all CD systems. It depends on
>)Kodak if they want to license it to another company that could be a rival
>)or not. Payment for such licensing might also be a factor for some
>)companies. I think C= is still trying to get the license for Photo CD.

>Are you saying that the CD-32 that is out now CANNOT USE photo-CD
>disks!!!

Yes they can. Kodak sells the `Photo-Worx' CD, which is usable on all
Amiga systems including the CD-32.

>Every CD system out now (CDI, 3DO) can read photo-cd disks right out
>of the box.

Correct so far, except that the CD32 is also out now and does not have
software to view Photo-CD in the box.

>The Jaguar CD will support Photo-CD. I know you have to
>license photo-cd technology from Kodak, but I had just assumed that no
>company would be stupid enough to release a CD-system without photo-cd
>support. Guess I underestimated Commodore...

Newsflash: According to Atari, the JagCD will not have Photo-CD support
out of the box. I guess you underestimated Atari as well.

>Does anyone know if this is true? If so, how will people who buy
>CD-32's now be able to use photo-cd's once Commodore gets the license?

>Also, is the CD-32 CD-ROM player even multisession capable?

Yes, it's multisession capable. And the answer to the other question is:
get the PhotoWorx disk from Kodak.

>I don't think things will be much different for CD-ROM movies, they
>will probably release movies quite slowly. In fact, from watching the
>commercials that show off the MPEG movies, I'd say that only two are
>availiable - Hot shots and Plaes, Trains and Automobiles. Those are
>the only clips I ever see... :-)

Top Gun, StarTrek 7, Black Rain, and some other movies are supposedly
available in CD-V format *now*.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.

Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3378. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-05 18:49:33 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2dtaft$71e@harbinger.cc.monash.edu.au>
Source record: 19959

Kendall Helmstetter Gelner (kendall@great-gray.owlnet.rice.edu) wrote:
: In article <CHHuCD.MAM@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
: <AGA game list deleted>
: )
: ):#JC> AmigaWorld. Don't have the European game magazines on hand. From a C=
: ):#JC> employee, there are already 38+ games released for CD32. I have his
: ):#JC> posting saved if anyone wants confirmation...8-).
: ):#Not surprising .. kinda easy for developers to copy old games to CD ..
: )
: )So, I wonder how many catridge based Jaguar games will be ported to CD.
: )Same thing applies.

: But that's different - all of the Jaguar cart games are written
: specifically for the Jaguar, while the CD-32 gets ports of crappy old
: games which just crowd the market.

Like what games? Mortal combat is real and old crappy. Same goes with
nearly all the arcade conversions, because they're bound to be another
version out for some other platform.

When the Jaguar gets arcade conversions, I'm sure you're going to say
that it's just a crappy old conversion of something that a Gameboy
can play...

: How many games have even 1MB of code? That leaves you with 5MB to
: split between graphics and sound.

Nearly all the PC games have close to 1MB of code. They try to jam
everything up under the 640K limit. All the data and overlays are
left in extended ram. Same goes with a lot of Amiga games.

: Return to Zork is supposed to be a much more graphical game - it's
: already out I think for some other system (CDI?). I think they are
: also planning a CD release.

It's out for the PC CD-ROM's as well. Has gotten rave revues.

- Jim

# 3379. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-05 18:54:39 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2dtapf$71e@harbinger.cc.monash.edu.au>
Source record: 19960

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
: In a message of 01 Dec 93 22:46:45, Stefan Boberg wrote:

: SB> You know, the CD32 does have a 1MB Operating System. A few kilobytes
: SB> of that is dedicated to handling the NVRAM. It's basically a filesystem,
: SB> with a special menu for the user where you can delete files and so on.

: Oki .. this I didn't know ... although it's not near as useful as saving on the
: cart itself .. ("bring your cool gamez over and I'll check out your saves" -
: the 13 year old boy cries ... :-)
: Anyway, that should be useful when they try to stop crackers from playing the
: CD32 games on their A1200/HD:s .. :-)

And I bet there's going to be a Jaguar cartridge copier out RSN for
all the game pirates, just like the copiers on the Sega Megadrive/Genesis
and Super Nintendo Systems ;-)

Those cartridges are going to be pretty expensive when they all have
to come with their own NVRAM. That stuff is more expensive than 15ns
memory chips ;-/

- Jim

# 3380. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 01:32:07 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec5193207@great-gray.owlnet.rice.edu>
Source record: 19975

In article <CHKA59.LDA@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
)In article <KENDALL.93Dec4173217@great-gray.owlnet.rice.edu> you wrote:
):#But that's different - all of the Jaguar cart games are written
):#specifically for the Jaguar, while the CD-32 gets ports of crappy old
):#games which just crowd the market.
)
)I hope you really don't believe that ALL Jaguar games will be all new games
)and not just ports. Even SEGA and Nintendo had their share of ports.
)Until there comes out a quantity of games for the Jaguar you don't know for
)certain what's going to be good and what's not.

True, but for the most part the Jaguar won't be getting as many ports
of games with poor gameplay. And personally, I doubt I'd by an SNES
port unless it offered better graphics or sound, in which case it has
been tailored for the jaguar... I guess that's really what I meant.
The CD-32 is getting a lot of stuff that is just A1200 or A500 games
dropped onto the CD.

)
):#But specs help a lot in determining the potential of a system.
)
)Potential, yes. Success, no. The other factors determine the success of a
)system. Beta had more potential than VHS but more videos were coming out
)in VHS format. Neo-Geo, had better graphics, but price and lack of games
)people were will to pay for, killed it. Remember the TG-16, same pretty
)much as the SEGA and Nintendo but, lack of software. NeXT, great
)interface, albeit too slow for me, DSP, great hardware but, price killed
)it. Now, look at the Clones, the potential is now there but, before the
)potential was there it still outsold every computer platform, why?
)Definitely, not because of potential. A host of software is what pushed
)the Clones to the top of the computer heap, regardless of IBM.
)
)Potential don't mean nothing without software. I don't see too many people
)buying systems with potential but no software. Of course, there'll always
)be those who just go for potential but that doesn't insure you'll get
)software.
)

That's true, but the Jaguar has enough big developers now that the
hardware potential actually means something - with enogh good
companies working on projects, some really good games that use the
hardware well are bound to arrive.

The problem I see with the CD-32 is that is has a much lower "upper
ceiling" on performance.

):#That's about it - I don't really think carts are better than CD's, but
):#for some games they are enough.
)
)Yes, for some games they are enough. I don't doubt that but for the games
)with mucho stuff, you'll need better than a cartridge. Even to get the
)most of the Jaguar you'll need to have a CD.
)

Perhaps, but I think enough quality games can be made on a cart to
make it worthwhile until the CD comes out. Also, if the CD breaks
down I can still play the cart games, and I also imagine that some
company someday will figure out how to make a cart+CD game that could
use the strengths of each medium to do a lot.

):#Return to Zork is supposed to be a much more graphical game - it's
):#already out I think for some other system (CDI?). I think they are
):#also planning a CD release.
)
)I wonder how much more graphical. I hope it isn't static pictures, like
)I've seen some other games do. I just asssuming this is the next phase for
)Infocom to go to after text based games but not necessarily true.
)

I think it is supposed to be fairly graphical - but I don't know too
much about it, and actually am not sure I'd buy it anyway.

):#There are already a few Jaguar CD developers, and others will come
):#along soon I'm sure.
)
):#Should I be worried that stefefan's company is waiting for Jaguar
):#results? Does he work for Microprose or something?
)
)His is only one company but this might be the current trend among the
)others. In today's market, developers tend to be a little more careful
)since a game that doesn't do very well could cost them big. This brings to
)mind why you might see a few ports to the Jaguar early on. It's more
)expensive to develop a new game to a new system than it is to port a game
)that's already exists on another machine and just convert it to work on
)another. Oh, doesn't that mean Return to Zork is a port?
)

That's true, but his company is not one that I miss a whole lot - what
concerns me more is the number of big developers latching onto the
system. Perhaps later I'll care more about the small companies.

):#I haven't heard anything other than here about the CD release being
):#moved up. I've heard they didn't want to release the CD right away,
):#but they were waiting a few months.
)
)Doesn't that amount to the same thing? The CD won't be released soon
)whether or not they moved up the release is unimportant. What's important
)is the CD won't be here for awhile as yet.
)

But I doubt I'll even be able to afford all of the cart games coming out as it is - I'll probably get Raiden and AVP, but I really can't afford much more for awile. There's enough cart games to keep me happy for awile...

)Will the Jaguar CD have FMV, PhotoCD, and whatever else is available?
)

Yep, that's the plan.

The jaguar is scheduled to include Photo-CD, and Cinepak out of the box. It will have an MPEG cart for the CD-ROM movies (not that I'd be so foolinsh as to buy an MPEG cart), and they have also said they will have an MPEG-2 cart for decoding movies broadcast over cable lines and such (i'm not so sure about this either, but it might have potential).
--
---> Kendall Gelner (kendall@rice.edu)

# 3381. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 01:34:54 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec5193454@great-gray.owlnet.rice.edu>
Source record: 19976

In article <2dtapf$71e@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:

)Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
): In a message of 01 Dec 93 22:46:45, Stefan Boberg wrote:
)
): SB> You know, the CD32 does have a 1MB Operating System. A few kilobytes
): SB> of that is dedicated to handling the NVRAM. It's basically a filesystem,
): SB> with a special menu for the user where you can delete files and so on.
)
): Oki .. this I didn't know ... although it's not near as useful as saving on the
): cart itself .. ("bring your cool gamez over and I'll check out your saves" -
): the 13 year old boy cries ... :-)
): Anyway, that should be useful when they try to stop crackers from playing the
): CD32 games on their A1200/HD:s .. :-)
)
)And I bet there's going to be a Jaguar cartridge copier out RSN for
)all the game pirates, just like the copiers on the Sega Megadrive/Genesis
)and Super Nintendo Systems ;-)
)
)Those cartridges are going to be pretty expensive when they all have
)to come with their own NVRAM. That stuff is more expensive than 15ns
)memory chips ;-/

They don't all have to have NVRAM, some can use passwords (like all of the CD-32 games will have to).

I don't think there will be copiers for the Jaguar, it seems to me that the user agree you get when you purchase one makes the use of copiers illegal.

--
---> Kendall Gelner (kendall@rice.edu)

# 3382. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 01:40:36 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec5194036@great-gray.owlnet.rice.edu>
Source record: 19977

In article <1993Dec5.184821.27073@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
)>In article <CHHwAG.MtE@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
)>Are you saying that the CD-32 that is out now CANNOT USE photo-CD
)>disks!!!
)
) Yes they can. Kodak sells the `Photo-Worx' CD, which is usable on all
)Amiga systems including the CD-32.

How much will this cost?

)>The Jaguar CD will support Photo-CD. I know you have to
)>license photo-cd technology from Kodak, but I had just assumed that no
)>company would be stupid enough to release a CD-system without photo-cd
)>support. Guess I underestimated Commodore...
)
) Newsflash: According to Atari, the JagCD will not have Photo-CD support
)out of the box. I guess you underestimated Atari as well.

Apparently I did!!! This is a major annoyance to me, it appears that
the photo-CD support will be optional for the Jag CD as well. Boy, it
better not cost more than $50 or I'll really be pissed!!

--
---> Kendall Gelner (kendall@rice.edu)

## 3383. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 06:56:39 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec06.065639.23741@rchland.ibm.com>
Source record: 19983

In article <KENDALL.93Dec4175157@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <CHHwAG.MtE@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
|> )Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:

[stuff deleted]

|> Are you saying that the CD-32 that is out now CANNOT USE photo-CD
|> disks!!!

Hardwarewise it can (it's a multi-session CD-ROM too). Needs
the software. Thanks to CD-I's involvement in Kodak stuff, and some
Kodak criteria (main problem was that the CDTV originally could be
converted into a computer, so it's no longer 'just a player').

|> Every CD system out now (CDI, 3DO) can read photo-cd disks right out
|> of the box. The Jaguar CD will support Photo-CD.

Spare me the BS about the Jaguar CD-ROM. When it COMES OUT, then
I'll believe it.

The only thing ATARI has come out it in YEARS without having huge
delay problems, vapor that never comes to being real, etc. is the
Jaguar.

|> I know you have to
|> license photo-cd technology from Kodak, but I had just assumed that no
|> company would be stupid enough to release a CD-system without photo-cd
|> support. Guess I underestimated Commodore...

Don't laugh to hard. Maybe ATARI will have the same problem (at least
regarding CD-I...)

|>
|> Does anyone know if this is true? If so, how will people who buy
|> CD-32's now be able to use photo-cd's once Commodore gets the license?

Good question. Either ROM exchange (ouch!), or connecting the
computer upgrade (yuck!- for most people).... who knows....

|>
|> Also, is the CD-32 CD-ROM player even multisession capable?

Read above, YES IT IS! Double-speed/multissesion... happy?

[stuff deleted]

|> )portablity. Though like I said FMV isn't for me, but for others who might
|> )be able to have more ideas, well. I even once consider PhotoCD to be a

```
|> )near useless feature once.
|> )
|>
|> Hmm, it is treu that portability would be good but I really consider
|> this to be a small factor. Who travles somewhere to watch a movie? I
|> can understand listening to music while elsewhere, but wy would you
|> take a movie anywhere else and watch it?

Well, some people actually do... hey, there are portable TV's... Well,
I know, was a bad joke :-\ :-) I mostly agree with you....

|>
|> ):#)I think IBM or was it blockbuster, oh well, in a CNN clip that there's about
|> ):#)3000 video titles available on CDs.
|> )
|> ):#Aren't there a lot more titles on laserdisk? I just view this FMV
|> ):#cart stuff as an industry attempt to sell us something we really don't
|> ):#need - and I have trouble imagining who will want it!!
|> )
|> )There are about 10,000 or so titles on laserdisc, I don't have a reliable
|> )number since so many things come out on laserdisc and many titles aren't
|> )being produced anymore. I'd say about 1/2 - 2/3 of the laserdisc titles
|> )are worth it. The rest is a waste of laserdisc materiel. The current
|> )variety of laserdiscs are much better than what was being offered a few
|> )years back.
|> )
|>
|> I don't think things will be much different for CD-ROM movies, they
|> will probably release movies quite slowly. In fact, from watching the
|> commercials that show off the MPEG movies, I'd say that only two are
|> availiable - Hot shots and Plaes, Trains and Automobiles. Those are
|> the only clips I ever see... :-)
|>
|> )I once also thought that laserdiscs without being able to record anything
|> )was useless since I already had a VCR but, that changed...8-). I thought
|> )laserdiscs might be a passing fancy awhile ago.
|> )
|>
|> So did I, I am amazed they survived, but I guess consumers thought the
|> improved quality was worth it. I just can't see the CD-ROm movies
|> fighting the same battle and winning with laserdisks already around.

Easy: $COST$ They will cost less than a laser disk.

|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
-------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
```

\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3384. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 07:02:47 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec06.070247.18190@rchland.ibm.com>
Source record: 19980

In article <2d010f58@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 04 Dec 93 05:41:01, Jimmy Chan wrote:
|>

[stuff deleted]

|> JC> So, I wonder how many catridge based Jaguar games will be ported to CD.
|> JC> Same thing applies.
|>
|> Definitely not! All cartridge games are SPECIFICALLY written FOR THE JAGUAR,
|> and they are NEW.

You're too optimistic here. He mentioned about using the CD capability, and there's always the chance that you might get a game ported from either a computer or an S-NES/Genesis...

|> Sofar it seems that almost all CD32 games are just rehashes of old games.

Nope, not all of them. Nothing bad about making a rehash, if the rehash is good - Pinball Fantasies is an example.

|> JC> I doubt that the specs in each case was that much closer than CD32 vs.
|> JC> Jaguar. Beta offered superior sound quality than VHS, and some respects
|> JC> video too, Clones didn't provide much in base hardware to any other
|> JC> computer, Neo-Geo offered a lot better graphics than either the SEGA or
|> JC> Nintendo could generate. Like I've said it, more goes into creating a
|> JC> success than specs.
|>
|> Nah .... The Jaguar is *WAY* ahead of the CD32 ... the above mentioned are a
|> LOT closer ... (no need to enter the technicals, you will surely just argue
|> against anyway .. )

All depends... there's always a limit to cartridges...

|>
|> JC> Come off of it, even with JPEG compression, you'll still need room for the
|> JC> game code. Game coding will take a lot of room and JPEG compression
|>
|> Game code doesn't take a lot of room .. maybe 100-200Kb ...

But data does, particularly '24-bit' and '16-bit CD sound'.

|>
|> JC> doesn't do game code, right? So, expect less than 50 Megs, if the game is
|> JC> about 1-2 MB, from a 5 MB catridge, then you'd only get about 3-4 MB for
|> JC> the graphics, which is about 1:7 ratio as was given before about 21-28 MB

|> JC> of graphics. Then how about sound? Most of the CD32 stuff has CD music,
|> JC> which is what's taking up about 100 MB or so. Even the 3DO stuff will
|> JC> have
|> JC> CD soundtracks to improve the play.
|>
|> How big is a module?

8-voice CD quality module? Must be big...

|>
|> JC> Don't forget CDs are cheaper to produce for a larger base. If you're
|> JC> going
|> JC> to have a smaller base of users then a catridge based system is better,
|> JC> but
|> JC> for a larger market, CDs are way better than catridge any day. If you can
|> JC> tell me why a catridge is better. Other than having a faster load time.
|>
|> The system itself is cheaper.

On the other hand, if the 6 MEG cartridge ROMS cost about $100....

|>
|> JC> Why would that be on CD by itself? You can fit all the Zork games plus
|> JC> all
|> JC> the other damned text-based games onto a CD. Hell, why bother? I've
|> JC> never
|> JC> bought a text based game since Zork I on my C-64. Even if Return to Zork
|>
|> SHEESH .. Return to Zork ... *TEXT* .... geezuz .. yes, maybe -85 ... but the
|> Return to Zork developed now NEEDS a CD-ROM .. GUESS WHY ...

Which is why it will never see a Jaguar cartridge release.

|>
|> JC> If a game developer was to develop for the Jaguar CD, they'd have to put
|> JC> money up front to become a developer, purchase the necessary equipment to
|> JC> program for it, start learning how to program it, take months to develop
|> JC> the software for it and then wait more months til the CD player comes out
|> JC> before they start seeing revenues coming in? Don't know of many companies
|> JC> that can do this. Even Stefan's company is taking a wait and see attitude
|> JC> towards the Jaguar, and they are already committed to the CD32.
|>
|> Hey .. surprise .. there are a LOT of Jaguar developers .. and some are doing
|> CD right now ... wake up ..

CD-32 has far more developers, although recently the Jaguar finally
got a couple of decent developers.

|>
|> JC> Atari's attitude towards having a CD available for their console might end
|> JC> up to be a bad move on their part. I don't know if what I keep reading
|> JC> hear about Atari's moving their CD release date so, they could have more
|> JC> titles ready for the CD launch is true or not but, if this is so, I'm

|> JC> beginning to wonder if the number of games available for the CD launch
|> JC> will
|> JC> be the same number of games listed for the Jaguar debut.
|>
|> Very strange that Sega will do the same with their Saturn systems ... but I
|> guess Commodore is a lot smarter than Atari and Sega together, right?

A lot smarter than Sega- no. Than Atari probably. Hey, look at the
'huge' number of Falcon's sold!

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3385. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 07:04:34 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec06.070434.13130@rchland.ibm.com>
Source record: 19985

In article <2d011052@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 04 Dec 93 06:00:28, Jimmy Chan wrote:
|>
|> JC> People buy consoles to play games on period. It doesn't have anything to
|> JC> do with what their neighbors have been playing with. Most of the kids
|> JC> want
|> JC> to have their own toys to play with and not someone elses, since it all
|> JC> mommy or daddy's money. For me, arcades are a thing of the past.
|>
|> BOOO .. wake up, smell reality .. kids want what their friends have .... Kids
|> out here even BUY C64's coz almost everyone here has one!

Well, that means that the CD-32 will fare quite well then....

|>
|> JC> :#Haven't seen anyone building arcades using the CD32 .. :-)
|> JC>
|> JC> Because they are used in simulators...8-). Pretty awesome things if you
|> JC> ask me. Military simulators and commercial simulators have been using it
|> JC> for quite awhile now.
|>
|> Military simulators using CD32's?
|>
|> Excuse me for laughing.

I have to agree I guess....

|>
|> JC> No, I think he meant it's still vapourware. We can talk vapourware all
|> JC> you
|> JC> want but, if it don't exist then it don't hold a candle to something that
|> JC> does exist.
|>
|> Ah yes .. the PowerPC is also vapourware ... and Windows NT .. and ... etc ...

Dude, the PowerPC exists, if you are so ignorant, don't post.

|>
|> The company (don't remember their name) stated themselves they are developing
|> Return to Zork for the JagCD ... isn't that enough?

When? Where?

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

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|>
|>

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>>> New internet address: raist@vnet.ibm.com <<<<

# 3386. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 07:17:15 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec06.071715.13199@rchland.ibm.com>
Source record: 19982

In article <2d020e5a@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 05 Dec 93 12:39:26, Jimmy Chan wrote:
|>

[stuff deleted]

|>
|> Fact:
|>
|> The AmigaCD32 will have PLENTY of games ..... OLD GAMES ..... GAMES NOT USING
|> AGA GRAPHICS ... GAMES SMALL ENOUGH TO FIT ON 2-3 DISKS ...

Yawn....

|>
|> Now please tell me why this system will sell! (CDTV!)

Well, I got a clue for you: IT'S SELLING, AND A LOT!

|>
|> JC> Try reading the sentence again. I didn't say anything about Jaguar
|> JC> specific. Just what I've been saying all along, Jaguar catridge games
|> JC> will
|> JC> be ported to CD.
|>
|> SO? That's NOT the same thing as A500/1200 games being copied to a CD, like you
|> said!
|>
|> JC> Of course, you don't have any guarantee that some of the Jaguar catridge
|> JC> games wouldn't be ports. All platforms have had ports of games, what
|> JC> makes
|> JC> the Jaguar so special that it wouldn't, of course if it doesn't have
|> JC> ports,
|> JC> I won't be expecting too many games.
|>
|> SO? That's STILL not the same thing ...

Kind of is. You can get a game ported from a PC, a Genesis, etc.

|>
|> JC> Your way ahead is a bit distorted. It doesn't come with a CDROM drive,
|> JC> what's so way ahead with a catridge? It doesn't have any software except
|> JC> for what it came with. We should have seen some by now.
|>
|> IF you can't read tech-specs, why did you even answer that?
|>

|> STEFAN, people seem to listen to what you say, please tell this guy why the
|> Jaguar is way ahead of the CD32. (Atleast you usually tell the truth .. :-)

Ah, finally you acknolwedge one of the TRUE powers around here.

Now, now, I hope you start TAKING BACK your 'ham8 sucks' syndrome, and
other nonsense that STEFAN has smashed to pieces...

|>
|> JC> :#The system itself is cheaper.
|> JC>
|> JC> Pfffffttt. Add a CDROM player. You can keep deluding yourself with this
|> JC> foolish idea. If this is the best argument you can come up with then why
|> JC> do you even bother?
|>
|> Bloody idiot ... you asked why a Cartridge base system was better ... I said
|> the system was cheaper .. that's something parents will like ... your answer
|> "add a CDROM player" ... idiot ..

Idiot you. IF the Jaguar CD is any good, you have to add that cost.
It surely influences that the starter unit is cheaper though, but look
at the other side too to be objective...

|>
|> JC> Okay, since I put up a list, you want to show me what developers there are
|> JC> and how many CD developers there are? Come on any list will be fine.
|> JC> I've
|> JC> yet to see any sort of list of developers. Remember just because they
|> JC> signed up don't mean they are actively developing for it. I've seen
|> JC> Atari's so called marketing gimmicks before.
|>
|> You haven't seen a list of developers? Then why are you running around with a
|> blindfold .. it's been posted several times already ...

I have seen it. It's not impressive, except for Virgin Games, Interplay
and Microprose (well, Maxis too).

|>
|> (I can't add textfiles to my letters in this editor, I'll post in right after)
|>
|> JC> Yep. C=, Phillips, 3DO and even SGI must know something that Atari and
|> JC> Sega don't. I still don't understand Atari move to release the Jaguar in
|> JC> the US, when their strength and popularity lies in Europe.
|>
|> You do know that SGI has broken whatever form of deal they had with Nintendo?
|> (Nintendo will probably go back to the 32bit (old!) system they had in mind ..
|> )

Rickard, BOY DO YOU BELIEVE EVERYTHING YOU READ!

>>>>>>>>>>>>>>>>>>>>>>>>>>> HEAR THIS!

SGI AND NINTENDO HAVE NOT BROKEN ANY DEAL!

SGI actually has an add looking for game/developer and software
engineers for the new machine.

It appeared on 'EDGE' magazine, but someone already checked out that
IT WAS NOT TRUE.

|>
|> Atari knows that US is the best market to sell a console in ... (especially
|> since it's "Made in America" - that alone will sell units!)

PFfffttt! Make me laugh Rickard! (hint: I am 'in America').

|>
|> Phillips hasn't made a console - the CDi was never intended to beat the crap
|> out of the console-market.
|>
|> 3DO is a flop. (remember the MSX computer standard?)

It might, particularly at that price. But who knows, the Jaguar
can be a flop too... after all, the Falcon did.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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|>

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>>> New internet address: raist@vnet.ibm.com <<<<

# 3387. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 07:21:07 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec06.072107.26058@rchland.ibm.com>
Source record: 19979

In article <2d020fc8@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 05 Dec 93 13:17:33, Jimmy Chan wrote:
|>
|> JC> Will the Jaguar CD have FMV, PhotoCD, and whatever else is available?
|>
|> FMV, JagMovie (whatever that is - cinemapak surely), PhotoCD, CD+G,
|> Music-CD....I think those are it ...

That isn't what Stefan said....

|>
|> But then, Virtual Reality helmet is under developement ... and this noone can
|> argue against ... the Jaguar is the FIRST console with the possibility of
|> delivering GOOD Virtual Reality games! (Don't even THINK that the CD32 can ...
|> )

Why not? The CD-32 has an expansion port. They could put another
CPU right there...

|>
|> One thing I've been thinking of ... the FMV module for the JagCD will probably
|> be a cartridge with the necessary (?) built in hardware chips ... BUT ..
|> I really think the Jaguar's built in hardware can do FMV decoding ... should be
|> no problem ... and if that's the case, Brainstorm (Jaguar developers, have
|> already made a 17fps MPEG decoder for the Falcon, using the DSP) will probably
|> make a cheap FMV cartridge that uses the Jaguar instead of external chipsets
|> ....

Dream on. Video CD requires an adapter for the Jaguar.

|>
|> Anyway: What graphicsmode is the CD32 using for its FMV?

The Video CD standard based on the MPEG-1. This is real-time 30fps,
352 (not 100% sure, maybe it's 340 or 320)x2 (extrapolated, like the 3DO stuff)
by 4xx lines (I think it's 400).

The graphics are supplied by the FMV module, and CD-32 graphics can be
overlayed on top of the MPEG module graphics...

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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|>

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# 3388. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 07:27:54 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec06.072754.13063@rchland.ibm.com>
Source record: 19981

In article <2d021268@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> Since some seems to have forgotten that there's a Jaguar F.A.Q .. here comes
|> cuts from it ..
|>
|> ***CUT***
|>
|> A. The following companies have been announced as official developers for
|> Jaguar software:
|>
|> Anco Software Ltd.

non-descript company.

Maxis Software

Good.

Telegames

non-descript company

|> Beyond Games Inc.

beyond any familiarity :-)

Microids

another generic company

Tiertex Ltd.

another generic company

|> Dimension Technologies

????

Midnight Software Inc.

????

Titus Eurosoft

On the league of US Gold (not very good, that is)

|> Ocean Software Ltd.

So so. Sometimes good, sometimes bad.

Tradewest

Maybe good.

High Voltage Software

Highly non-descript

|> Rebellion Software Ltd.

????

Trimark Interactive

????

Krisalis Software Ltd.

not very good.

|> Retour 2048

????

U.S. Gold Ltd.

not very good

Loriciel U.S.A.

????

|> Silmarils

Good role-playing guys.

Millenium

Maybe...

Park Place Productions

????

|> Ubi Soft

Good?

Gremlin Software
So, so.

Microprose

Very good.

|> Accolade

Very good.
Virgin

Excellent!
Interplay

Very good!

|> 21st Century Software

Very good!

Activision(?)

If they are, they should be good.

|>
|> Also, Atari Games/Tengen has licensed the Jaguar architecture for use in
|> future arcade games.

One of the most important announcements...

|>
|> *** 2:nd CUT ***
|>
|> A: Note: These lists are hardly definitive. It's based on many sources, and in
|> some cases, it just might be dead wrong. Games also often change from
|> pre-release to production.

That sez it all!

[hype deleted]

|> *** END CUT ***
|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>
|>

Score: around 8 in the good category, the rest.... well.....

Add to this that some of them might be playing 'wait n' see....

---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3389. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 07:36:21 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec06.073621.25924@rchland.ibm.com>
Source record: 19984

In article <KENDALL.93Dec5194036@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Dec5.184821.27073@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan
Boberg) writes:

[stuff deleted]

|> Apparently I did!!! This is a major annoyance to me, it appears that
|> the photo-CD support will be optional for the Jag CD as well. Boy, it
|> better not cost more than $50 or I'll really be pissed!!
|>

Well, get pissed ;-)

Kendall, C= and ATARI, *both* are VERY INCOMPETENT.

One of the main reasons why I am so skeptic about everything
made from ATARI lies in PROOF.

What is their past track record?

* ST CD-ROM that never got released

* Hype hype hype

* Pen computing computer that never got released

* The Atari Lynx- good piece of hardware that didn't sell well

* The Falcon

How am I supposed to believe all of a sudden that the Jaguar would
be any different?

I has potential, and ATARI *seems* to be doing the right moves...
that's one thing...

But again, one thing is racing half the race and make it to the
goal, and another is racing half the race and come out in the last place.

|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

## 3390. Re: ATari in general

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 10:47:48 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHM0np.Coz@barclays.co.uk>
Source record: 19965

```
In article <2djap4INNhda@no-names.nerdc.ufl.edu>, z87899299@maple.circa.ufl.edu writes:
|> They suck! The jag, the Falcon, the TT, the ST, and any other fucking
|> lame computer Atari comes out with. They are worhtless! Fuckin losers
|> like you still holding on to your computer so you won't think that you
|> blew your money! Well you did! They suck! You guys are almost in worse
|> shape than Commodore! Wake up! Go buy a real computer! A windows driven
|> one!
The IBM PC is based around an upgraded washing machine controller. This is a
fact. Check your history. Then die.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

# 3391. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 10:57:14 UTC
From: <>
Message-ID: <2dv36a$12bk@info2.rus.uni-stuttgart.de>
Source record: 19958

In article <1993Dec06.072754.13063@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> A. The following companies have been announced as official developers for
>|> Jaguar software:
>|>
>|> Anco Software Ltd.
>
> non-descript company.

They have made "Kick Off" a long time ago...

> Telegames
>
> non-descript company
>
>|> Beyond Games Inc.
>
> beyond any familiarity :-)

If I remember correctly, these two have produced several titles for the LYNX.

> Microids
>
> another generic company

You really don't know them? Poor...

> Tiertex Ltd.
>
> another generic company
>
>|> Dimension Technologies
>
> ????
>
> Midnight Software Inc.
>
> ????

Again, some producers of LYNX-games.

> High Voltage Software
>
> Highly non-descript
>
>|> Rebellion Software Ltd.
>

> ????
>
> Trimark Interactive
>
> ????

Same...

> Krisalis Software Ltd.
>
> not very good.

Your opinion...

>|> Retour 2048
>
> ????

Once more: LYNX-games.

> U.S. Gold Ltd.
>
> not very good

Soso... not very good? But BIG.

> Loriciel U.S.A.
>
> ????

French company. Well known to all ST/Amiga-owners with knowledge of the subject.

>|> Ubi Soft
>
> Good?

I think so (one of the greatest French companies).

Ciao, Heiko.

+-----------------------------------------------------------------------------+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+-----------------------------------------------------------------------------+

# 3392. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 11:29:40 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec6122940@arthur.crpht.lu>
Source record: 19961

> I do wonder though how many titles are out on LD - does anyone have a
> rough idea?
About 4000 Movies.
And that's the reason why I will buy an LD-player.

> )If there a lots of titles on laser disks, they're probably only a
> )fraction of the VHS, or even Beta titles out there. If Video-CD
> )takes off, I'll get one.
> )
>
> That's a mighty big if. I agree that if a lot of stores carry them
> and a lot of titles are availiabe, it might be worthwhile to get one.
> I just don't see this happening though, with the LD already on the
> market for awile.
I agree.
You see lot's of VIDEO titles, because people rent videos. You don't see LD titles because those are not rent but bought (mail-order). I won't buy many movies on video. You watch them 5 times and have already dropouts.

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3393. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 12:16:20 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHM4r9.DC2@barclays.co.uk>
Source record: 19966

In article <931202.17368.LMCCLURE@delphi.com>, LMCCLURE@delphi.com (Lonnie McClure)
writes:
|> Speaking of Video CD's; one thing I am virtually certain of; video rental
|> places would *love* for V-CD to catch on. After all, they would be
|> considerably more wear resistant than videotapes, and there would be no
|> worry about someone bringing one back that had not been rewound! <grin>
They already have this with LD along with much higher picture quality than either
VHS or CDi/FMV/whatever have any hope of meeting in the foreseeable future.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 3394. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 12:54:30 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec6135430@arthur.crpht.lu>
Source record: 19964

> ) Newsflash: According to Atari, the JagCD will not have Photo-CD support
> )out of the box. I guess you underestimated Atari as well.
>
> Apparently I did!!! This is a major annoyance to me, it appears that
> the photo-CD support will be optional for the Jag CD as well. Boy, it
> better not cost more than $50 or I'll really be pissed!!

Best way is to sell the Photo-CD software on a Cartridge. So you don't have to insert a CD to load the soft, and then the Photo-CD with your pictures.
On a CD-only system you will have to swap CD's if the software is not in the box.

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3395. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 14:39:05 UTC
From: cmedley@wam.umd.edu
Message-ID: <2dvg69$ra2@cville-srv.wam.umd.edu>
Source record: 19967

In article <1993Dec04.010634.18239@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <2dnk54$99l@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley)
writes:
>|>
>|> Whoa. For those (like me) who have jumped into this a bit late, does this
>|> mean that all of the pixels of every other other column must consist of
>|> one of the 64 base colors? If so, this is kind of odd... although I
>|> haven't seen the results, it sounds somewhat funky.
>
> This is for making BOBS in HAM8 without taking CPU time and having
>color 'fringes.'
>

It may not take CPU time, but it does sound like it takes a bit of development
time...

:)

>|> > * No real-time calculations, just like any NORMAL software sprite,
>|> > the data is already there
>|> >
>|> > * Use the blitter... no problems
>|> >
>|> > * if the movement looks 'coarse' use a 640x xxx screen. this will
>|> > make the x movement look with a '320' resolution again
>|>
>|>
>|> But if you use a 640xXXX screen, you're using 2X as much memory to give
>|> it a 320xXXX feel.
>
> True. Doesn't mean it isn't doable though.
>

But you're using the same amount of memory as a 16-bit video screen to do
the HAM8 animation.

This means (at the minimum) while you do have lots of colors to work with,
you still won't be able to fully utilize the "feature" of saving memory
and/or bandwidth because:

1) you are being forced into a 640xXXX mode to have finer resolution for
moving objects.
2) you are using a screen that is physically twice as wide as one that could
do the same level of "smooth" animation (i.e., a Falcon truecolor screen).

The advantage of the HAM8 mode would be that it would be possible to have more than 65536 colors on screen at once, and animate them.

The disadvantage would be the added expense/effort of making sure that all sprites, bobs, etc... conformed to this "every odd scanline" scheme, and you would never be able to have "fine" movement from a pixel to another pixel on the x axis.

It's not a "bad" thing, but I think it is probably harder to develop a game that has to manipulate the screen data in HAM8 than it would be to do one for TrueColor on the Falcon, for example.

>|>
>|> Why not just use a natural 16-bit display? For animated sequences, I think
>|> the difference between HAM8 and the Falcon's 16-bit true color display
>|> would be minimal,
>
> NOPE, IT WON'T!
>

Well, I don't agree with this one. For one thing, since we haven't seen any HAM8 and Falcon ports of the same games... it's kind of hard to say. I have seen both machines, and I think the difference wouldn't be too phenomenal, and on the base machines, I think the speed of the Falcon might give it an advantage.

>
>|> and the Falcon's display would have the advantage of
>|> not having to force the programmer to make concessions to get animation
>|> with thousands of colors.
>
> ARGGGGGGGGH you are getting this wrong again! :-)
>
> For animation HAM8 has no problems at all in making concessions! This is
>how the anim format works in my machine every day!
>

But that is an animation that is working from global data. Plus, as you said before, most animation/paint programs use a 24-bit image internally so they would never need to do any of the things you've mentioned. If they didn't use the 24-bit method, they would be "lossy" in HAM8...

> We were talking about having BOBS or Software sprites pasted using the
>blitter and/or cpu. I just mentioned a scheme for avoiding heavy CPU time
>and calculations of remapping the 64 registers.
>

Ok. These are interesting methods... it just seems that the HAM8 programmer is doing a lot to achieve the same effect that could be done much quicker in in a "normal" video mode.

(and I think it probably wouldn't do much for the speed of the game if the CPU ever had to get involvd in the processing)

> About animation:
>
> * Remember: no problem at all because for the AMIGA, HAM8's memory
> looks just like an 8-bit plane memory. Animations
> operate by doing delta's and storing them quickly
> in those bitplanes.

If HAM8 is strictly like 8 bit plane memory, then... this is where you need to explain something: what happens if the request for a specific 8-bit value for a pixel is not possible? Does the pixel wind up being altered from the original requested color value, or what?

I can't see how HAM8 can be treated like a "normal" 8-bit video mode when 2-bits from each pixel may carry over (i.e., you may be able to act like a "normal" 6-bit video mode... because the 2-bits carried over from the previous pixel could be ignored).

>
> You HAVE NO color fringe in animations that have been
> pre-calculated.

Ok, but a videogame (or anything interactive) wouldn't be precalculated.

# 3396. Re: Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 14:45:35 UTC
From: cmedley@wam.umd.edu
Message-ID: <2dvgif$reg@cville-srv.wam.umd.edu>
Source record: 19968

In article <1993Dec04.010043.34811@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>
> You are right, but again, you can use with no problems BOBS that use
>the base 64 colors. Read my posting ELSEWHERE.
>

Are the BOBs limited to only 64-colors each, or what? I read your explanation and the one thing that I still haven't caught yet is whether the image can contain more than 64 colors... and if so, doesn't it appear blocky because every other pixel (horizontally) is either derived from the previous pixel, or a base color?

# 3397. Re: 3D0 vs jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 14:48:53 UTC
From: cmedley@wam.umd.edu
Message-ID: <2dvgol$rii@cville-srv.wam.umd.edu>
Source record: 19969

In article <KENDALL.93Dec3125719@hawk.owlnet.rice.edu>,
Kendall Helmstetter Gelner <kendall@hawk.owlnet.rice.edu> wrote:
>In article <KESSELER.93Dec2112443@arthur.crpht.lu> kesseler@arthur.crpht.lu (Georges
Kesseler) writes:
>
>Although the framerate differs from game to game, Crash & Burn on the
>3DO has been measured from 15-17fps, while Cybermorph is 24-30fps.
>(Note to flamers: I make no claim of one game being better than the
>other because of this singular fact). I'm still waiting for my Jaguar
>to arrive UPS, so I cannot personally claim to have counted...
>

I've played both machines, and I have to say this: 3DO is the better
machine "out the box" because you get tons more of goodies. The hardware
on the 3DO is also demonstrated a lot more by the demo disk and Crash 'N
Burn....

However: I did see Crescent Galaxy (well, a beta of it) and it looked great
but the sound wasn't complete. The Jaguar is indeed capable of 3DO-quality
visuals, but I think it is just not shown off in Cybermorph.

(which incidentally, is more fun than Crash 'N Burn if you're into Starglider
type of games.. and the enemies are great... )

# 3398. Re: Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 15:04:24 UTC
From: m93kma@tdb.uu.se
Message-ID: <2dvhlo$5u3@corax.udac.uu.se>
Source record: 19970

Charles Medley (cmedley@wam.umd.edu) wrote:
: Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
: >
: > You are right, but again, you can use with no problems BOBS that use
: >the base 64 colors. Read my posting ELSEWHERE.
: >

: Are the BOBs limited to only 64-colors each, or what? I read your
: explanation and the one thing that I still haven't caught yet is whether
: the image can contain more than 64 colors... and if so, doesn't it appear
: blocky because every other pixel (horizontally) is either derived from
: the previous pixel, or a base color?

The BOBs need only have a base color as the leftmost pixel of each non-transparent horisontal line (or part of line in case of concave BOBs), if the BOBs are guaranteed never to be placed on top of each other.

I admit that HAM8 is not suited for all games due to the complications it presents, but maintaining a HAM8 scrolling playfield will be a lot faster than maintaining a 16-bit TrueColor one (if you are not to have the whole bitmap in memory, which will be very memory-consuming in the 16-bit case, but not so bad in the HAM8 case). And you can use the sprites for some nice effects on top of it.
I am currently thinking of a racing game, where the cars leave tracks on a larger-than-screen scrolling background in HAM8. The tracks will be implemented using six 64-pixels-wide low-res sprites totally covering the screen and smoothly scrollable with the same speed as the background, and the two competing cars will have one sprite each. The background will be heavily animated.

Just think about it! - Kristofer.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3399. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 15:54:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0355ac@troed.ct.se>
Source record: 19841

In a message of 05 Dec 93 14:00:24, Stefan Boberg wrote:

SB> Huh? There are lots of CD32 specific titles under development. Titles

Which?

SB> which will never be released in any shape or form on the A1200 or A500.
SB> Most titles, however are developed with A1200, A500 and CD32 as the target
SB> platforms, because you want to make as much money as possible from each
SB> title. The computer versions will be downsized from the CD32 version.

Not by much then ... same hardware ... (except for the CD-ROM, which probably
won't be used much if the have to keep the gameplay down to 2-3 disks when
porting it ... )

SB> Atari has stated officially that they are not releasing the CD until
SB> September, 1994.

Where? I agree that I've heard the rumour, but I haven't heard ANYTHING at all
officially about it being delayed ... where did you hear it? (officially)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 3400. Re: hmm

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 15:56:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d035644@troed.ct.se>
Source record: 19842

In a message of 05 Dec 93 19:54:39, William Fang wrote:

WF> And I bet there's going to be a Jaguar cartridge copier out RSN for
WF> all the game pirates, just like the copiers on the Sega Megadrive/Genesis
WF> and Super Nintendo Systems ;-)

I don't like piracy, but everyone knows that it sells hardware. (There will
probably be a copier out any day now ... :-/ ... )

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3401. Re: Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 17:27:59 UTC
From: cmedley@wam.umd.edu
Message-ID: <2dvq2v$2lv@cville-srv.wam.umd.edu>
Source record: 19840

In article <2dvhlo$5u3@corax.udac.uu.se>,
Kristofer Maad <m93kma@tdb.uu.se> wrote:
>
>The BOBs need only have a base color as the leftmost pixel of each non-
>transparent horisontal line (or part of line in case of concave BOBs),
>if the BOBs are guaranteed never to be placed on top of each other.

I can only think of cosmetic instances when BOBs would not be placed on
top of each other....

(for videogames, at least)

>
>I admit that HAM8 is not suited for all games due to the complications it
>presents, but maintaining a HAM8 scrolling playfield will be a lot faster
>than maintaining a 16-bit TrueColor one (if you are not to have the whole
>bitmap in memory, which will be very memory-consuming in the 16-bit case,
>but not so bad in the HAM8 case). And you can use the sprites for some
>nice effects on top of it.

The bitmaps would indeed be smaller, but what I'm wondering about is whether
there is added effort in creating bitmaps that conform to this or not... and
how much coding is required to do what has been described.

(it sounds quite feasible, just tough to develop for)

## 3402. Re: ATari in general / CBM vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 19:11:16 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93340.141116STIRRE31@MAINE.MAINE.EDU>
Source record: 19986

Who cares how much stuff Commodore sells if they lost
$300 million in less than a year last year? My source
is AtariUser. At least Atari has successfully downscaled
to a point where their losses have been minimized.
-scott tirrell

## 3403. Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 19:30:19 UTC
From: mrathwel@herman.cs.uoguelph.ca
Message-ID: <2e018b$o5m@nermal.cs.uoguelph.ca>
Source record: 19978

I can't understand this bickering!!!! I've tried the Amiga ... I think it's great machine ... it has it's strengths and it's weaknesses. I've also used Atari computers and I think they're great too. I've been watching Amiga and Atari fans cut each other down and imply that the other's machines are useless pieces of junk that are worse than the old atari 2600.

THEY ARE BOTH FINE MACHINES! Atari and Commodore are both being squeezed out by the PC clone world and it doesn't matter who dies first ... because they're both a LOT smaller than IBM and the big PC makers. If they don't start working together (??? ... novel concept), there won't be any new Amiga or Atari computers!

I think an Amiga and an Atari ST or Falcon would go well side by side, is anyone else as crazy as I am?

>> MR <<

# 3404. CBM-Amiga claims FIRST PLACE in European CD-Console Market

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 20:18:15 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2ran@amiganet.xnet.com>
Source record: 19837

(crossposted from c.s.a.misc)
#7409 comp.sys.amiga.advocacy 5k
From: kar5@po.CWRU.Edu (Kevin A. Roll)
Subject: WOC, Lew Eggebrecht's talk
Date: 5 Dec 1993 06:50:25 GMT

Ahh, hard to believe that eight hours ago I was standing in the midst of the World of Commodore Toronto... I took some notes during Lew Eggebrecht's keynote address, here's what I thought was important. A lot of what he said was old news as far as technical information, but there were some interesting points.

The first part centered around CD32. As Darryl already reported, they have just started making the NTSC units, and only had a few for the show. Apparently half of the shipment got delayed at Customs. Lew reported that CD32 is the number 1 selling CD platform in Europe. He also said that there are 120 licencees developing titles, and that Commodore has spent absolutely no money subsidizing any of them (as they did with CDTV). I think this is very good news.

Next, he began to talk about the MPEG module, and how there are two standards - Video CD and Philip's standard. He then stated that C='s solution was to play them both, which brought a round of applause! The FMV card is in production, with 2000 units expected by next week (kiss my ass Barrett). The first round are all going to France, where they have a guarenteed order for some large project (this last bit overheard from a rep on the floor).

The discussion then turned to the AAA chipset. As previously reported by C= employees, the first silicon has been made. Lew stated that it has > 95% functionality already, and is "darn close" to completion. The wonderful 24-bit images are being blitted with incredible speed. He said that all 4 chips have tiny bugs that are being worked out. In the next 2 weeks, two of the chips will go for second-pass silicon, with the other two being sent by the end of January. Systems based on these AAA chips will be released on a time schedule dependant on the performance of the second-pass silicon. He hoped that this would mean around next fall.

As far as the systems go, Lew *confirmed* that the Intel PCI bus standard has been chosen. This will allow a processor-independent architecture, with the 68060 first and then an undetermined RISC processor later.

In other news, a cost-reduced version of the A4000 has been engineered and released to manufacturing. Also, C= is pushing hard on the A4000T to get it going. C= is working on the CD-ROM drives for the 1200 and

4000, with the 1200 having priority. Lew said that the 1200 would be internal, and the 4000 would be a Zorro card + external drive. The clincher was that the 4000 version would include the FMV card! He anticipated these models being available next spring. Someone asked about the DSP technology - Lew indicated that it had been licensed out, but that it would be on the motherboard of the AAA systems. Also, as previously stated, AAA sound will be 8-voice, 16-bit, 100kHz sample rate.

Lew then really freaked me out by telling us all that C= is already looking *beyond* AAA. Their goal is to do real-time 3D rendering, with a target of 30 million pixels/sec. To do this, they are designing their own 3D pipeline scheme. This is serious Silicon Graphics territory, and I was amazed to discover they are planning this.

Someone also asked about Photo CD. Lew said that a license had been arranged with Philips, but not executed yet. Development is underway, and something will be out after the 1st of next year. The last question was the eternal, "will there be a laptop Amiga?" Lew said there are no plans for now, but as the AAA chipset is entirely CMOS, it lends itself much better to that sort of thing. Now if they can get a 24-bit LCD...

As far as my initial impression of CD32, I thought it was great. The demos and games they had available were certainly exciting. They had the dinosaur morph demo that has been previously described, the flight demo, and four games to be played - Pinball Fantasies, D/Generation, RoboCod, and something else I forget. One other machine was playing a football game, and an MPEG machine had a really cool game going whose title I never heard. It was like a Fantastic Voyage theme, with the player cruising through an artery blasting stuff.

The MPEG stuff they showed during Lew's talk was excellent. They had about a 15-foot screen set up, and the clarity was brilliant. They were using the Paramount Star Trek 6 CD for a demo, and it looked great. They also showed the European commercial with the exploding robot, which brought another tremendous round of applause.

Overall, the show was lots of fun. Commodore is certainly not dead, and the CD32 looks poised to take off like a rocket. Throw in Zool, the Ninja from the Nth Dimension dancing to the techno coming from Newtek's booth (Toaster is God, repeat after me) and you have a recipe for fun. Also, I won a free CD from SunRize and one of the PD houses had my game for sale. Well, I'm babbling now so I'll conclude.

--

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+

# 3405. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 20:41:27 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2rba@amiganet.xnet.com>
Source record: 19838

```
>JC> If a game developer was to develop for the Jaguar CD, they'd have to put
>JC> money up front to become a developer, purchase the necessary equipment to
>JC> program for it, start learning how to program it, take months to develop
>JC> the software for it and then wait more months til the CD player comes out
>JC> before they start seeing revenues coming in? Don't know of many companies
>JC> that can do this. Even Stefan's company is taking a wait and see attitude
>JC> towards the Jaguar, and they are already committed to the CD32.
>
>Hey .. surprise .. there are a LOT of Jaguar developers .. and some are doing
>CD right now ... wake up ..
>

Hahah, im sorry. I just had to laugh at this.. "there are a LOT of Jaguar
developers!!"

THERE ARE 15 CONFIRMED DEVELOPERS WORKING ON JAUGAR CARTRIGES.

THERE ARE >> 127 << CONFIRMED DEVELOPERS WORKING ON CD^32 TITLES.

(Source: Lou Eggbrecht, VP of Engineering's keynote address at WOC/Toronto)

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+
```

# 3406. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 21:11:07 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Dec6.211107.11999@nrtpa038.bnr.ca>
Source record: 19839

In article <2e018b$o5m@nermal.cs.uoguelph.ca>, mrathwel@herman.cs.uoguelph.ca (Mark Rathwell) writes:
|>
|> I can't understand this bickering!!!! I've tried the Amiga ... I
|> think it's great machine ... it has it's strengths and it's weaknesses.
|> I've also used Atari computers and I think they're great too. I've been
|> watching Amiga and Atari fans cut each other down and imply that the
|> other's machines are useless pieces of junk that are worse than the old
|> atari 2600.
|>
|> THEY ARE BOTH FINE MACHINES! Atari and Commodore are both being
|> squeezed out by the PC clone world and it doesn't matter who dies first
|> ... because they're both a LOT smaller than IBM and the big PC makers. If
|> they don't start working together (??? ... novel concept), there won't be
|> any new Amiga or Atari computers!
|>
|> I think an Amiga and an Atari ST or Falcon would go well side by
|> side, is anyone else as crazy as I am?
|>
|> >> MR <<
|>

While you are correct that both are good systems, and both are much
better alternatives to Intel based machines. However I fear that this
is really a religious war, and I don't think this will end in less time
than the religioyus conflicts of the Middle East :(.

But it is a nice thought...

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.


_____________________________________|_____________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|

# 3407. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 22:19:09 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec6161909@great-gray.owlnet.rice.edu>
Source record: 19846

In article <1993Dec06.065639.23741@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
<some stuff deleted>
)|> Every CD system out now (CDI, 3DO) can read photo-cd disks right out
)|> of the box. The Jaguar CD will support Photo-CD.
)
) Spare me the BS about the Jaguar CD-ROM. When it COMES OUT, then
)I'll believe it.
)
) The only thing ATARI has come out it in YEARS without having huge
)delay problems, vapor that never comes to being real, etc. is the
)Jaguar.
)

I don't know about that - they've made good on every promise for the Jaguar so far, which I think signals a major shift for them. I see no reason for them to divert from the present course.

)|> I know you have to
)|> license photo-cd technology from Kodak, but I had just assumed that no
)|> company would be stupid enough to release a CD-system without photo-cd
)|> support. Guess I underestimated Commodore...
)
) Don't laugh to hard. Maybe ATARI will have the same problem (at least
)regarding CD-I...)
)

I ain't laughing anymore, I'll tell you that. Only commodore and Atari could be so blind as to release a CD-ROm without photo-CD support.

)|>
)|> Does anyone know if this is true? If so, how will people who buy
)|> CD-32's now be able to use photo-cd's once Commodore gets the license?
)
) Good question. Either ROM exchange (ouch!), or connecting the
)computer upgrade (yuck!- for most people).... who knows....
)

I think someone mentioned a CD that you put in first, which loads up the viewing software (or perhaps a cart thing on the Jag). Either way, an annoyance - I really want photoCD.

)|>
)|> Also, is the CD-32 CD-ROM player even multisession capable?
)

) Read above, YES IT IS! Double-speed/multissesion... happy?
)

Ok, Ok, Just checking... :-)

)[stuff deleted]
)
)|> )portablity. Though like I said FMV isn't for me, but for others who might
)|> )be able to have more ideas, well. I even once consider PhotoCD to be a
)|> )near useless feature once.
)|> )
)|>
)|> Hmm, it is treu that portability would be good but I really consider
)|> this to be a small factor. Who travles somewhere to watch a movie? I
)|> can understand listening to music while elsewhere, but wy would you
)|> take a movie anywhere else and watch it?
)
) Well, some people actually do... hey, there are portable TV's... Well,
)I know, was a bad joke :-\ :-) I mostly agree with you....
)

Except for airplanes I guess, but I can't see myself spending $1000 to
eqipment to play a movie on a plane!

)|>
)|> ):#)I think IBM or was it blockbuster, oh well, in a CNN clip that there's about
)|> ):#)3000 video titles available on CDs.
)|> )
)|> ):#Aren't there a lot more titles on laserdisk? I just view this FMV
)|> ):#cart stuff as an industry attempt to sell us something we really don't
)|> ):#need - and I have trouble imagining who will want it!!
)|> )
)|> )There are about 10,000 or so titles on laserdisc, I don't have a reliable
)|> )number since so many things come out on laserdisc and many titles aren't
)|> )being produced anymore. I'd say about 1/2 - 2/3 of the laserdisc titles
)|> )are worth it. The rest is a waste of laserdisc materiel. The current
)|> )variety of laserdiscs are much better than what was being offered a few
)|> )years back.
)|> )
)|>
)|> I don't think things will be much different for CD-ROM movies, they
)|> will probably release movies quite slowly. In fact, from watching the
)|> commercials that show off the MPEG movies, I'd say that only two are
)|> availiable - Hot shots and Plaes, Trains and Automobiles. Those are
)|> the only clips I ever see... :-)
)|>
)|> )I once also thought that laserdiscs without being able to record anything
)|> )was useless since I already had a VCR but, that changed...8-). I thought
)|> )laserdiscs might be a passing fancy awhile ago.
)|> )
)|>

)|> So did I, I am amazed they survived, but I guess consumers thought the
)|> improved quality was worth it. I just can't see the CD-ROm movies
)|> fighting the same battle and winning with laserdisks already around.
)
) Easy: $COST$ They will cost less than a laser disk.
)

I'll believe that when I see it. They always say It'll cost less -
like the prices of CD's were supposed to drop.

--
---> Kendall Gelner (kendall@rice.edu)

# 3408. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 22:29:53 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec6162953@great-gray.owlnet.rice.edu>
Source record: 19847

In article <1993Dec06.073621.25924@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

)In article <KENDALL.93Dec5194036@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
)|> In article <1993Dec5.184821.27073@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)
)[stuff deleted]
)
)|> Apparently I did!!! This is a major annoyance to me, it appears that
)|> the photo-CD support will be optional for the Jag CD as well. Boy, it
)|> better not cost more than $50 or I'll really be pissed!!
)|>
)
) Well, get pissed ;-)
)
) Kendall, C= and ATARI, *both* are VERY INCOMPETENT.
)
) One of the main reasons why I am so skeptic about everything
)made from ATARI lies in PROOF.
)
) What is their past track record?
)
) * ST CD-ROM that never got released
)
) * Hype hype hype
)
) * Pen computing computer that never got released

Thank god after seeing the newton - the technology needs a year or two.

)
) * The Atari Lynx- good piece of hardware that didn't sell well

You heard it here first - I predict an amazing Lynx comeback tied to the Jaguar's success. I think a major reason the Lynx had trouble was no console tie in to instill loyalty.

)
) * The Falcon
)

Hey! I love my Falcon (not carnally, for the picky among you).

) How am I supposed to believe all of a sudden that the Jaguar would
)be any different?

Well, because they really have been doing different things. I only
ordered my Jaguar after I saw that they were actually advertising (A
real physical Gamepro ad that I could touch), and had good press
coverage - that plus the developers they've signed up convinced me.
I've never seen anything like this for the computer line.

As for the ST CD, well you can just get any 'ol SCSI CD-ROM and hook
it up to an ST. True that there are not a lot of ST specific CD-ROms,
but I can use photo-CD, or DTP CD stuff.

)
) I has potential, and ATARI *seems* to be doing the right moves...
)that's one thing...
)
) But again, one thing is racing half the race and make it to the
)goal, and another is racing half the race and come out in the last place.
)

But Atari's off to a good start in this race, instead of sitting at
the gate trying to tie their shoelaces like the usually do.

--
---> Kendall Gelner (kendall@rice.edu)

# 3409. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 22:48:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d03b6d0@troed.ct.se>
Source record: 19848

In a message of 06 Dec 93 08:17:15, Ricardo Hernandez Muchado wrote:

RH> |> The AmigaCD32 will have PLENTY of games ..... OLD GAMES ..... GAMES NOT
RH> USING
RH> |> AGA GRAPHICS ... GAMES SMALL ENOUGH TO FIT ON 2-3 DISKS ...
RH>
RH> Yawn....

I agree!

RH> |> Now please tell me why this system will sell! (CDTV!)
RH>
RH> Well, I got a clue for you: IT'S SELLING, AND A LOT!

Here's another clue .. maybe it sells in UK .. but NOT HERE ...

RH> Now, now, I hope you start TAKING BACK your 'ham8 sucks' syndrome, and
RH> other nonsense that STEFAN has smashed to pieces...

Has he? Where?

RH> Idiot you. IF the Jaguar CD is any good, you have to add that cost.
RH> It surely influences that the starter unit is cheaper though, but look
RH> at the other side too to be objective...

The starter looks at the PRICE .. he'll get a CHEAPER playable system with the
Jaguar!

RH> SGI AND NINTENDO HAVE NOT BROKEN ANY DEAL!
RH>
RH> SGI actually has an add looking for game/developer and software
RH> engineers for the new machine.
RH>
RH> It appeared on 'EDGE' magazine, but someone already checked out that
RH> IT WAS NOT TRUE.

..and your point here was?

RH> It might, particularly at that price. But who knows, the Jaguar
RH> can be a flop too... after all, the Falcon did.

Can you explain to me why the Falcon is a "flop" ?

Hint: It wasn't intended to compete with the A1200, it sells quite well
thankyou. (It was intended to sell to musicians and atarians .. which is what
it does .. )

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

```
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 3410. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 22:51:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d03b75c@troed.ct.se>
Source record: 19844

In a message of 06 Dec 93 08:21:07, Ricardo Hernandez Muchado wrote:

RH> |> FMV, JagMovie (whatever that is - cinemapak surely), PhotoCD, CD+G,
RH> |> Music-CD....I think those are it ...
RH>
RH> That isn't what Stefan said....

Then what did Stefan (the all-so-mighty Amiga-GOD) say?

RH> Why not? The CD-32 has an expansion port. They could put another
RH> CPU right there...

Can you hear the words .... EXPENSIVE .... being screamed?

RH> Dream on. Video CD requires an adapter for the Jaguar.

I wrote that, but I also wrote it should have the CPU power to do it on its own
if someone tries.

RH> |> Anyway: What graphicsmode is the CD32 using for its FMV?
RH>
RH> The Video CD standard based on the MPEG-1. This is real-time 30fps,
RH> 352 (not 100% sure, maybe it's 340 or 320)x2 (extrapolated, like the 3DO
RH> stuff)
RH> by 4xx lines (I think it's 400).
RH>
RH> The graphics are supplied by the FMV module, and CD-32 graphics can be
RH> overlayed on top of the MPEG module graphics...

I can repeat the questions if you have problems reading:

What graphicsmode is the CD32 using for its FMV?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3411. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 23:00:25 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec6170025@great-gray.owlnet.rice.edu>
Source record: 19845

In article <1993Dec06.073621.25924@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
)In article <KENDALL.93Dec5194036@great-gray.owlnet.rice.edu>, kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
)|> In article <1993Dec5.184821.27073@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)
)[stuff deleted]
)
)|> Apparently I did!!! This is a major annoyance to me, it appears that
)|> the photo-CD support will be optional for the Jag CD as well. Boy, it
)|> better not cost more than $50 or I'll really be pissed!!
)|>
)
) Well, get pissed ;-)
)
) Kendall, C= and ATARI, *both* are VERY INCOMPETENT.
)
) One of the main reasons why I am so skeptic about everything
)made from ATARI lies in PROOF.
)
) What is their past track record?
)
) * ST CD-ROM that never got released
)
) * Hype hype hype
)
) * Pen computing computer that never got released
)
) * The Atari Lynx- good piece of hardware that didn't sell well
)
) * The Falcon
)
) How am I supposed to believe all of a sudden that the Jaguar would
)be any different?
)
) I has potential, and ATARI *seems* to be doing the right moves...
)that's one thing...

Well, I myself only decided to order a Jaguar after I saw that they had real developers lined up and actual advertisments too. So far they've done great!!

)
) But again, one thing is racing half the race and make it to the

)goal, and another is racing half the race and come out in the last place.
)

But this time they are right up at the front of the pack, instead of
still at the starting gate tying thier shoelaces like they usually
are!

--
---> Kendall Gelner (kendall@rice.edu)

## 3412. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-06 23:39:39 UTC
From: paradox@maynard.chi.il.us
Message-ID: <CHn0E4.MC@maynard.chi.il.us>
Source record: 19764

What's this big deal about the Jaguar and its current lack of a CD-ROM? Who cares? The Jaguar cartridges provide better speed, and look at how the Sega CD turned out. It turned out so that there aren't ANY good games for the system that really couldn't be done on a cartridge! The only decent game, Sonic CD, could have been the exact same game (minus the intro cartoons) on cartridge format, and you wouldn't have to sit through the access time! CD-ROMs, except for on computer, are really over-rated. Watch the other CD systems die, they're either too expensive or just don't have a big enough audience. The general gaming public (thinking of the teenagers) couldn't care less about the CD32, it's not Nintendo or Sega so "it's no big deal." The Jaguar has to be put into their little minds but I believe that many are catching on to how cool it is, and "it's only $250!!"

All the other CD-ROM systems have not shown much in the way of software, so why can't Jaguar be any good without one?

Tim Johnson

# 3413. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 05:05:43 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2e12v7$5vq@cxc1.cl.msu.edu>
Source record: 19843

mrathwel@herman.cs.uoguelph.ca (Mark Rathwell) writes:

> I can't understand this bickering!!!! I've tried the Amiga ... I
>think it's great machine ... it has it's strengths and it's weaknesses.
>I've also used Atari computers and I think they're great too. I've been
>watching Amiga and Atari fans cut each other down and imply that the
>other's machines are useless pieces of junk that are worse than the old
>atari 2600.

They should join forces and blast away at the REAL evil in the world
of computers: MS-DOS! (The last dinosaur...)

> I think an Amiga and an Atari ST or Falcon would go well side by
>side, is anyone else as crazy as I am?

Nope. No way on no day. :)
--
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

# 3414. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 09:26:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d044c38@troed.ct.se>
Source record: 19855

In a message of 06 Dec 93 21:41:27, Clayton Donley wrote:

Oh no .. this idiot again ...

CD> developers!!"
CD>
CD>
CD> THERE ARE 15 CONFIRMED DEVELOPERS WORKING ON JAUGAR CARTRIGES.

Surprise .. there are 35 Jaguar developers ...

..and I guess it's impossible for you to understand the difference between becoming a developers for an entirely NEW platform than for a platform that has roots from -86?

You're not doing the CD32 any good Clayton, promise!

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3415. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 10:34:35 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.755260475@unix1.tcd.ie>
Source record: 19849

In <cdonley.2rba@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:

>>JC> If a game developer was to develop for the Jaguar CD, they'd have to put
>>JC> money up front to become a developer, purchase the necessary equipment to
>>JC> program for it, start learning how to program it, take months to develop
>>JC> the software for it and then wait more months til the CD player comes out
>>JC> before they start seeing revenues coming in? Don't know of many companies
>>JC> that can do this. Even Stefan's company is taking a wait and see attitude
>>JC> towards the Jaguar, and they are already committed to the CD32.
>>
>>Hey .. surprise .. there are a LOT of Jaguar developers .. and some are doing
>>CD right now ... wake up ..
>>

>Hahah, im sorry. I just had to laugh at this.. "there are a LOT of Jaguar
>developers!!"

>THERE ARE 15 CONFIRMED DEVELOPERS WORKING ON JAUGAR CARTRIGES.

>THERE ARE >> 127 << CONFIRMED DEVELOPERS WORKING ON CD^32 TITLES.

>(Source: Lou Eggbrecht, VP of Engineering's keynote address at WOC/Toronto)

>--

>+-------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
>+-------------------------------------------------------------------------+

God,give me patience!

I cant handle this mentality, a TODDLER on the network? He must be using his
fathers account...

Get lost you sad bastard! Thanks to you, I'm not going near abloody CD32!!!

mark (pissed off)

# 3416. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 13:11:02 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2rih@amiganet.xnet.com>
Source record: 19850

>Hint: It wasn't intended to compete with the A1200, it sells quite well
>thankyou. (It was intended to sell to musicians and atarians .. which is what
>it does .. )

Yeah.. There are plenty of Falcon users out there who agree with that
statement. And both of them are real happy with their machines.

>
>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+
>

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+

## 3417. I'll just keep my Lynx - but thanks all the same :)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 14:34:00 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHo5sp.9Bx@newcastle.ac.uk>
Source record: 19852

Title say's it all - I'm happy......

(Atari Lynx - 35 pounds UK - approx $50 US)

Craig.

# 3418. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 14:41:48 UTC
From: cmedley@wam.umd.edu
Message-ID: <2e24nc$38d@cville-srv.wam.umd.edu>
Source record: 19851

In article <cdonley.2rba@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>
>
>Hahah, im sorry. I just had to laugh at this.. "there are a LOT of Jaguar
>developers!!"
>
>
>THERE ARE 15 CONFIRMED DEVELOPERS WORKING ON JAUGAR CARTRIGES.
>
>THERE ARE >> 127 << CONFIRMED DEVELOPERS WORKING ON CD^32 TITLES.
>
>

Here's something even funnier:

There are *ZERO* CD-32s in the United States of America.
There are at least 50,000 Jaguars. All sold.

I would say that means the Jaguar is 50,000 times better, but hey:

50,0000 x 0 still equals 0.

:)

# 3419. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 18:07:48 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2rlb@amiganet.xnet.com>
Source record: 19853

cmedley@wam.umd.edu (Charles Medley) writes:

>In article <cdonley.2rba@amiganet.xnet.com>,
>Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>>
>>
>>Hahah, im sorry. I just had to laugh at this.. "there are a LOT of Jaguar
>>developers!!"
>>
>>
>>THERE ARE 15 CONFIRMED DEVELOPERS WORKING ON JAUGAR CARTRIGES.
>>
>>THERE ARE >> 127 << CONFIRMED DEVELOPERS WORKING ON CD^32 TITLES.
>>
>>
>
>
>Here's something even funnier:
>
>There are *ZERO* CD-32s in the United States of America.
>There are at least 50,000 Jaguars. All sold.
>
>I would say that means the Jaguar is 50,000 times better, but hey:
>
>50,0000 x 0 still equals 0.
>
>:)
>
>

Meanwhile, there are now 520,000 CD^32 units *SOLD* in Europe. Jaguar units?
Perhaps 500-1000.

You lose. Atari loses. Guess who wins? Hint: Starts with A, ends with "miga".

--

+-----------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-----------------------------------------------------------------------------+

# 3420. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 18:59:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d04d2a0@troed.ct.se>
Source record: 19867

In a message of 07 Dec 93 14:11:02, Clayton Donley wrote:

(Why do I bother, this guy really needs a neural network transplant)

CD> >Hint: It wasn't intended to compete with the A1200, it sells quite well
CD> >thankyou. (It was intended to sell to musicians and atarians .. which is
CD> what
CD> >it does .. )
CD>
CD> Yeah.. There are plenty of Falcon users out there who agree with that
CD> statement. And both of them are real happy with their machines.

Surprise: The Falcon sells really well considering the basesystem is 11400 SEK.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3421. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 19:16:52 UTC
From: cmedley@wam.umd.edu
Message-ID: <2e2kr4$aik@cville-srv.wam.umd.edu>
Source record: 19854

```
In article <cdonley.2rlb@amiganet.xnet.com>,
Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>cmedley@wam.umd.edu (Charles Medley) writes:
>
>>In article <cdonley.2rba@amiganet.xnet.com>,
>>Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>>>
>>>
>>>Hahah, im sorry. I just had to laugh at this.. "there are a LOT of Jaguar
>>>developers!!"
>>>
>>>
>>>THERE ARE 15 CONFIRMED DEVELOPERS WORKING ON JAUGAR CARTRIGES.
>>>
>>>THERE ARE >> 127 << CONFIRMED DEVELOPERS WORKING ON CD^32 TITLES.
>>>
>>>
>>
>>
>>Here's something even funnier:
>>
>>There are *ZERO* CD-32s in the United States of America.
>>There are at least 50,000 Jaguars. All sold.
>>
>>I would say that means the Jaguar is 50,000 times better, but hey:
>>
>>50,0000 x 0 still equals 0.
>>
>>:)
>>
>>
>
>
>Meanwhile, there are now 520,000 CD^32 units *SOLD* in Europe. Jaguar units?
>Perhaps 500-1000.
>

That's nice. For Europe.

Remember, the TurboGrafx/16 had an (allegedly) insurmountable lead for some
time in Europe.

Or so everyone said.

What ever happened to them?
```

:)

Plus, to be quite honest, it doesn't matter what sells good in Europe if the
product isn't available here for me to see and/or buy.

Of course, you apparently believe in "mind over matter":

You don't mind not seeing a system first, so how bad it sucks doesn't matter.

:)

>
>You lose. Atari loses. Guess who wins? Hint: Starts with A, ends with "miga".
>

*A*ssholes who own A*migas*?

:)

>--
>
>+-------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
>+-------------------------------------------------------------------------+
^
Does this mean you're American? -|

# 3422. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 19:17:54 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec7.191754.21197@ida.liu.se>
Source record: 19882

kendall@snowy.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Dec1.224911.20922@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>) It's definitely better than VHS quality. Have you _SEEN_ MPEG FMV at
>)full speed?
>)
>) <...>
>)
>) Hahaha. So you mean that S-VHS doesn't remove data? What a joke. It's
>)lossy, too. Just in a different way to the digital MPEG.

>That doesnt matter - do you honestly think MPEG is better than SVHS?
>I sure don't. And it definatley is not better (or even equal) to
>laserdisk technology!!

Well, I never said MPEG-1 was better than SVHS, I said it was better than
VHS. To be honest, I've never seen a SVHS VCR, but I do have a higher-end
Hi-Fi VHS VCR, and the image and sound quality is excellent (i.e. good enough
for me).

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3423. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 19:22:14 UTC
From: cs151ns@lamar.ColoState.EDU
Message-ID: <Dec07.192214.15855@yuma.ACNS.ColoState.EDU>
Source record: 19857

```
>Here's something even funnier:
>
>There are *ZERO* CD-32s in the United States of America.
>There are at least 50,000 Jaguars. All sold.
>
>I would say that means the Jaguar is 50,000 times better, but hey:
>
>50,0000 x 0 still equals 0.
>
>:)
>
>

Doofus, that's 50000 sales to RETAILERS. Quite a difference
between sales to end consumers. Unless the Jag has magically
sold every unit within the last week, when my local _ATARI DEALER_
was _STILL_ waiting to get them in.

Give me a break..

Jon
```

# 3424. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 19:33:54 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec7.193354.21537@ida.liu.se>
Source record: 19883

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 05 Dec 93 12:39:26, Jimmy Chan wrote:

>The AmigaCD32 will have PLENTY of games ..... OLD GAMES ..... GAMES NOT USING
>AGA GRAPHICS ... GAMES SMALL ENOUGH TO FIT ON 2-3 DISKS ...

>Now please tell me why this system will sell! (CDTV!)

It will sell because people want it. It's sold exceptionally well, as a
matter of fact. Some friends of mine made a game for the CD32 called "Pinball
Fantasies", which has sold between 40,000-50,000 copies on the CD32 already.
That's *very* good sales figures, and it means people will continue developing
for the machine.

>JC> Your way ahead is a bit distorted. It doesn't come with a CDROM drive,
>JC> what's so way ahead with a catridge? It doesn't have any software except
>JC> for what it came with. We should have seen some by now.

>IF you can't read tech-specs, why did you even answer that?

>STEFAN, people seem to listen to what you say, please tell this guy why the
>Jaguar is way ahead of the CD32. (Atleast you usually tell the truth .. :-)

None of the systems are ahead of the other in all areas. The fact that
the Jaguar uses cartridges is a great disadvantage. Not only because of
the space constraints, but also because of the production costs. On the
other hand, the Jaguar has an edge in the graphics area, with it's object
processor and higher processing performance. I wouldn't say either was
better than the other - they are good at different things.

>You do know that SGI has broken whatever form of deal they had with Nintendo?
>(Nintendo will probably go back to the 32bit (old!) system they had in mind ..
>)

They have not. That was just a false rumour.

>3DO is a flop. (remember the MSX computer standard?)

I remember MSX, but it's still much too early to draw conclusions about
the success or failure of 3DO.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3425. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 19:39:34 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec7.193934.21663@ida.liu.se>
Source record: 19880

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 05 Dec 93 14:00:24, Stefan Boberg wrote:

>SB> Huh? There are lots of CD32 specific titles under development. Titles

>Which?

Microcosm, Defender of the Crown II and Dracula for example.

>SB> Most titles, however are developed with A1200, A500 and CD32 as the target
>SB> platforms, because you want to make as much money as possible from each
>SB> title. The computer versions will be downsized from the CD32 version.

>Not by much then ... same hardware ... (except for the CD-ROM, which probably
>won't be used much if the have to keep the gameplay down to 2-3 disks when
>porting it ... )

Who cares if only 30MB of the CD-ROM is used if it's a good game? I
don't.

>SB> Atari has stated officially that they are not releasing the CD until
>SB> September, 1994.

>Where? I agree that I've heard the rumour, but I haven't heard ANYTHING at all
>officially about it being delayed ... where did you hear it? (officially)

Depends on how you define "officially", but around September was what our
managers were told by Atari.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3426. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 19:46:17 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec7.194617.21918@ida.liu.se>
Source record: 19881

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 06 Dec 93 08:17:15, Ricardo Hernandez Muchado wrote:

>RH> It might, particularly at that price. But who knows, the Jaguar
>RH> can be a flop too... after all, the Falcon did.

>Can you explain to me why the Falcon is a "flop" ?

It's sold less than 20,000 units. That's a FLOP.

>Hint: It wasn't intended to compete with the A1200, it sells quite well
>thankyou. (It was intended to sell to musicians and atarians .. which is what
>it does .. )

About 15 months ago, when the AGA Amigas and Falcon was both released,
this group was filled with posts about how the Falcon would stomp all over
the A1200 and A4000. Funny how things change.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3427. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 19:56:05 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec7.195605.22135@ida.liu.se>
Source record: 19884

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 06 Dec 93 08:21:07, Ricardo Hernandez Muchado wrote:

>RH> |> FMV, JagMovie (whatever that is - cinemapak surely), PhotoCD, CD+G,
>RH> |> Music-CD....I think those are it ...
>RH>
>RH> That isn't what Stefan said....

>Then what did Stefan (the all-so-mighty Amiga-GOD) say?

Don't know about the god thing, but what I've said (paraphrased from
Atari press release material) is that the JagCD will not view MPEG,
Photo-CD etc. out of the box - you will have to buy a cartridge.

>RH> Why not? The CD-32 has an expansion port. They could put another
>RH> CPU right there...

>Can you hear the words .... EXPENSIVE .... being screamed?

Several SEGA and SNES games have dedicated processors on the cartridge
(Virtua Racing, StarFox/StarWing), and they are expensive, AND they sell.

>RH> Dream on. Video CD requires an adapter for the Jaguar.

>I wrote that, but I also wrote it should have the CPU power to do it on its
>own if someone tries.

I doubt it. My 25MHz 68040-based A4000 doesn't even decompress a 160x120
pixel MPEG animation at more than 11 fps. A FMV animation is four times that
size, and the Jaguar does not come near the computing performance required.

>RH> The graphics are supplied by the FMV module, and CD-32 graphics can be
>RH> overlayed on top of the MPEG module graphics...

>I can repeat the questions if you have problems reading:

>What graphicsmode is the CD32 using for its FMV?

You're the one who's got problems with the reading. The CD32 does not
render the graphics internally - the FMV module renders the MPEG stream
to it's own framebuffer, and the CD32 video can then be superimposed on
this (genlocked, basically). Same deal with sound.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org

========== Disclaimer: I only speak for myself, not Team 17. ============

# 3428. Re: ATari in general / CBM vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-07 19:57:58 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec7.195758.22208@ida.liu.se>
Source record: 19879

<STIRRE31@MAINE.MAINE.EDU> writes:

>Who cares how much stuff Commodore sells if they lost
>$300 million in less than a year last year? My source
>is AtariUser. At least Atari has successfully downscaled
>to a point where their losses have been minimized.

Well, Atari would probably be happy if they even HAD $300M to lose in the
first place. They don't even have a tenth of that as it stands.

>-scott tirrell

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3429. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 00:42:22 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec08.004222.38750@rchland.ibm.com>
Source record: 19856

In article <2dvg69$ra2@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley)
writes:
|> In article <1993Dec04.010634.18239@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <2dnk54$99l@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley)
writes:
|> >|>

[stuff deleted, in which you got a couple of good points]

|> >|>
|> >|> Why not just use a natural 16-bit display? For animated sequences, I think
|> >|> the difference between HAM8 and the Falcon's 16-bit true color display
|> >|> would be minimal,
|> >
|> > NOPE, IT WON'T!
|> >
|>
|>
|> Well, I don't agree with this one. For one thing, since we haven't seen any
|> HAM8 and Falcon ports of the same games... it's kind of hard to say. I have
|> seen both machines, and I think the difference wouldn't be too phenomenal, and
|> on the base machines, I think the speed of the Falcon might give it an
|> advantage.

Nope, ABSOLUTELY NOT!

Remember two things:

* Ham8 chooses colors from a 24-bit palette
* Falcon's 68030 has a 16-bit datapath. Operations
such as decompressing an animation to memory where
you have to move data will 'hamper' the data cache perf.

|> >|> and the Falcon's display would have the advantage of
|> >|> not having to force the programmer to make concessions to get animation
|> >|> with thousands of colors.
|> >
|> > ARGGGGGGGGH you are getting this wrong again! :-)
|> >
|> > For animation HAM8 has no problems at all in making concessions! This is
|> >how the anim format works in my machine every day!
|> >
|>
|>
|> But that is an animation that is working from global data.

This is what I understand by animation, when you said it though.
Alghouth I'll like to see what you mean by global data exactly...

|> Plus, as you
|> said before, most animation/paint programs use a 24-bit image internally

When you are painting.

|> so they would never need to do any of the things you've mentioned. If they
|> didn't use the 24-bit method, they would be "lossy" in HAM8...

No problem in animations. I use dpaint and others with no problems.
Now, maybe I am misunderstanding the type of animations that you mean.

|> > We were talking about having BOBS or Software sprites pasted using the
|> >blitter and/or cpu. I just mentioned a scheme for avoiding heavy CPU time
|> >and calculations of remapping the 64 registers.
|>
|> Ok. These are interesting methods... it just seems that the HAM8 programmer
|> is doing a lot to achieve the same effect that could be done much quicker in
|> in a "normal" video mode.

True. But then remember that there are utilities. I already thought
about an simple AREXX script that would create the graphics from me,
using a 24-bit image using ImageFX.

|>
|> (and I think it probably wouldn't do much for the speed of the game if
|> the CPU ever had to get involvd in the processing)

The CPU hasn't, like I said before. BTW, maybe even 320 in x can do
the job. Remember the 8-bit computers? The sprites moved in '160'
pixel type resolutions, yet they looked smooth.

|> > About animation:
|> >
|> > * Remember: no problem at all because for the AMIGA, HAM8's memory
|> > looks just like an 8-bit plane memory. Animations
|> > operate by doing delta's and storing them quickly
|> > in those bitplanes.
|>
|> If HAM8 is strictly like 8 bit plane memory, then... this is where you need
|> to explain something: what happens if the request for a specific 8-bit
|> value for a pixel is not possible? Does the pixel wind up being altered
|> from the original requested color value, or what?

It would be altered, you'll have to kind of either calculate, or keep
track of it. But what this have to do with delta-compressed animation?
Remember that all you do is decompress a bitplane information, and
the information gets to the screen memory.

THIS IS exactly what you do on other computers, regardless of
video type and memory video requirements. It works the same.

|> I can't see how HAM8 can be treated like a "normal" 8-bit video mode when
|> 2-bits from each pixel may carry over (i.e., you may be able to act like
|> a "normal" 6-bit video mode... because the 2-bits carried over from the
|> previous pixel could be ignored).

AGAIN, for playing back animations, there's no problem. Remember that
when you decompress the bit-plane information, you are decompressing
the screen in exactly the same state it was in the original picture.
So what happens is that all the colors 'fall into place' perfectly (those
that are dependant of the color of the pixel to their left)

|>
|>
|> >
|> > You HAVE NO color fringe in animations that have been
|> > pre-calculated.
|>
|> Ok, but a videogame (or anything interactive) wouldn't be precalculated.

True, but that's why I described the method in the original posting.
You can make easily action games that way (except drawing the graphics,
but again, utilities are made for something ;-) ).

|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3430. Re: Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 00:45:11 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec08.004511.24996@rchland.ibm.com>
Source record: 19859

In article <2dvgif$reg@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|> In article <1993Dec04.010043.34811@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >
|> > You are right, but again, you can use with no problems BOBS that use
|> >the base 64 colors. Read my posting ELSEWHERE.
|> >
|>
|>
|> Are the BOBs limited to only 64-colors each, or what?

Sorry that I confused you. Using a scheme that I posted before
you can use more than that.

|> I read your
|> explanation and the one thing that I still haven't caught yet is whether
|> the image can contain more than 64 colors... and if so, doesn't it appear
|> blocky because every other pixel (horizontally) is either derived from
|> the previous pixel, or a base color?

I have to do the ImageFX script and take a look for myself, but my
prediction is that it won't.

If you have a good 64-color base palette, remember that a lot of
colors are precisely variations to the of intensity or hue to the color
on the left in a lot of images (shading, etc.).

And the effect can be further improved by using copperlists, so
every horizontal line you can have at least 32 new base colors...

I admit I have to try it, to see how good it can look.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3431. Re: Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 00:47:38 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec08.004738.39657@rchland.ibm.com>
Source record: 19858

In article <2dvhlo$5u3@corax.udac.uu.se>, m93kma@tdb.uu.se (Kristofer Maad) writes:
|> Charles Medley (cmedley@wam.umd.edu) wrote:
|> : Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:

[stuff deleted]

|> I am currently thinking of a racing game, where the cars leave tracks on
|> a larger-than-screen scrolling background in HAM8. The tracks will be
|> implemented using six 64-pixels-wide low-res sprites totally covering the
|> screen and smoothly scrollable with the same speed as the background, and
|> the two competing cars will have one sprite each. The background will be
|> heavily animated.
|>
|> Just think about it! - Kristofer.

True! And I am thinking of doing a 'DungeonMaster/EyeBeholder' type game
with 640x200 and HAM8.

THAT will look good.

|>
|> --
|> Name: Kristofer Maad |
|> Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
|> 752 38 Uppsala | system screw up completely almost makes
|> Phone: 018-50 59 12 | it worthwile." /Kris
|> E-Mail: m93kma@tdb.uu.se |

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3432. Re: Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 00:49:05 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec08.004905.50982@rchland.ibm.com>
Source record: 19861

```
In article <2dvq2v$2lv@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley)
writes:
|> In article <2dvhlo$5u3@corax.udac.uu.se>,
|> Kristofer Maad <m93kma@tdb.uu.se> wrote:
|> >

[stuff deleted]

|>
|>
|> The bitmaps would indeed be smaller, but what I'm wondering about is whether
|> there is added effort in creating bitmaps that conform to this or not... and
|> how much coding is required to do what has been described.
|>
|> (it sounds quite feasible, just tough to develop for)

Charles, with proper utilities it isn't that hard at all.

Coding-wise is actually the same amount of work.

|>
|>

--
------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 3433. Re: ATari in general / CBM vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 00:50:10 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec08.005010.45156@rchland.ibm.com>
Source record: 19860

In article <93340.141116STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> Who cares how much stuff Commodore sells if they lost
|> $300 million in less than a year last year? My source
|> is AtariUser. At least Atari has successfully downscaled
|> to a point where their losses have been minimized.

He he.... If I dare to cite what Amiga mags say about Atari... ;-)

|> -scott tirrell

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3434. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 00:54:55 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec08.005455.39587@rchland.ibm.com>
Source record: 19862

In article <KENDALL.93Dec6161909@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Dec06.065639.23741@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> <some stuff deleted>

[stuff deleted]

|> I don't know about that - they've made good on every promise for the
|> Jaguar so far, which I think signals a major shift for them. I see no
|> reason for them to divert from the present course.

Kendall, the problem is that ATARI has a lot of times 'showed'
promise and has come out pretty short.

Listen: I am not saying that they are not going to make it...
I always allow for change, what I am saying is that
I am a bit skeptic, and that I got reasons to be...

[stuff deleted]

|>
|> I ain't laughing anymore, I'll tell you that. Only commodore and
|> Atari could be so blind as to release a CD-ROm without photo-CD
|> support.

"See, I told you so" ;-b (JUST KIDDING! ;-) )

|> )|> Does anyone know if this is true? If so, how will people who buy
|> )|> CD-32's now be able to use photo-cd's once Commodore gets the license?
|> )
|> ) Good question. Either ROM exchange (ouch!), or connecting the
|> )computer upgrade (yuck!- for most people).... who knows....
|> )
|>
|> I think someone mentioned a CD that you put in first, which loads up
|> the viewing software (or perhaps a cart thing on the Jag). Either
|> way, an annoyance - I really want photoCD.

Yep :-(

|>
|> )|>
|> )|> Also, is the CD-32 CD-ROM player even multisession capable?
|> )
|> ) Read above, YES IT IS! Double-speed/multissesion... happy?
|> )

|>
|> Ok, Ok, Just checking... :-)

But are you happy? ;-)

[stuff deleted]

|>
|> Except for airplanes I guess, but I can't see myself spending $1000 to
|> eqipment to play a movie on a plane!

:-)

[stuff deleted]

|>
|> I'll believe that when I see it. They always say It'll cost less -
|> like the prices of CD's were supposed to drop.

I am comparing with LaserDiscs. Now, I admit, they have to be
somehow much more attractive than a VHS...

|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3435. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 01:00:32 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec08.010032.15103@rchland.ibm.com>
Source record: 19863

In article <KENDALL.93Dec6162953@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Dec06.073621.25924@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|>
[stuff deleted]

|> )
|> ) Well, get pissed ;-)
|> )
|> ) Kendall, C= and ATARI, *both* are VERY INCOMPETENT.
|> )
|> ) One of the main reasons why I am so skeptic about everything
|> )made from ATARI lies in PROOF.
|> )
|> ) What is their past track record?
|> )
|> ) * ST CD-ROM that never got released
|> )
|> ) * Hype hype hype
|> )
|> ) * Pen computing computer that never got released
|>
|> Thank god after seeing the newton - the technology needs a year or
|> two.

You can mock Apple all you want, but a friend of mine has it
and it works for a lot of things. Did you know the US government
is giving Apple $1 million just to validate Newton technology
for the Department of Defense for medical use?

And if they do validate, just $$imagine$$ how much they'll make.

ATARI had a chance... and let it pass.

|> ) * The Atari Lynx- good piece of hardware that didn't sell well
|>
|> You heard it here first - I predict an amazing Lynx comeback tied to
|> the Jaguar's success. I think a major reason the Lynx had trouble was
|> no console tie in to instill loyalty.

And I think it's called lack of proper marketing.

|>
|> )
|> ) * The Falcon

|> )
|>
|> Hey! I love my Falcon (not carnally, for the picky among you).

He he....

Well, you can love it, but it flopped. You know what I mean,
you can have a good product and it can still flop. That's my point
with the Lynx- great product that didn't sell well.

|>
|> ) How am I supposed to believe all of a sudden that the Jaguar would
|> )be any different?
|>
|> Well, because they really have been doing different things. I only
|> ordered my Jaguar after I saw that they were actually advertising (A
|> real physical Gamepro ad that I could touch), and had good press
|> coverage - that plus the developers they've signed up convinced me.
|> I've never seen anything like this for the computer line.

True, but ATARI has to come out with software and support.

And they pack in in a $250 machine a switch box which is not
automatic, don't put a dust cover in their cartridge port, have
a couple of RF interference and no cables for stereo sound...

You know what I mean? But I agree, they are doing a lot of
different things, which is why I GIVE THEM A CHANCE. It doesn't
guarantee success, and it doesn't mean I don't have the right
to be skeptic.

|>
|> As for the ST CD, well you can just get any 'ol SCSI CD-ROM and hook
|> it up to an ST. True that there are not a lot of ST specific CD-ROms,
|> but I can use photo-CD, or DTP CD stuff.

No NO NO! I am talking about back in 1986 when ATARI was proposing
doing something like CD-I is attempting today. At that time, THAT
would have sold.

|> ) I has potential, and ATARI *seems* to be doing the right moves...
|> )that's one thing...
|> )
|> ) But again, one thing is racing half the race and make it to the
|> )goal, and another is racing half the race and come out in the last place.
|> )
|>
|> But Atari's off to a good start in this race, instead of sitting at
|> the gate trying to tie their shoelaces like the usually do.

True, doesn't mean they won the race though.

|>
|> --

|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
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# 3436. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 01:06:30 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec08.010630.32133@rchland.ibm.com>
Source record: 19864

In article <2d03b6d0@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 06 Dec 93 08:17:15, Ricardo Hernandez Muchado wrote:

[stuff deleted]

|>
|> RH> |> Now please tell me why this system will sell! (CDTV!)
|> RH>
|> RH> Well, I got a clue for you: IT'S SELLING, AND A LOT!
|>
|> Here's another clue .. maybe it sells in UK .. but NOT HERE ...

And Australia? And Canada? Again, the Sun doesn't revolve around Sweden... remember that...

Using your logic above, then the Jaguar is doomed considering it doesn't sell in Sweden then, right?

|> RH> Now, now, I hope you start TAKING BACK your 'ham8 sucks' syndrome, and
|> RH> other nonsense that STEFAN has smashed to pieces...
|>
|> Has he? Where?

Tsk tsk... He has and I have. You seem to just not pay attention.

|>
|> RH> Idiot you. IF the Jaguar CD is any good, you have to add that cost.
|> RH> It surely influences that the starter unit is cheaper though, but look
|> RH> at the other side too to be objective...
|>
|> The starter looks at the PRICE .. he'll get a CHEAPER playable system with the
|> Jaguar!

Yes, maybe that's why the Falcon hasn't sold much and the A1200 has?

On the other hand, the CD-32 is not that far in price from a Jaguar...

|>
|> RH> SGI AND NINTENDO HAVE NOT BROKEN ANY DEAL!
|> RH>
|> RH> SGI actually has an add looking for game/developer and software
|> RH> engineers for the new machine.
|> RH>
|> RH> It appeared on 'EDGE' magazine, but someone already checked out that
|> RH> IT WAS NOT TRUE.
|>

|> ...and your point here was?

Than NINTENDO AND SGI continue on their joint venture. That's all.

|>
|> RH> It might, particularly at that price. But who knows, the Jaguar
|> RH> can be a flop too... after all, the Falcon did.
|>
|> Can you explain to me why the Falcon is a "flop" ?

Sales wise, it is. Hardware wise I don't think it is.

Just like the ATARI Lynx.

|>
|> Hint: It wasn't intended to compete with the A1200, it sells quite well
|> thankyou. (It was intended to sell to musicians and atarians .. which is what
|> it does .. )

HA HA HA... I'll keep that hint of yours in the 'Hall of Fame.'
Finally you start admitting some things...

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3437. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 01:08:24 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec08.010824.44488@rchland.ibm.com>
Source record: 19868

In article <2d03b75c@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 06 Dec 93 08:21:07, Ricardo Hernandez Muchado wrote:
|>
|> RH> |> FMV, JagMovie (whatever that is - cinemapak surely), PhotoCD, CD+G,
|> RH> |> Music-CD....I think those are it ...
|> RH>
|> RH> That isn't what Stefan said....
|>
|> Then what did Stefan (the all-so-mighty Amiga-GOD) say?

You can read, can't you? The Jag CD won't come out with built in PhotoCD... that's what he said.

|>
|> RH> Why not? The CD-32 has an expansion port. They could put another
|> RH> CPU right there...
|>
|> Can you hear the words .... EXPENSIVE .... being screamed?

Maybe. Who knows- all depends on what you put there.

|>
|> RH> Dream on. Video CD requires an adapter for the Jaguar.
|>
|> I wrote that, but I also wrote it should have the CPU power to do it on its own
|> if someone tries.

Well, dream on ;-)

|>
|> RH> |> Anyway: What graphicsmode is the CD32 using for its FMV?
|> RH>
|> RH> The Video CD standard based on the MPEG-1. This is real-time 30fps,
|> RH> 352 (not 100% sure, maybe it's 340 or 320)x2 (extrapolated, like the 3DO
|> RH> stuff)
|> RH> by 4xx lines (I think it's 400).
|> RH>
|> RH> The graphics are supplied by the FMV module, and CD-32 graphics can be
|> RH> overlayed on top of the MPEG module graphics...
|>
|> I can repeat the questions if you have problems reading:
|>
|> What graphicsmode is the CD32 using for its FMV?

And I can repeat answers:

The graphics are supplied by the FMV module.

```
|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>
```

```
--
------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
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>>> New internet address: raist@vnet.ibm.com <<<<
```

# 3438. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 01:22:55 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec7192255@great-gray.owlnet.rice.edu>
Source record: 19738

In article <Dec07.192214.15855@yuma.ACNS.ColoState.EDU> cs151ns@lamar.ColoState.EDU () writes:
)>Here's something even funnier:
)>
)>There are *ZERO* CD-32s in the United States of America.
)>There are at least 50,000 Jaguars. All sold.
)>
)>I would say that means the Jaguar is 50,000 times better, but hey:
)>
)>50,0000 x 0 still equals 0.
)>
)>:)
)>
)>
)
) Doofus, that's 50000 sales to RETAILERS. Quite a difference
) between sales to end consumers. Unless the Jag has magically
) sold every unit within the last week, when my local _ATARI DEALER_
) was _STILL_ waiting to get them in.
)
) Give me a break..
)
) Jon
)

But the same thing applies to CD-32's, does it not?

--
---> Kendall Gelner (kendall@rice.edu)

# 3439. JAGUAR INFO - HOT OFF THE PRESS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 01:29:19 UTC
From: davidh@iowa.viewlogic.com
Message-ID: <CHp04w.E2@viewlogic.com>
Source record: 19870

December 7, 1993

Today's San Francisco Chronical quotes Sam Tremel saying (from England) that they only shipped 3,000 units to date out of a total run of 30,000 (not the originally planned production of 50,000). They stopped shipping when they discovered RF shielding problems with their cable/connector. Tremel says that they`ve fixed problem, and shipments will begin again now.

My nine-year-old son has been driving me crazy for a Jaguar and I put a $25 deposit on one at the Good Guys retail store. They had an initial shipment of 25 units per store and sold them out before they came in.

I'm sure that all 30,000 initial units will be snapped up in a couple of days.

d. Heller

# 3440. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 01:48:39 UTC
From: cmedley@wam.umd.edu
Message-ID: <2e3bpn$kmn@cville-srv.wam.umd.edu>
Source record: 19865

In article <Dec07.192214.15855@yuma.acns.colostate.edu>,
<cs151ns@lamar.ColoState.EDU> wrote:
>>Here's something even funnier:
>>
>>There are *ZERO* CD-32s in the United States of America.
>>There are at least 50,000 Jaguars. All sold.
>>
>>I would say that means the Jaguar is 50,000 times better, but hey:
>>
>>50,0000 x 0 still equals 0.
>>
>>:)
>>
>>
>
> Doofus, that's 50000 sales to RETAILERS. Quite a difference
> between sales to end consumers. Unless the Jag has magically
> sold every unit within the last week, when my local _ATARI DEALER_
> was _STILL_ waiting to get them in.
>

I'm amazed you're still waiting. Everyone around here who had any in stock
has sold out.

Of course, if you were really smart, you'd have realized that those 50,000
were intended for just NY and SF and wound up also floating from retailer
to retailer across country because of (gasp!) high demand.

Captron's World of Nintendo (which ironically sells Sega and Jaguar and 3D0)
had several in stock at two locations.

They were claimed within 3 hours of being in stock by people who waited for
them.

Right now, I can see a Jaguar every day in person. Can you see a CD-32?

(unless you're in Europe, I guess not, and if it ain't here... it ain't here)

# 3441. Re: Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 01:53:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <2e3c20$kqv@cville-srv.wam.umd.edu>
Source record: 19866

```
In article <1993Dec08.004905.50982@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|>
>|>
>|> The bitmaps would indeed be smaller, but what I'm wondering about is whether
>|> there is added effort in creating bitmaps that conform to this or not... and
>|> how much coding is required to do what has been described.
>|>
>|> (it sounds quite feasible, just tough to develop for)
>
> Charles, with proper utilities it isn't that hard at all.
>
> Coding-wise is actually the same amount of work.
>
Sounds like a lot of tricks to do something that is really quite simple if
you have enough pixel depth. I guess what I'm getting at is, sure it's
possible to do a HAM8 game, but... well, how many HAM games were there?
(when I was last checking into games at all, it was 1990 and there was 1 or 2
after 5 years of people working at it... sure HAM8 is a different beast, but
the concept is similar enough that I'm nto sure we're going to see it do
any better...)
```

# 3442. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 02:03:27 UTC
From: cmedley@wam.umd.edu
Message-ID: <2e3clf$l3i@cville-srv.wam.umd.edu>
Source record: 19869

In article <1993Dec08.004222.38750@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <2dvg69$ra2@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley)
writes:
>|> In article <1993Dec04.010634.18239@rchland.ibm.com>,
>|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>|> >In article <2dnk54$99l@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley)
writes:
>|> >|>
>
>
>[stuff deleted, in which you got a couple of good points]
>
>|> >|>
>|> >|> Why not just use a natural 16-bit display? For animated sequences, I think
>|> >|> the difference between HAM8 and the Falcon's 16-bit true color display
>|> >|> would be minimal,
>|> >
>|> > NOPE, IT WON'T!
>|> >
>|>
>|>
>|> Well, I don't agree with this one. For one thing, since we haven't seen any
>|> HAM8 and Falcon ports of the same games... it's kind of hard to say. I have
>|> seen both machines, and I think the difference wouldn't be too phenomenal, and
>|> on the base machines, I think the speed of the Falcon might give it an
>|> advantage.
>
> Nope, ABSOLUTELY NOT!
>
> Remember two things:
>
> * Ham8 chooses colors from a 24-bit palette

That is a bonus. However, it cannot select freely from that 24-bit palette.
It can (at best) choose one of 64 pre-selected colors that WAS chosen, OR
it is forced to pick from one of 2^6 possible unique values FROM the 24-bit
palette. To make it look nicer, you could write an algorithm (which would
require CPU time) to aid in deciding how to deal with the 2 bits carried over
from the previous pixel, but.. the net effect is, you never can choose from
more than 4096 colors with total freedom froum that 24-bit palette for a
given pixel.

> * Falcon's 68030 has a 16-bit datapath. Operations
> such as decompressing an animation to memory where

> you have to move data will 'hamper' the data cache perf.
>

You walked right into a Motorola 56001 DSP with 32-bit datapath to memory
and running along at 33mhz. Why would you use anything else for such
a task? and since it runs concurrently with the 68030, I would really
have to say that it would be absolutely impossible for an Amiga 1200
that is "out the box" or even with fastRAM to decompress an image any
faster.

(for verification, check out how fast the JPEG algorithm runs on the 56001
on the Falcon... I remember a while ago someone posted a benchmark showing
it outperformed some '040 machines on that task...)

>|> >|> and the Falcon's display would have the advantage of
>|> >|> not having to force the programmer to make concessions to get animation
>|> >|> with thousands of colors.
>|> >
>|> > ARGGGGGGGGH you are getting this wrong again! :-)
>|> >
>|> > For animation HAM8 has no problems at all in making concessions! This is
>|> >how the anim format works in my machine every day!
>|> >
>|>
>|>
>|> But that is an animation that is working from global data.
>
> This is what I understand by animation, when you said it though.
>Alghouth I'll like to see what you mean by global data exactly...
>

Well, what I meant is that each frame was precalculated.

## 3443. Solutions

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 02:48:20 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <1993Dec8.024820.1515@jupiter.sun.csd.unb.ca>
Source record: 19739

Has any tried to use the program Solutions developed by Elan Software of Quebec Canada? I am a computer engineering student at UNB and I was wondering if purchasing this program will allow me to do complex number calculations, bode plots, polar diagrams, Laplace transforms, matrix calculations, etc. Is this program similar to El Cal (The Math Machine)? Does anybody have any other software they would suggest for a computer engineer?
a

# 3444. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 03:19:07 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHp57v.3H4@news.Hawaii.Edu>
Source record: 19871

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#TRUE! That's why you have to do some MARKETING ... and THAT'S WHY the bloody
:#GAMEBOY has sold so much ... Nintendo GAVE THEM AWAY at SCHOOLYARDS!

And the reason the Lynx failed was because there was little software
available. The Lynx was much better than the Gameboy yet, the Gameboy
is still selling since it has software. Where's the Lynx now? A lot of
people fear that Atari might do the same with the Jaguar.

:#JC> :#Military simulators using CD32's?
:#JC>
:#JC> You don't get around much, do you. Hint: Amigas.

:#So? I still don't think they're using CD32's, which was what you said!

Try reading a little more. I wonder why they call it the Amiga CD32 for?

Rickard, are you truly this ignorant or is it an act?

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3445. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 04:14:12 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHp7rp.4I5@news.Hawaii.Edu>
Source record: 19872

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#Fact:

How can it be a fact if it hasn't happened as yet? I guess you mean opinion.

:#The AmigaCD32 will have PLENTY of games ..... OLD GAMES ..... GAMES NOT USING
:#AGA GRAPHICS ... GAMES SMALL ENOUGH TO FIT ON 2-3 DISKS ...

Yes, the CD32 will have PLENTY of games, didn't you know if you don't have
software you can't sell machines. Oh there is no doubt from me that games
on the CD32 will be OLD, and non-AGA, small enough to fit on 2-3 disks
that's depends if you take out all the extras. But, with all of these
you'll still find a lot of CD32 specific stuff, even the ports will have
extras that cannot be fitted onto 2-3 disks, unless we're talking hard
disks.

You can say that Jaguar games will all be Jaguar specific all you want til
you're blue in the face but it doesn't make it true. A lot of Jaguar games
will be ports from other machines. Even your acclaimed 'Return to Zork' is
a port. But, of course you can't play it til you get a CD, what about 9
months from now. By then, it'll be an old game for other consoles with CD
units.

:#Now please tell me why this system will sell! (CDTV!)

Software. The reason why the Lynx isn't selling.

:#JC> Try reading the sentence again. I didn't say anything about Jaguar
:#JC> specific. Just what I've been saying all along, Jaguar catridge games
:#JC> will
:#JC> be ported to CD.

:#SO? That's NOT the same thing as A500/1200 games being copied to a CD, like you
:#said!

Why are you bringing in A500 games? The Amiga CD32 is just an A1200 with
CD, controller and Akiko chip minus some pheripheals like keyboard, mouse, etc.
How is it any different from moving an A1200 AGA game to the CD32 vs Jaguar
catridge to Jaguar CD? Isn't this just porting in another sense?

:#JC> Of course, you don't have any guarantee that some of the Jaguar catridge
:#JC> games wouldn't be ports. All platforms have had ports of games, what
:#JC> makes
:#JC> the Jaguar so special that it wouldn't, of course if it doesn't have
:#JC> ports,
:#JC> I won't be expecting too many games.

:#SO? That's STILL not the same thing ...

How isn't it? You don't give any basis for your argument. Gee, I give a
reason and you say it's not with nothing to say why it's not. Are you
still going to pull the kiddy type of arguments on a worldwide newsgroup?
(I'm right ... no you're not ... oh yes, I am ... oh no, you're not....)

:#JC> Your way ahead is a bit distorted. It doesn't come with a CDROM drive,
:#JC> what's so way ahead with a catridge? It doesn't have any software except
:#JC> for what it came with. We should have seen some by now.

:#IF you can't read tech-specs, why did you even answer that?

CDROM is the present and future. Cartridges are old.

:#STEFAN, people seem to listen to what you say, please tell this guy why the
:#Jaguar is way ahead of the CD32. (Atleast you usually tell the truth .. :-)

So, if Stefan says otherwise you'll agree? This, I gotta see.

:#JC> :#The system itself is cheaper.
:#JC>
:#JC> Pffffttt. Add a CDROM player. You can keep deluding yourself with this
:#JC> foolish idea. If this is the best argument you can come up with then why
:#JC> do you even bother?

:#Bloody idiot ... you asked why a Cartridge base system was better ... I said
:#the system was cheaper .. that's something parents will like ... your answer
:#"add a CDROM player" ... idiot ..

Let's see if you buy a car without an engine w/ all kinds of other doo-dads
for $1000. But, I buy a car with an engine for $2000, who makes out? I
get to drive you get to play with your doo-dads. Like I said, Pffffttt.

:#JC> Okay, since I put up a list, you want to show me what developers there are
:#JC> and how many CD developers there are? Come on any list will be fine.
:#JC> I've
:#JC> yet to see any sort of list of developers. Remember just because they
:#JC> signed up don't mean they are actively developing for it. I've seen
:#JC> Atari's so called marketing gimmicks before.

:#You haven't seen a list of developers? Then why are you running around with a
:#blindfold .. it's been posted several times already ...

I haven't seen any list since I started reading this newsgroup a couple of
weeks ago, latest our newsreader keeps things. Sorry, I don't spend ALL my
time here.

:#(I can't add textfiles to my letters in this editor, I'll post in right
after)

Okay, I really would like to see a list.

:#JC> Yep. C=, Phillips, 3DO and even SGI must know something that Atari and
:#JC> Sega don't. I still don't understand Atari move to release the Jaguar in
:#JC> the US, when their strength and popularity lies in Europe.

:#You do know that SGI has broken whatever form of deal they had with Nintendo?
:#(Nintendo will probably go back to the 32bit (old!) system they had in mind ..
:#Atari knows that US is the best market to sell a console in ... (especially
:#since it's "Made in America" - that alone will sell units!)

"Made in America" doesn't seem to be helping the electronics industry or the automotive industry. I've never believe that slogan anyway, I'll buy whatever is the better and cheaper, regardless of where it's made from.

:#Phillips hasn't made a console - the CDi was never intended to beat the crap
:#out of the console-market.
:#3DO is a flop. (remember the MSX computer standard?)

Phillips is already retargeting their console. 3DO is yet to be determined to be a flop. Oh, and I did read up on the Sega "64-bit" Saturn. It seems they'll be introducing two models, one with a CD/cartridge and one cartridge based only. They are still figuring out if they'll release the "32-bit" Saturn or upgrade it to "64-bit" then release it. It doesn't seem Sega is stupid after all, just good marketing sense.
Oh, did you hear of the DUO, that also comes with a CD player. It's floundering right now though, not enough software.

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

# 3446. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 05:01:29 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHp9yH.58x@news.Hawaii.Edu>
Source record: 19873

Kendall Helmstetter Gelner (kendall@great-gray.owlnet.rice.edu) wrote:
:#In article <CHKA59.LDA@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
:#)I hope you really don't believe that ALL Jaguar games will be all new games
:#)and not just ports. Even SEGA and Nintendo had their share of ports.
:#)Until there comes out a quantity of games for the Jaguar you don't know for
:#)certain what's going to be good and what's not.

:#True, but for the most part the Jaguar won't be getting as many ports
:#of games with poor gameplay. And personally, I doubt I'd by an SNES
:#port unless it offered better graphics or sound, in which case it has
:#been tailored for the jaguar... I guess that's really what I meant.
:#The CD-32 is getting a lot of stuff that is just A1200 or A500 games
:#dropped onto the CD.

Actually, if you look at it this way, any game that gets ported will have to be tailored to run under its new environment. Same goes for CD32 or the Falcon or the 3DO. Now, the amount of tailoring that is done is debatable. Ports can be done very well or done very badly. Same goes for titles that are created specifically for that machine where they can be done very well or very badly. It's true that the CD32 is getting a lot of stuff from the A1200, but the CD32 is an A1200 at heart. This is what Rickard T. can't seem to understand. If it is already tailored for an A1200 then the least the developers will do is one of the following to bundle it with other A1200 games, include CD soundtrack, add levels, etc. or some of these or all of these.

When the Jaguar CD becomes available, the developers will most likely take games from the catridge but include the same thing in the previous paragraph, you'll have extras added.

There are a lot of games I would like to see ported that I have yet to play. Even if they are old games, I wouldn't have played it as yet so, it'll still be new to me...8-). I'd rather have a large base of software to choose from, good and bad, new and old, rather than a small base of software with only new stuff and possibly all good. I'd like to choose what I can play rather since not everything that comes out suits my taste.

:#That's true, but the Jaguar has enough big developers now that the
:#hardware potential actually means something - with enogh good
:#companies working on projects, some really good games that use the
:#hardware well are bound to arrive.

I agree here but the problem I have with the Jaguar now, is that it doesn't come with the CD. With the CD, developers wouldn't have to worry about trying to fit it into a smaller cart, and they'd have a whole CD to play with to push the machine to its fullest.

:#The problem I see with the CD-32 is that is has a much lower "upper
:#ceiling" on performance.

8-). I see the CD32 with a much wider choice of options, though. I not sure yet about the 3DO though, it has a lot of potential but, potential doesn't always cut it, I'm waiting to see what their # of units sold is and the number of software that's actually seeing daylight. The same can be said of my feelings for the Jaguar too.

:#Perhaps, but I think enough quality games can be made on a cart to
:#make it worthwhile until the CD comes out. Also, if the CD breaks
:#down I can still play the cart games, and I also imagine that some
:#company someday will figure out how to make a cart+CD game that could
:#use the strengths of each medium to do a lot.

I give you that. I still have my reservations though...8-).

:#I think it is supposed to be fairly graphical - but I don't know too
:#much about it, and actually am not sure I'd buy it anyway.

I was looking through CGW and found an article on it, so I bought the magazine. Oh, the Return to Zork game is being developed by Activision. It is graphical and with actors. The article goes on with the game having some flaws, but if the Zork legend had to rest on this game alone, there wouldn't be any Zork legend; but as an addition to the series, Return to Zork is more than satisfactory.

:#That's true, but his company is not one that I miss a whole lot - what
:#concerns me more is the number of big developers latching onto the
:#system. Perhaps later I'll care more about the small companies.

Team 17 and Psygnosis will be a lot to miss. Though I did see an article concerning developers for the Jaguar. It had a few names that were a subset of developers already doing stuff for the CD32, and I believe Psygnosis was also included. I don't know where Psygnosis officially stands on the Jaguar, Stefan maybe will be able to give a clue. The article goes on to say there are some small name companies, with a few names mentioned that I've never heard of.

:#But I doubt I'll even be able to afford all of the cart games coming
:#out as it is - I'll probably get Raiden and AVP, but I really can't
:#afford much more for awile. There's enough cart games to keep me
:#happy for awile...

But, if the CD versions were cheaper than the cartridge versions wouldn't you be able to purchase more games...8-).

:#Yep, that's the plan.
:#The jaguar is scheduled to include Photo-CD, and Cinepak out of the
:#box. It will have an MPEG cart for the CD-ROM movies (not that I'd be
:#so foolinsh as to buy an MPEG cart), and they have also said they will
:#have an MPEG-2 cart for decoding movies broadcast over cable lines and
:#such (i'm not so sure about this either, but it might have potential).

I've heard MPEG2 mentioned for the 3DO also, but I'd probably wait to see how MPEG-1 does first before thinking about MPEG-2. C= hasn't mentioned any plans about MPEG2 for the CD32 but, given C= track record of keeping quiet, it wouldn't surprise me if they had plans but just not saying anything otherwise nobody will buy MPEG-1.

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

# 3447. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 05:10:46 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHpAE0.5Gs@news.Hawaii.Edu>
Source record: 19874

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
:#In article <2d010f58@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson)
writes:
:#|> Very strange that Sega will do the same with their Saturn systems ... but I
:#|> guess Commodore is a lot smarter than Atari and Sega together, right?

:# A lot smarter than Sega- no. Than Atari probably. Hey, look at the
:#'huge' number of Falcon's sold!

The Saturn is being released in two versions. One will be CD/cartridge
version the other is a cartridge only version. Rickard really should do
more research, I did mine after hearing about the Saturn from Rickard. So,
I guess Sega isn't too dumb after all...8-)

--

jimmy@uhunix.uhcc.hawaii.edu

# 3448. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 05:14:40 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHpAKH.5J9@news.Hawaii.Edu>
Source record: 19876

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
:#In article <2d011052@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson)
writes:
:#|> Military simulators using CD32's?
:#|>
:#|> Excuse me for laughing.

:# I have to agree I guess....

From what I've heard they are used in conjunction with military simulators.
Or was it as front ends. Forget which.

:#|> The company (don't remember their name) stated themselves they are developing
:#|> Return to Zork for the JagCD ... isn't that enough?

:# When? Where?

If Return to Zork for the Jaguar CD does come out, it looks like it won't
be til the CD player comes out, which means several months at least. By
then it'll already be old on other platforms, already been out for awhile
on the PCs...8-).

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3449. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 05:17:24 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHpAp1.5M1@news.Hawaii.Edu>
Source record: 19875

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#In a message of 05 Dec 93 14:00:24, Stefan Boberg wrote:

:#SB> Atari has stated officially that they are not releasing the CD until
:#SB> September, 1994.

:#Where? I agree that I've heard the rumour, but I haven't heard ANYTHING at all
:#officially about it being delayed ... where did you hear it? (officially)

Considering that the company he works for was approached by Atari to
develop for the Jaguar, I'd think they inform them when the CD would be
release, right? Sometimes if you think it through a little it'll come to
you, I hope.

--

jimmy@uhunix.uhcc.hawaii.edu

# 3450. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 05:27:23 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHpB5n.5rx@news.Hawaii.Edu>
Source record: 19877

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
:#In article <KENDALL.93Dec4175157@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
:#|> So did I, I am amazed they survived, but I guess consumers thought the
:#|> improved quality was worth it. I just can't see the CD-ROm movies
:#|> fighting the same battle and winning with laserdisks already around.

:# Easy: $COST$ They will cost less than a laser disk.

I don't know about this. Isn't CDROM movies about 1 hour per disk?
That'll mean two disks per movie for the average movie. I'd think
producing stamping 2 disks will be a little more expensive than stamping 1
disk. Also, the initial prices will be a bit higher than laser disc prices
now. When more units get sold then we'll see a drop in CDROM movie prices.

Laserdiscs are here to stay. No laserdisc owner is going to give up their
collection in favor of CDROM format, well at least me...8-). CDROM movies
will not replace Laserdisc but most likely be an alternative for others
like William..8-).

==========jimmy@uhunix.uhcc.hawaii.edu==========

# 3451. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 05:39:11 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHpBpC.5yA@news.Hawaii.Edu>
Source record: 19878

Georges Kesseler (kesseler@arthur.crpht.lu) wrote:

:#> I do wonder though how many titles are out on LD - does anyone have a
:#> rough idea?
:#About 4000 Movies.

Only if you count movies. There are music videos, and a whole slew of
other stuff. The actual title count is much higher, also let's not forget
the Japanese stuff, they are really heavy into this. In Hawaii, there are
a lot of Japanese made LDs available, though most are in Japanese..8-).
I have Lensman which is an anime with one track being in Japanese and the
other track being in English. I wouldn't recommend this anime though since
the storyline is awful. There are many other good anime stuff though.

:#And that's the reason why I will buy an LD-player.

Make sure you do your research when you buy an LD player. Some bargain LD
players will not play certain formats. You might also want to make sure
you have a player that can play both sides, really inconvenient if you have
to get up and turn over the LD.

:#I agree.
:#You see lot's of VIDEO titles, because people rent videos. You don't see LD
:#titles because those are not rent but bought (mail-order). I won't buy many
:#movies on video. You watch them 5 times and have already dropouts.

Yes, this is definitely true. Why pay about 3 dollars to rent an LD when
you can purchase it for about $20-$30 on the average, and watch it whenever
you want.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3452. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 05:48:39 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHpC53.64o@news.Hawaii.Edu>
Source record: 19885

Kendall Helmstetter Gelner (kendall@great-gray.owlnet.rice.edu) wrote:
:#In article <1993Dec06.073621.25924@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
:#) * The Atari Lynx- good piece of hardware that didn't sell well

:#You heard it here first - I predict an amazing Lynx comeback tied to
:#the Jaguar's success. I think a major reason the Lynx had trouble was
:#no console tie in to instill loyalty.

No, lack of software killed it. Atari promised a lot of software for the
Lynx and at first it had software but, afterwards the rate of new stuff
started falling off. A damn good portable, much better than the Gameboy
but, Atari didn't seem to think it was worthwhile to keep it alive.

:#) How am I supposed to believe all of a sudden that the Jaguar would
:#)be any different?

:#Well, because they really have been doing different things. I only
:#ordered my Jaguar after I saw that they were actually advertising (A
:#real physical Gamepro ad that I could touch), and had good press
:#coverage - that plus the developers they've signed up convinced me.
:#I've never seen anything like this for the computer line.

Same thing happened with the Lynx, lots of advertisements in the beginning.
I used to see ads for the Lynx cropping up everywhere. It depends on
whether or not Atari will continue to support it. Without the support,
developers will be scared off.

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

# 3453. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 05:54:59 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHpCFn.68E@news.Hawaii.Edu>
Source record: 19886

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#Surprise: The Falcon sells really well considering the basesystem is 11400 SEK.

But seeing as there aren't any numbers, I guess we can only conjecture. I think Atari is afraid to mention any numbers.

There aren't any Atari dealers left here in Hawaii, or at least none I could find. The last one I knew of turned PC only a few years back. I don't know if they are still around though, haven't been out that way for awhile. I guess if it isn't being sold here, then I guess I can't consider it selling very well here. Unless you're talking about Sweden only?

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

# 3454. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 06:14:03 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHpDBG.6KB@news.Hawaii.Edu>
Source record: 19737

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#Since some seems to have forgotten that there's a Jaguar F.A.Q .. here comes
:#cuts from it ..

:#***CUT***
:#*** 2:nd CUT ***

Good list. Some companies I've heard of and like. Some I don't like, US Gold for one and wouldn't buy from them no matter what platform. I did notice a few of the titles were ports. I thought you said that the Jaguar wouldn't have ports but new Jaguar specific titles? Some other titles I've not heard of but, those I'll assume are new Jaguar specific titles.

:# Upcoming Jaguar CD-ROM games:

Only when the CD comes out which will not be for many more months. Don't think you can sell too many CD games without a CD player for it.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3455. Re: Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 09:27:04 UTC
From: m93kma@tdb.uu.se
Message-ID: <2e46l8$4e7@corax.udac.uu.se>
Source record: 19740

Charles Medley (cmedley@wam.umd.edu) wrote:
: In article <2dvhlo$5u3@corax.udac.uu.se>,
: Kristofer Maad <m93kma@tdb.uu.se> wrote:
: >
: >The BOBs need only have a base color as the leftmost pixel of each non-
: >transparent horisontal line (or part of line in case of concave BOBs),
: >if the BOBs are guaranteed never to be placed on top of each other.

: I can only think of cosmetic instances when BOBs would not be placed on
: top of each other....

: (for videogames, at least)

I didn't quite get that, but never mind. :)

: >
: >I admit that HAM8 is not suited for all games due to the complications it
: >presents, but maintaining a HAM8 scrolling playfield will be a lot faster
: >than maintaining a 16-bit TrueColor one (if you are not to have the whole
: >bitmap in memory, which will be very memory-consuming in the 16-bit case,
: >but not so bad in the HAM8 case). And you can use the sprites for some
: >nice effects on top of it.

: The bitmaps would indeed be smaller, but what I'm wondering about is whether
: there is added effort in creating bitmaps that conform to this or not... and
: how much coding is required to do what has been described.

: (it sounds quite feasible, just tough to develop for)

The solution is simple: Draw all your graphics in 24 bits, then use a special
conversion program that fixes all of those problems like optimizing palette,
etc. Then you're off! And most developers have pretty speedy machines, which
will make the conversion fast enough. And you've always got multitasking as
a last resort - edit your sources while having the graphics being converted.

Have fun, Kristofer.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3456. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 09:33:59 UTC
From: m93kma@tdb.uu.se
Message-ID: <2e4727$4e7@corax.udac.uu.se>
Source record: 19741

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: They should join forces and blast away at the REAL evil in the world
: of computers: MS-DOS! (The last dinosaur...)

Small problem here... The non-preemptively-multitasking nature of the PC is perhaps the worst about it, according to many Amiga advocates. I wouldn't go as far as to say that this makes Atari computers just as bad - the processor is good stuff, anyway - but most Amiga fans seem to dislike the Atari ST and Falcon for the same reason. And also remember that we have to fight the Mac users, too.

Have fun, Kristofer.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3457. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 12:52:12 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec8135212@arthur.crpht.lu>
Source record: 19742

In article <2e3clf$l3i@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Charles Medley) writes:

> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
> >In article <2dvg69$ra2@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:

[HAM8 / 16bir-color animation debate deleted]
Hello you two!

What looks nicer?
A gouraud-shaded 3D polygon animation in HAM8
or
A gouraud-shaded 3D polygon animation in 16bit-color

What is faster?
A gouraud-shaded 3D polygon animation in HAM8 on A1200 without fastram
or
A gouraud-shaded 3D polygon animation in 16bit-color on F030 without fastram
(with and without using the DSP)

Thanks for your answers :-)

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3458. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 13:23:28 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec8142328@arthur.crpht.lu>
Source record: 19743

> :#> I do wonder though how many titles are out on LD - does anyone have a
> :#> rough idea?
> :#About 4000 Movies.
>
> Only if you count movies. There are music videos, and a whole slew of
> other stuff. The actual title count is much higher, also let's not forget
Just got a new list from england: 7000 titles. Another figure stated over
10000 titles. That's a LOT of software for a machine that only sells 170000
units per year...

> :#And that's the reason why I will buy an LD-player.
>
> Make sure you do your research when you buy an LD player. Some bargain LD
> players will not play certain formats. You might also want to make sure
> you have a player that can play both sides, really inconvenient if you have
> to get up and turn over the LD.
In europe you don't get all models, but the Pioneer doubleside seems to be
the right one for me (digital, analog, PAL, NTSC). It has no still picture
on CLV disks, but for that I have my digital TV :-)

Bye,
Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3459. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 14:02:17 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec8150217@arthur.crpht.lu>
Source record: 19744

> >I wrote that, but I also wrote it should have the CPU power to do it on its
> >own if someone tries.
>
> I doubt it. My 25MHz 68040-based A4000 doesn't even decompress a 160x120
> pixel MPEG animation at more than 11 fps. A FMV animation is four times that
> size, and the Jaguar does not come near the computing performance required.
The Falcon's DSP at 16Mips (24bit) can decompress an 160x120 MPEG with 12FPS.
So it is quite possible to achieve FMV on the Jaguar.

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3460. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 18:40:49 UTC
From: cs151ns@lamar.ColoState.EDU
Message-ID: <Dec08.184049.40080@yuma.ACNS.ColoState.EDU>
Source record: 19748

```
>)>There are *ZERO* CD-32s in the United States of America.
>)>There are at least 50,000 Jaguars. All sold.
>)>
>)>I would say that means the Jaguar is 50,000 times better, but hey:
>)>
>)>50,0000 x 0 still equals 0.
>)
>) Doofus, that's 50000 sales to RETAILERS. Quite a difference
>) between sales to end consumers. Unless the Jag has magically
>) sold every unit within the last week, when my local _ATARI DEALER_
>) was _STILL_ waiting to get them in.
>)
>) Give me a break..
>)
>) Jon
>)
>
>But the same thing applies to CD-32's, does it not?
>
>--
>---> Kendall Gelner (kendall@rice.edu)

I don't care if it applies to the cd-32 or not. You read the
newsfeed. Atari fucked up the first batch of jaguars. Don't
confuse initial hype for a product for its chances of long-term
success.

I don't really understand this fanatical devotion to Atari anyway.
It reminds me of a few years ago when Apple released the IIgs.
All the fanatical Apple II heads (not me, cuz i had no $$) bought it,
despite its incredibly slow processor speed. It ended up selling
a lot, but because the hardware straight up blew no one developed
any software for it. It sucked that this happened since I was a
kid who'd used Apple computers for years and had some sort of
attachment to them. How many times has Atari disappointed when
they were expected to deliver? The Jaguar is a great machine,
but I'll wait and see if it's a success..
```

# 3461. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 20:38:08 UTC
From: renfro@bnr.ca
Message-ID: <2e5dvg$nt2@crchh610.bnr.ca>
Source record: 19745

In article <Dec08.184049.40080@yuma.ACNS.ColoState.EDU>, cs151ns@lamar.ColoState.EDU () writes:

|>
|> I don't care if it applies to the cd-32 or not. You read the
|> newsfeed. Atari fucked up the first batch of jaguars. Don't
|> confuse initial hype for a product for its chances of long-term
|> success.
|>
|> I don't really understand this fanatical devotion to Atari anyway.
|> It reminds me of a few years ago when Apple released the IIgs.
|> All the fanatical Apple II heads (not me, cuz i had no $$) bought it,
|> despite its incredibly slow processor speed. It ended up selling
|> a lot, but because the hardware straight up blew no one developed
|> any software for it. It sucked that this happened since I was a
|> kid who'd used Apple computers for years and had some sort of
|> attachment to them. How many times has Atari disappointed when
|> they were expected to deliver? The Jaguar is a great machine,
|> but I'll wait and see if it's a success..
|>
|>

I don't understand this fanatical devotion either, but it certainly isn't unique to Atari. In any situation you're going to have a wide range of personality types and it just so happens that the fanatical types are the ones that are most visible in a forum such as this.

I also think this dissapointment thing has a lot to do with peoples expectations (often driven by fanatical tpyes). Since I have been reading the net news (just a few months) I have seen the smallest little pieces of news get blown way out of porportion by flamers to the point where others start accepting it as fact. Is Atari (or other favorite company) the ones spreading all the hype or is it the fanaticals who read way more into things than was ever intended?

So I have been an Atari user for 13 years now and when they announced the Falcon I was excited about it and of course my expectations were seriously raised by all the ranting and raving on the net. So I finally got a chance to see one in action and I liked what I saw and so I bought one. Now I am having fun with it and running almost every application that I use on a computer on the Falcon (ie it does almost everything I was doing on the Mega previously). However, I do not see that it has become as popular as some hoped and I do not see massive amounts of software being developed for it and in fact a couple of my favorite applications have not been made to run on it yet. So whos fault is that? Sure Atari could have made it

sooner, or more powerful, or cheaper, or whatever. Sure more people could have bought it and more developers could have supported it. But they didn't and while that has affected acceptance of the machine, the product Atari has given us is still a good one and I am very pleased with it.

So what's the point? I completely forgot... oh well, this is the advocacy group isn't it. I guess it takes all kinds...

RandyH

# 3462. Re: CD-32 Full-Motion Video specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 20:44:47 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2rx8@amiganet.xnet.com>
Source record: 19746

>>What graphicsmode is the CD32 using for its FMV?
>
> You're the one who's got problems with the reading. The CD32 does not
>render the graphics internally - the FMV module renders the MPEG stream
>to it's own framebuffer, and the CD32 video can then be superimposed on
>this (genlocked, basically). Same deal with sound.

The FMV attachment for the CD^32 uses C-Cube's MPEG1 decompression chipset--
Same chipset found in many high end nonlinear editing systems for the Mac and
SGI. Not a "wimpy" chipset by any stretch of the imagination. A chipset like
that could easilly handle MPEG streams at a level equative to SVHS, and
-certainly- of higher quality than standard VHS.

And as Stefan points out, the FMV add-on runs totally independant of the CD^32
unit--the FMV unit access the CD-Rom directly..You can be playing Stardust on
your CD^32 deck, and watching Paramount's Star Trek VI in a window with
relative ease.. Or Watch Star Trek IV and play -Stardust- in a window, for that
matter. :)

>
>>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>
>--
>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
> Applied Physics and Electrical Engineering Student, Linkoping University
> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>========== Disclaimer: I only speak for myself, not Team 17. ============

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+

# 3463. Re: Falcon already IS an Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 20:54:49 UTC
From: cdonley@amiganet.xnet.com
Message-ID: <cdonley.2rxh@amiganet.xnet.com>
Source record: 19747

kesseler@arthur.crpht.lu (Georges Kesseler) writes:

>
>> >I wrote that, but I also wrote it should have the CPU power to do it on its
>> >own if someone tries.
>>
>> I doubt it. My 25MHz 68040-based A4000 doesn't even decompress a 160x120
>> pixel MPEG animation at more than 11 fps. A FMV animation is four times that
>> size, and the Jaguar does not come near the computing performance required.
>The Falcon's DSP at 16Mips (24bit) can decompress an 160x120 MPEG with 12FPS.
>So it is quite possible to achieve FMV on the Jaguar.

Granted you had a CD-Rom *available* for your Falcon, much less a programmer to MAKE an MPEG player to do it with! :) And please remind yourself that your Falcon had an 030, while the Jaguar has a puny 68000 running at barely over .9 MIPS. @ 13 Mhz. The CD^32's CPU runs at 4.5 times that speed. Ive seen a Jaguar in action, And I personally would be suprised if it could animate a full-screen animation at greater than 5-6 frames per second. The Jaguar's hardware, to put it bluntly, looks weak in comparrison to CD^32 combined graphics and CPU horsepower.

Go play Stardust on one of the "old" ECS Amigas, and youll see why--An ECS Amiga with 1/4th the CPU horsepower of a CD^32 and half the graphics horsepower of the CD^32's AGA chipset. The Jaguar cant even touch it.

>
>Georges.
>--
>Georges Kesseler
>Office: kesseler@crpht.lu
>Private: kesseler@restena.lu
>IRC: Gunstick

--

+-------------------------------------------------------------------------+
|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
+-------------------------------------------------------------------------+

# 3464. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 21:34:56 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec8153456@great-gray.owlnet.rice.edu>
Source record: 19765

In article <1993Dec08.010032.15103@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
<some text disintegrates>
)|> )
)|> ) * Pen computing computer that never got released
)|>
)|> Thank god after seeing the newton - the technology needs a year or
)|> two.
)
) You can mock Apple all you want, but a friend of mine has it
)and it works for a lot of things. Did you know the US government
)is giving Apple $1 million just to validate Newton technology
)for the Department of Defense for medical use?
)
) And if they do validate, just $$imagine$$ how much they'll make.
)
) ATARI had a chance... and let it pass.
)

But when Atari had a pen computer, the technology wasn't there to make it as good as the newton! They were just too far ahead of the times...

)|> ) * The Atari Lynx- good piece of hardware that didn't sell well
)|>
)|> You heard it here first - I predict an amazing Lynx comeback tied to
)|> the Jaguar's success. I think a major reason the Lynx had trouble was
)|> no console tie in to instill loyalty.
)
) And I think it's called lack of proper marketing.
)

Right, but they are marketing both now...

)|>
)|> )
)|> ) * The Falcon
)|> )
)|>
)|> Hey! I love my Falcon (not carnally, for the picky among you).
)
) He he....
)
) Well, you can love it, but it flopped. You know what I mean,
)you can have a good product and it can still flop. That's my point

)with the Lynx- great product that didn't sell well.
)

It hasn't flopped till they stop making them.

)|>
)|> ) How am I supposed to believe all of a sudden that the Jaguar would
)|> )be any different?
)|>
)|> Well, because they really have been doing different things. I only
)|> ordered my Jaguar after I saw that they were actually advertising (A
)|> real physical Gamepro ad that I could touch), and had good press
)|> coverage - that plus the developers they've signed up convinced me.
)|> I've never seen anything like this for the computer line.
)
) True, but ATARI has to come out with software and support.
)
) And they pack in in a $250 machine a switch box which is not
)automatic, don't put a dust cover in their cartridge port, have
)a couple of RF interference and no cables for stereo sound...
)
) You know what I mean? But I agree, they are doing a lot of
)different things, which is why I GIVE THEM A CHANCE. It doesn't
)guarantee success, and it doesn't mean I don't have the right
)to be skeptic.
)

Actually, on rec.games.video.misc, I read about someone who got one of
the bad switchboxes - he called atari on the 800 number, and they
shipped a new automatic switch box in 5 days!! Now that is real
customer service.

The old Atari would have just said "What switch-box problem?" and
shipped out all 40,000 units.

As for he no stereo cale, I think that MOST people won't want stereo
cables anyway - the majority of SNES's I've seen just go to the TV.
So it dsoes make some sense to have an adapter that you can buy to get
features you need.

)|>
)|> As for the ST CD, well you can just get any 'ol SCSI CD-ROM and hook
)|> it up to an ST. True that there are not a lot of ST specific CD-ROms,
)|> but I can use photo-CD, or DTP CD stuff.
)
) No NO NO! I am talking about back in 1986 when ATARI was proposing
)doing something like CD-I is attempting today. At that time, THAT
)would have sold.
)

Hmm, I thought it was just a CD-ROm for the ST's, I hadn't heard about
anything like a CD-I machine.

)|> ) I has potential, and ATARI *seems* to be doing the right moves...
)|> )that's one thing...
)|> )
)|> ) But again, one thing is racing half the race and make it to the
)|> )goal, and another is racing half the race and come out in the last place.
)|> )
)|>
)|> But Atari's off to a good start in this race, instead of sitting at
)|> the gate trying to tie their shoelaces like the usually do.
)
) True, doesn't mean they won the race though.
)

But it means they are still in it - there are people who won't even
give them that much credit.

--
---> Kendall Gelner (kendall@rice.edu)

# 3465. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 21:46:57 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec8154657@great-gray.owlnet.rice.edu>
Source record: 19759

In article <CHp9yH.58x@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
)Kendall Helmstetter Gelner (kendall@great-gray.owlnet.rice.edu) wrote:
):#In article <CHKA59.LDA@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
):#)I hope you really don't believe that ALL Jaguar games will be all new games
):#)and not just ports. Even SEGA and Nintendo had their share of ports.
):#)Until there comes out a quantity of games for the Jaguar you don't know for
):#)certain what's going to be good and what's not.
)
):#True, but for the most part the Jaguar won't be getting as many ports
):#of games with poor gameplay. And personally, I doubt I'd by an SNES
):#port unless it offered better graphics or sound, in which case it has
):#been tailored for the jaguar... I guess that's really what I meant.
):#The CD-32 is getting a lot of stuff that is just A1200 or A500 games
):#dropped onto the CD.
)
)Actually, if you look at it this way, any game that gets ported will have
)to be tailored to run under its new environment. Same goes for CD32 or
)the Falcon or the 3DO. Now, the amount of tailoring that is done is
)debatable. Ports can be done very well or done very badly. Same goes for
)titles that are created specifically for that machine where they can be
)done very well or very badly. It's true that the CD32 is getting a lot of
)stuff from the A1200, but the CD32 is an A1200 at heart. This is what
)Rickard T. can't seem to understand. If it is already tailored for an
)A1200 then the least the developers will do is one of the following to
)bundle it with other A1200 games, include CD soundtrack, add levels, etc.
)or some of these or all of these.

The thing is, since the A1200 games will work right off of the CD, I
don't think you'll be seeing as many improvments overall as you would
in porting to a new platform - it's true that porting also leads to
the possibily of a worse game, but if the game manufacturers care then
they generally work on improving graphics or sound or something.

)
)When the Jaguar CD becomes available, the developers will most likely take
)games from the catridge but include the same thing in the previous
)paragraph, you'll have extras added.
)
)There are a lot of games I would like to see ported that I have yet to
)play. Even if they are old games, I wouldn't have played it as yet so,
)it'll still be new to me...8-). I'd rather have a large base of software
)to choose from, good and bad, new and old, rather than a small base of
)software with only new stuff and possibly all good. I'd like to choose
)what I can play rather since not everything that comes out suits my taste.
)

I'd rather have a small base of software on a really good machine than
a large base of software on an OK machine. I can't afford to buy more
than about two titles a month anyway, so a vast selection is not as
good if there are not many quality things. I know that there are some
for the CD-32, but I see a future of a lot neater stuff for the
Jaguar.

):#That's true, but the Jaguar has enough big developers now that the
):#hardware potential actually means something - with enogh good
):#companies working on projects, some really good games that use the
):#hardware well are bound to arrive.
)
)I agree here but the problem I have with the Jaguar now, is that it doesn't
)come with the CD. With the CD, developers wouldn't have to worry about
)trying to fit it into a smaller cart, and they'd have a whole CD to play
)with to push the machine to its fullest.
)

Well, some developers are already developing CD stuff, I think the
ones that want too can ask atari for a CD-develpment system. I just
don't see this short delay as much of a problem.

):#The problem I see with the CD-32 is that is has a much lower "upper
):#ceiling" on performance.
)
)8-). I see the CD32 with a much wider choice of options, though. I not
)sure yet about the 3DO though, it has a lot of potential but, potential
)doesn't always cut it, I'm waiting to see what their # of units sold is and
)the number of software that's actually seeing daylight. The same can be
)said of my feelings for the Jaguar too.
)

It what way a wider choice of options? It seems to have about the
same options as the other platforms.

):#Perhaps, but I think enough quality games can be made on a cart to
):#make it worthwhile until the CD comes out. Also, if the CD breaks
):#down I can still play the cart games, and I also imagine that some
):#company someday will figure out how to make a cart+CD game that could
):#use the strengths of each medium to do a lot.
)
)I give you that. I still have my reservations though...8-).
)
):#I think it is supposed to be fairly graphical - but I don't know too
):#much about it, and actually am not sure I'd buy it anyway.
)
)I was looking through CGW and found an article on it, so I bought the
)magazine. Oh, the Return to Zork game is being developed by Activision.
)It is graphical and with actors. The article goes on with the game having
)some flaws, but if the Zork legend had to rest on this game alone, there
)wouldn't be any Zork legend; but as an addition to the series, Return to
)Zork is more than satisfactory.
)

Hmm, well I guess it might be interesting. I'd have to see it first though...

):#That's true, but his company is not one that I miss a whole lot - what
):#concerns me more is the number of big developers latching onto the
):#system. Perhaps later I'll care more about the small companies.
)
)Team 17 and Psygnosis will be a lot to miss. Though I did see an article
)concerning developers for the Jaguar. It had a few names that were a
)subset of developers already doing stuff for the CD32, and I believe
)Psygnosis was also included. I don't know where Psygnosis officially
)stands on the Jaguar, Stefan maybe will be able to give a clue. The
)article goes on to say there are some small name companies, with a few
)names mentioned that I've never heard of.
)

Well, erm, actually I haven't really liked the gameplay on the
Psygnosis stuff I've seen - though the games looked nice.

):#But I doubt I'll even be able to afford all of the cart games coming
):#out as it is - I'll probably get Raiden and AVP, but I really can't
):#afford much more for awile. There's enough cart games to keep me
):#happy for awile...
)
)But, if the CD versions were cheaper than the cartridge versions wouldn't
)you be able to purchase more games...8-).
)

Ah, but I haven't seen that happen yet - 3DO games cost as much as
Jaguar carts (even lemmings!)

):#Yep, that's the plan.
):#The jaguar is scheduled to include Photo-CD, and Cinepak out of the
):#box. It will have an MPEG cart for the CD-ROM movies (not that I'd be
):#so foolinsh as to buy an MPEG cart), and they have also said they will
):#have an MPEG-2 cart for decoding movies broadcast over cable lines and
):#such (i'm not so sure about this either, but it might have potential).
)
)I've heard MPEG2 mentioned for the 3DO also, but I'd probably wait to see
)how MPEG-1 does first before thinking about MPEG-2. C= hasn't mentioned
)any plans about MPEG2 for the CD32 but, given C= track record of keeping
)quiet, it wouldn't surprise me if they had plans but just not saying
)anything otherwise nobody will buy MPEG-1.
)

Actually, MPEG-2 I think has a chance of surviving while I hope MPWG1
flames. The reason is that while I am not willing to pay for
something that has the same quality as a good VCR but cannot record, I
am willing to pay for something which lets me receive digital
transmissins of video that look really good (MPEG-2). I guess the
only problem is that if MPEG-1 fails, MPEG-2 could die with it in the
minds of the companies.

--
---> Kendall Gelner (kendall@rice.edu)

# 3466. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 21:51:47 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec8155147@great-gray.owlnet.rice.edu>
Source record: 19763

In article <2e4727$4e7@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad) writes:
)Michael Olin (molin@cxc1.cl.msu.edu) wrote:
): They should join forces and blast away at the REAL evil in the world
): of computers: MS-DOS! (The last dinosaur...)
)
)Small problem here... The non-preemptively-multitasking nature of the PC is
)perhaps the worst about it, according to many Amiga advocates. I wouldn't go
)as far as to say that this makes Atari computers just as bad - the processor
)is good stuff, anyway - but most Amiga fans seem to dislike the Atari ST
)and Falcon for the same reason. And also remember that we have to fight the
)Mac users, too.

Umm, but I have preemptive multitasking with memory protection on my
Falcon.

--
---> Kendall Gelner (kendall@rice.edu)

# 3467. JAGUAR INFO - HOT OFF THE PRESS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 22:48:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0659a8@troed.ct.se>
Source record: 19766

In a message of 08 Dec 93 02:29:19, David Heller wrote:

DH> only shipped 3,000 units to date out of a total run of 30,000 (not the
DH> originally planned production of 50,000). They stopped shipping when they

30,000 in the US, the rest being shipped to Europe. (London/Paris is what I
heard)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3468. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 22:49:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d065a0c@troed.ct.se>
Source record: 19770

In a message of 08 Dec 93 04:19:07, Jimmy Chan wrote:

JC> :#TRUE! That's why you have to do some MARKETING ... and THAT'S WHY the
JC> bloody
JC> :#GAMEBOY has sold so much ... Nintendo GAVE THEM AWAY at SCHOOLYARDS!
JC>
JC> And the reason the Lynx failed was because there was little software
JC> available. The Lynx was much better than the Gameboy yet, the Gameboy
JC> is still selling since it has software. Where's the Lynx now? A lot of
JC> people fear that Atari might do the same with the Jaguar.

The reason the Lynx failed was because Atari intended to market it along with the Panther .... which got scrapped because a 16bit console wasn't good enough ... Atari will now start marketing the Lynx again (check out GamePro and Die Hard Game Fan for adverts from Atari) with the Jaguar.

JC> :#JC> :#Military simulators using CD32's?
JC> :#JC>
JC> :#JC> You don't get around much, do you. Hint: Amigas.
JC>
JC> :#So? I still don't think they're using CD32's, which was what you said!
JC>
JC> Try reading a little more. I wonder why they call it the Amiga CD32 for?
JC>
JC> Rickard, are you truly this ignorant or is it an act?

I still don't think they're using CD32's.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3469. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 22:53:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d065adc@troed.ct.se>
Source record: 19772

In a message of 08 Dec 93 05:14:12, Jimmy Chan wrote:

JC> :#IF you can't read tech-specs, why did you even answer that?
JC>
JC> CDROM is the present and future. Cartridges are old.

Do you claim that the CDROM is the ONLY difference between the CD32 and the Jaguar? Boy, have you missed something ...

JC> So, if Stefan says otherwise you'll agree? This, I gotta see.

Correct, if Stefan claims the CD32 to be hardware superior to the Jaguar I'll stop posting here .. :-)

JC> Let's see if you buy a car without an engine w/ all kinds of other
JC> doo-dads
JC> for $1000. But, I buy a car with an engine for $2000, who makes out? I
JC> get to drive you get to play with your doo-dads. Like I said, Pfffffttt.

Idiot.

JC> to be a flop. Oh, and I did read up on the Sega "64-bit" Saturn. It
JC> seems
JC> they'll be introducing two models, one with a CD/cartridge and one
JC> cartridge
JC> based only. They are still figuring out if they'll release the "32-bit"

Just like Atari .. wonder why .... (it's not anywhere NEAR 64bit though .. )

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3470. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 22:55:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d065b66@troed.ct.se>
Source record: 19771

In a message of 08 Dec 93 06:10:46, Jimmy Chan wrote:

JC> The Saturn is being released in two versions. One will be CD/cartridge
JC> version the other is a cartridge only version. Rickard really should do
JC> more research, I did mine after hearing about the Saturn from Rickard.
JC> So,
JC> I guess Sega isn't too dumb after all...8-)

Que? Have I said anything else? I've known for quite a while now that the
Saturn will come in the same configurations as the Jaguar will ...

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3471. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 22:56:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d065b80@troed.ct.se>
Source record: 19761

In a message of 08 Dec 93 06:17:24, Jimmy Chan wrote:

JC> Considering that the company he works for was approached by Atari to
JC> develop for the Jaguar, I'd think they inform them when the CD would be
JC> release, right? Sometimes if you think it through a little it'll come to
JC> you, I hope.

That's NOT "official"!

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3472. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 22:58:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d065c20@troed.ct.se>
Source record: 19762

In a message of 07 Dec 93 20:33:54, Stefan Boberg wrote:

SB> It will sell because people want it. It's sold exceptionally well, as a
SB> matter of fact. Some friends of mine made a game for the CD32 called
SB> "Pinball
SB> Fantasies", which has sold between 40,000-50,000 copies on the CD32
SB> already.
SB> That's *very* good sales figures, and it means people will continue
SB> developing
SB> for the machine.

That is indeed impressive.

SB> None of the systems are ahead of the other in all areas. The fact that

Okey, the Jaguar is way ahead of the CD32 in EVERYTHING except that it doesn't
come with a built in CD-ROM .. satisified?

SB> other hand, the Jaguar has an edge in the graphics area, with it's object
SB> processor and higher processing performance. I wouldn't say either was

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3473. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 23:03:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d065d36@troed.ct.se>
Source record: 19760

In a message of 08 Dec 93 07:14:03, Jimmy Chan wrote:

JC> Gold for one and wouldn't buy from them no matter what platform. I did
JC> notice a few of the titles were ports. I thought you said that the Jaguar
JC> wouldn't have ports but new Jaguar specific titles? Some other titles

Then you obviously have problems reading my posts ..

On the CD32, people just copy old games onto a CD.

On the Jaguar (no matter if the game's a port or not) they will have to
re-write it, making the possibility of added features likely.

Understand now?

JC> Only when the CD comes out which will not be for many more months. Don't

"many more months" has still not been officially confirmed, although I find it
likely that Atari wants to wait until they can back it with software.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3474. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 23:04:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d065d8e@troed.ct.se>
Source record: 19769

In a message of 08 Dec 93 15:02:17, Georges Kesseler wrote:

GK> The Falcon's DSP at 16Mips (24bit) can decompress an 160x120 MPEG with
GK> 12FPS.
GK> So it is quite possible to achieve FMV on the Jaguar.

Both the resolution and the framrate is different from what I've heard, wasn't
12fps for compression?

I guess I'll have to write Brainstorm .. :-)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3475. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 23:05:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d065da8@troed.ct.se>
Source record: 19767

In a message of 08 Dec 93 02:08:24, Ricardo Hernandez Muchado wrote:

RH> |> I wrote that, but I also wrote it should have the CPU power to do it on
RH> its own
RH> |> if someone tries.
RH>
RH> Well, dream on ;-)

There is an MPEG decoder for the Falcon's DSP .. the same company who wrote
that one are Jaguar developers ..

Maybe I'm a good dreamer ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3476. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 23:06:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d065dda@troed.ct.se>
Source record: 19768

In a message of 07 Dec 93 20:56:05, Stefan Boberg wrote:

SB> I doubt it. My 25MHz 68040-based A4000 doesn't even decompress a 160x120
SB> pixel MPEG animation at more than 11 fps. A FMV animation is four times
SB> that
SB> size, and the Jaguar does not come near the computing performance
SB> required.

My Falcon has a DSP .. Brainstorm has written an MPEG-1 decoder for it .. 17fps
at 320*200 TC (May be 160*200, but I think it's 320 .. )

The Jaguar's DSP (and GPU) should be even faster.

SB> You're the one who's got problems with the reading. The CD32 does not
SB> render the graphics internally - the FMV module renders the MPEG stream
SB> to it's own framebuffer, and the CD32 video can then be superimposed on
SB> this (genlocked, basically). Same deal with sound.

Okey, so the FMV module is all that's needed really, none of the CD32's
hardware is used?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3477. Re: Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 23:20:58 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec08.232058.38098@rchland.ibm.com>
Source record: 19750

In article <2e3c20$kqv@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|> In article <1993Dec08.004905.50982@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >|>

[stuff deleted]

|> Sounds like a lot of tricks to do something that is really quite simple if
|> you have enough pixel depth. I guess what I'm getting at is, sure it's
|> possible to do a HAM8 game, but... well, how many HAM games were there?
|> (when I was last checking into games at all, it was 1990 and there was 1 or 2
|> after 5 years of people working at it... sure HAM8 is a different beast, but
|> the concept is similar enough that I'm nto sure we're going to see it do
|> any better...)

Remember Charles that Ham8 looks far better and that some techniques get discovered later on...

|>
|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3478. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 23:21:50 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec08.232150.50192@rchland.ibm.com>
Source record: 19751

In article <2d04d2a0@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 07 Dec 93 14:11:02, Clayton Donley wrote:
|>
|> (Why do I bother, this guy really needs a neural network transplant)
|>
|> CD> >Hint: It wasn't intended to compete with the A1200, it sells quite well
|> CD> >thankyou. (It was intended to sell to musicians and atarians .. which is
|> CD> what
|> CD> >it does .. )
|> CD>
|> CD> Yeah.. There are plenty of Falcon users out there who agree with that
|> CD> statement. And both of them are real happy with their machines.
|>
|> Surprise: The Falcon sells really well considering the basesystem is 11400 SEK.

Surprise: That's not what ATARI said.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

[stuff deleted]

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3479. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 23:26:36 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec08.232636.14690@rchland.ibm.com>
Source record: 19749

In article <2e3clf$l3i@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|> In article <1993Dec08.004222.38750@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <2dvg69$ra2@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|> >|> In article <1993Dec04.010634.18239@rchland.ibm.com>,
|> >|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >|> >In article <2dnk54$99l@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:

[stuff deleted]

|> >
|> > * Ham8 chooses colors from a 24-bit palette
|>
|>
|> That is a bonus. However, it cannot select freely from that 24-bit palette.
|> It can (at best) choose one of 64 pre-selected colors that WAS chosen, OR
|> it is forced to pick from one of 2^6 possible unique values FROM the 24-bit
|> palette. To make it look nicer, you could write an algorithm (which would
|> require CPU time) to aid in deciding how to deal with the 2 bits carried over
|> from the previous pixel, but.. the net effect is, you never can choose from
|> more than 4096 colors with total freedom froum that 24-bit palette for a
|> given pixel.

Charles, remember that 4096 color variations from a main register is quite
a bit! This is C='s quoted 256 * 1024 colors, atlhough carefully choosing
the base registers you can get more than that.

|>
|>
|> > * Falcon's 68030 has a 16-bit datapath. Operations
|> > such as decompressing an animation to memory where
|> > you have to move data will 'hamper' the data cache perf.
|> >
|>
|>
|> You walked right into a Motorola 56001 DSP with 32-bit datapath to memory
|> and running along at 33mhz. Why would you use anything else for such
|> a task? and since it runs concurrently with the 68030, I would really
|> have to say that it would be absolutely impossible for an Amiga 1200
|> that is "out the box" or even with fastRAM to decompress an image any
|> faster.

If the DSP has DMA access on its own to the memory, congratulations
on the Falcon. However, this isn't what I heard around here a couple
of months ago: supposedly the DSP had 96K RAM to work with, not
the RAM that the 68030 sees...

|> (for verification, check out how fast the JPEG algorithm runs on the 56001
|> on the Falcon... I remember a while ago someone posted a benchmark showing
|> it outperformed some '040 machines on that task...)

I can imagine it... the same way an FPU might outperform for other things...

But remember, I am talking about moving memory once you decompress it.
True, the Falcon will have a big advantage if the compression algorithm is
good like say - mpeg (or 'heavy' computational).

|> >|> >|> and the Falcon's display would have the advantage of
|> >|> >|> not having to force the programmer to make concessions to get animation
|> >|> >|> with thousands of colors.
|> >|> >
|> >|> > ARGGGGGGGGH you are getting this wrong again! :-)
|> >|> >
|> >|> > For animation HAM8 has no problems at all in making concessions! This is
|> >|> >how the anim format works in my machine every day!
|> >|> >
|> >|>
|> >|>
|> >|> But that is an animation that is working from global data.
|> >
|> > This is what I understand by animation, when you said it though.
|> >Alghouth I'll like to see what you mean by global data exactly...
|> >
|>
|>
|> Well, what I meant is that each frame was precalculated.
|>
OK, then we agree ;-) True.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3480. Forgot to add was Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-08 23:28:11 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec08.232811.15014@rchland.ibm.com>
Source record: 19752

In article <2e3clf$l3i@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|> In article <1993Dec08.004222.38750@rchland.ibm.com>,
|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >In article <2dvg69$ra2@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|> >|> In article <1993Dec04.010634.18239@rchland.ibm.com>,
|> >|> Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> >|> >In article <2dnk54$99l@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:

[stuff deleted]

|> That is a bonus. However, it cannot select freely from that 24-bit palette.
|> It can (at best) choose one of 64 pre-selected colors that WAS chosen, OR
|> it is forced to pick from one of 2^6 possible unique values FROM the 24-bit
|> palette. To make it look nicer, you could write an algorithm (which would
|> require CPU time) to aid in deciding how to deal with the 2 bits carried over
|> from the previous pixel, but.. the net effect is, you never can choose from
|> more than 4096 colors with total freedom froum that 24-bit palette for a
|> given pixel.

Charles, I fogot to add that remember that you can alter the base 64 color registers per horizontal line using the Amiga's copper.

This takes 0 cpu time...

[sutff deleted]

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3481. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 01:52:17 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CHqvv6.3Hw@freenet.carleton.ca>
Source record: 19753

In a previous article, y91stebo@odalix.ida.liu.se (Stefan Boberg) says:

>>I wrote that, but I also wrote it should have the CPU power to do it on its
>>own if someone tries.
>
> I doubt it. My 25MHz 68040-based A4000 doesn't even decompress a 160x120
>pixel MPEG animation at more than 11 fps. A FMV animation is four times that
>size, and the Jaguar does not come near the computing performance required.
>
Can you say: DSP? :-)
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada **

# 3482. Re: Falcon already IS an Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 01:56:28 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CHqw25.3p2@freenet.carleton.ca>
Source record: 19754

In a previous article, cdonley@amiganet.xnet.com (Clayton Donley) says:

>Granted you had a CD-Rom *available* for your Falcon, much less a programmer to
>MAKE an MPEG player to do it with! :) And please remind yourself that your
>Falcon had an 030, while the Jaguar has a puny 68000 running at barely over .9
>MIPS. @ 13 Mhz. The CD^32's CPU runs at 4.5 times that speed. Ive seen a Jaguar
>in action, And I personally would be suprised if it could animate a full-screen
>animation at greater than 5-6 frames per second. The Jaguar's hardware, to put
>it bluntly, looks weak in comparrison to CD^32 combined graphics and CPU
>horsepower.
When will this guy go away? I seem to remember someone
claiming to be the real Clayton Donley who announced that this idiot's
account (on amiganet) was going to be terminated. What is going on ?
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada **

# 3483. need help with hard drive, want to buy

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 04:19:32 UTC
From: rge@helix.nih.gov
Message-ID: <1993Dec9.041932.26366@alw.nih.gov>
Source record: 19755
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hi guys,

We recently got a vintage 1987 Supra shoebox enclosure with an Atari host adaptor. It had a Miniscribe 20Mb drive that still ran but was chock full of hard blocks (too many to successfully reformat). Unfortunately I threw it away without writing down the model #. We've tried several other drives (SCSI and Miniscribe) with the host adaptor, none of which it recognizes. I've been told that this adaptor won't recognize anything bigger than 30 Mb. Can anyone tell me which drives it will work with? Does anyone have a (cheap < $50) one to sell?

The only marker on the host adaptor is:

" Supra c(1987) 30-0014-5 "

I may be able to get a replacement Miniscribe from our Surplus dept here. What model # should I look for? The one I have already is a Miniscribe model 84255, taken off an old Unix machine. Should this drive work?

Every drive I've tried triggers a "dma device not responding" message.

# 3484. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 04:53:49 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2e6b0t$ge5@darkstar.UCSC.EDU>
Source record: 19756

In <2e4727$4e7@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad) writes:

>Michael Olin (molin@cxc1.cl.msu.edu) wrote:
>: They should join forces and blast away at the REAL evil in the world
>: of computers: MS-DOS! (The last dinosaur...)

>Small problem here... The non-preemptively-multitasking nature of the PC is
>perhaps the worst about it, according to many Amiga advocates. I wouldn't go
>as far as to say that this makes Atari computers just as bad - the processor
>is good stuff, anyway - but most Amiga fans seem to dislike the Atari ST
>and Falcon for the same reason. And also remember that we have to fight the
>Mac users, too.

'cept that Atari MultiTOS _IS_ Pre-emptive multitasking... So you can leave
the Falcon out of that (every Falcon with HD ships with MTOS...)

~Chris

>Have fun, Kristofer.

>--
>Name: Kristofer Maad |
>Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
> 752 38 Uppsala | system screw up completely almost makes
>Phone: 018-50 59 12 | it worthwile." /Kris
>E-Mail: m93kma@tdb.uu.se |

# 3485. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 04:57:42 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2e6b86$gij@darkstar.UCSC.EDU>
Source record: 19757

In <1993Dec08.232636.14690@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

>|> It can (at best) choose one of 64 pre-selected colors that WAS chosen, OR
>|> it is forced to pick from one of 2^6 possible unique values FROM the 24-bit
>|> palette. To make it look nicer, you could write an algorithm (which would
>|> require CPU time) to aid in deciding how to deal with the 2 bits carried over
>|> from the previous pixel, but.. the net effect is, you never can choose from
>|> more than 4096 colors with total freedom froum that 24-bit palette for a
>|> given pixel.

> Charles, remember that 4096 color variations from a main register is quite
>a bit! This is C='s quoted 256 * 1024 colors, atlhough carefully choosing
>the base registers you can get more than that.

Yes, but isn't 65536 colors freely chosen better? :) (no need to go into
all the details again of why you feel HAM8 is better. Just found that after
all the 65000 colors isn't enough! we now get 4096 color is plenty! from the
same people...)

>---------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

# 3486. Re: Falcon already IS an Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 05:02:11 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2e6bgj$gn9@darkstar.UCSC.EDU>
Source record: 19758

In <cdonley.2rxh@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:

>Granted you had a CD-Rom *available* for your Falcon, much less a programmer to
>MAKE an MPEG player to do it with! :) And please remind yourself that your
>Falcon had an 030, while the Jaguar has a puny 68000 running at barely over .9
>MIPS. @ 13 Mhz. The CD^32's CPU runs at 4.5 times that speed. Ive seen a Jaguar
>in action, And I personally would be suprised if it could animate a full-screen
>animation at greater than 5-6 frames per second. The Jaguar's hardware, to put
>it bluntly, looks weak in comparrison to CD^32 combined graphics and CPU
>horsepower.

[sing to the tune of Mel Brooks' "The insuisition' from HOW Pt 1]

Misinformation, what a show!
Misinformation, watch us blow!

(I forget the rest...)]

Look, you cannot compare the 030 in the Falc to the 000 in the Jaguar. The
Jag is designed around a completely different idea than a computer.
And stop lying about how the CD32 looks better. I think you are the only
person in the world who believes so, and shouting won't make it true.

~Chris

>+--------------------------------------------------------------------------+
>|Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
>+--------------------------------------------------------------------------+

WHat happened to you getting your account revoked? Sigh...

# 3487. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 09:24:23 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2e6qs7$ve@harbinger.cc.monash.edu.au>
Source record: 19774

Charles Medley (cmedley@wam.umd.edu) wrote:
: In article <cdonley.2rba@amiganet.xnet.com>,
: Clayton Donley <cdonley@amiganet.xnet.com> wrote:
: >
: >
: >Hahah, im sorry. I just had to laugh at this.. "there are a LOT of Jaguar
: >developers!!"
: >
: >
: >THERE ARE 15 CONFIRMED DEVELOPERS WORKING ON JAUGAR CARTRIGES.
: >
: >THERE ARE >> 127 << CONFIRMED DEVELOPERS WORKING ON CD^32 TITLES.
: >
: >

: Here's something even funnier:

: There are *ZERO* CD-32s in the United States of America.
: There are at least 50,000 Jaguars. All sold.

WRONG! There's only going to be 30,000 in the US, 20,000 split in Europe.
Where you getting your junk from?

- Jim

# 3488. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 09:53:50 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHrl5r.GGC@barclays.co.uk>
Source record: 19801

In article <KENDALL.93Dec2105609@snowy.owlnet.rice.edu>, kendall@snowy.owlnet.rice.edu (Kendall Helmstetter Gelner) writes
|> That doesnt matter - do you honestly think MPEG is better than SVHS?
|> I sure don't. And it definatley is not better (or even equal) to
|> laserdisk technology!
Amen to that! I'm amazed at all the publicity for CDi, FMV, MPEG2 et al as if they are pushing forward the bounderies of high quality video. They're not! At best, they are getting *near* to laserdisk which is over 12 years old and still reigns supreme as the ultimate method of watching movies at home.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 3489. Re: Falcon already IS an Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 10:10:04 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec9041004@great-gray.owlnet.rice.edu>
Source record: 19790

In article <cdonley.2rxh@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
)kesseler@arthur.crpht.lu (Georges Kesseler) writes:
)
)>
)>> >I wrote that, but I also wrote it should have the CPU power to do it on its
)>> >own if someone tries.
)>>
)>> I doubt it. My 25MHz 68040-based A4000 doesn't even decompress a 160x120
)>> pixel MPEG animation at more than 11 fps. A FMV animation is four times that
)>> size, and the Jaguar does not come near the computing performance required.
)>The Falcon's DSP at 16Mips (24bit) can decompress an 160x120 MPEG with 12FPS.
)>So it is quite possible to achieve FMV on the Jaguar.
)
)Granted you had a CD-Rom *available* for your Falcon, much less a programmer to
)MAKE an MPEG player to do it with! :) And please remind yourself that your
)Falcon had an 030, while the Jaguar has a puny 68000 running at barely over .9
)MIPS. @ 13 Mhz. The CD^32's CPU runs at 4.5 times that speed. Ive seen a Jaguar
)in action, And I personally would be suprised if it could animate a full-screen
)animation at greater than 5-6 frames per second. The Jaguar's hardware, to put
)it bluntly, looks weak in comparrison to CD^32 combined graphics and CPU
)horsepower.
)
)Go play Stardust on one of the "old" ECS Amigas, and youll see why--An ECS
)Amiga with 1/4th the CPU horsepower of a CD^32 and half the graphics horsepower
)of the CD^32's AGA chipset. The Jaguar cant even touch it.
)

I'll accet that my Falcon is not going to be able to do any FMV off of
CD - that's reasonable.

But then you go into the standard mindless rant about the CD-32's
processor being 4.5x faster than the Jaguars Joystick controller - so
what? The Jaguar does not just BLOW AWAY, but in fact ANNIHLATES the
CD-32, leaving not a spec of cheap plastic to be found. The jaguar
has TOM and JERRY which are IMMENSELY faster than the Fat Albert or
Jughead & Veronica or whatever chips you have in your pitiful CD-32.
The Jaguar can simultaneously render an infinate number of angles on
the head of a TRANSPARANT pin, all while playing the HALLELEUA CHOURUS
at 50KHZ, by mixing the 86-BIT DIGITIZED sound samples from each of
the 230 choir members.

In short, you are wrong.

Grumpily Yours (hey - it's finals week),
--
---> Kendall Gelner (kendall@rice.edu)

# 3490. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 10:13:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d06fa3a@troed.ct.se>
Source record: 19812

In a message of 08 Dec 93 19:40:49, Unknown wrote:

U> All the fanatical Apple II heads (not me, cuz i had no $$) bought it,
U> despite its incredibly slow processor speed. It ended up selling
U> a lot, but because the hardware straight up blew no one developed
U> any software for it. It sucked that this happened since I was a

This sounds like today - CD32 .. :-)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3491. Re: Falcon already IS an Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 10:16:15 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Dec9.101615@cs.bham.ac.uk>
Source record: 19773

In article <cdonley.2rxh@amiganet.xnet.com>, cdonley@amiganet.xnet.com (Clayton Donley) writes:
|> kesseler@arthur.crpht.lu (Georges Kesseler) writes:
|>
|> >
|> >> >I wrote that, but I also wrote it should have the CPU power to do it on its
|> >> >own if someone tries.
|> >>
|> >> I doubt it. My 25MHz 68040-based A4000 doesn't even decompress a 160x120
|> >> pixel MPEG animation at more than 11 fps. A FMV animation is four times that
|> >> size, and the Jaguar does not come near the computing performance required.
|> >The Falcon's DSP at 16Mips (24bit) can decompress an 160x120 MPEG with 12FPS.
|> >So it is quite possible to achieve FMV on the Jaguar.
|>
|> Granted you had a CD-Rom *available* for your Falcon, much less a programmer to
|> MAKE an MPEG player to do it with! :)

<much misinformation deleted...>

Err... excure me but since when have MPEG's been synonymous with CD-ROM drives ?
The whole point of an MPEG is to compress an animation to an extent that it can be stored easily on disks / in limited memory. Oh yeah, and the program _does_ exist to do it, it just costs a bit too much for anyone to licence it right now.

Get yer facts straight next time eh ?

Ian Rae
Software Engineering
University of Birmingham, UK

# 3492. gaming/jaguar news

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 11:27:22 UTC
From: an8496@anon.penet.fi
Message-ID: <113308Z09121993@anon.penet.fi>
Source record: 19775
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.misc,rec.games.video
Body handling: HTML body converted to readable text

Ok here is the latest gaming/Jaguar news. Everyone see
CNN and the new game system comparison? They said 3D0 was in money
trouble and the Jag was the techo Top Gun. Also if you want to get
cheap 3D0s Babbages will be selling lots of refurbished defective
3D0s sometime soon!

No mention of Commodore CD32 although a couple weeks ago the news said
that C= said they may be going out of business?! C= lost over $300
Million and have only around $5-8 million cash. My brothers friend
is a lawyer and also said Commodore lost a multimilion dollar patent
lawsuit earlier this year and owe Cadtrak and banks over $30 million.

hope this comes out ok

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type HHH (RETURN after that). Wait for the U#= prompt.Type XTX99437,GENIE
and press [RETURN]. The system will prompt you for your information.
==========

<[Host] ST.LOU> Before getting started, some business about how an
RTC works. While the RTC room is in Listen-Only mode, you can only
address our guest when I let you talk. To get my attention, just
/RAIse your hand. Just enter this from your keyboard: /rai

<[Host] ST.LOU> I'll acknowledge your raised hand as soon as I can,
but please be patient. I will let you know when your turn is coming
up.

<[Host] ST.LOU> Some other RTC commands are:

<[Host] ST.LOU> Welcome to the December edition of Dateline Atari
with Bob Brodie. I am going to keep my introductory comments REAL
short because the last time Bob joined us - so did over 100 people!
With that many people, some were disappointed that we ran out of time
and could not answer their questions. No doubt the focus of tonight's
Real Time Conference will be the Jaguar's outstanding rollout in New
York and San Francisco. I am sure Bob will talk about Atari's
fantastic success with this incredible product. Before beginning, I
would also encourage you 'gamers' to check out the new Jaguar CATegory
in the Bulletin Board. May I suggest you begin by downloading the

fast-accumulating archive files! Now, heeeeeeeeeeere's BOB!!!!

It's great to be on GEnie for our monthly Dateline:
Atari! Session. I'd like to take this opportunity to extend my
wishes for Happy Holidays to all Atarians. May this holiday season be
full of joy for you and those that you hold dear!!

We've got a lot to talk about as we head for the
holidays, and some of the much sought after Jaguar T-Shirts to give
away tonight, so let's get started!!

Tonight, I'm once again coming to you from the East
Coast. This session of Dateline: Atari finds me as guest of Ron
Kovacs of Z*Net News Service. Atari has sent me to the New Jersey/New
York area to visit the retailers that are presently carrying the
Jaguar. I'll be here for five days, returning to Sunnyvale late
Friday night. I'm grateful that Ron has opened his home to me for
dinner this evening, and to do tonight's RTC. This also marks the
first time we've had a Dateline: Atari

Following the roll out event in New York last month, we
began shipping the Atari Jaguar, our new 64 bit multimedia
entertainment system. Consumer acceptance has been outstanding, and
we are working to accelerate shipments to meet demand as quickly as
possible. Virtually every retailer that is carrying the Jaguar has
sold out their present allocation!! We will be shipping additional
quantities of Jaguars today, and next week. Our roll out hasn't gone
entirely smoothly, though. We have had some consumers report that
they had problems with poor image quality on the screen. Upon
investigation, we discovered that some of the RF switchboxes, which
were supplied by an outside vendor, did not meet our specifications.
We stopped shipping Jaguars briefly in order to remove the defective
switchboxes, while we acquired an acceptable replacement unit. The
new RF switch box is upgraded from the initial RF box, in that it is
an auto switching unit. In the event that there are people that still
have the defective switch box, they can call our 800 service number,
1-800-GO-ATARI. We will be happy to send them a new switch box at no
charge. For those customers that have already obtained another
switchbox, or do not wish to wait for Atari to replace their defective
switch box, Atari will send them free of charge their choice of an
S-Video or Composite Video cable. These customers should call
1-800-GO-ATARI, and return their defective switchbox. Please remember
that this 800 number is strictly a service number.

Atari regrets any inconvenience that this might have
caused our customers. On a personal note, I read a number of posts
on-line speculating that Atari might have utilized old RF boxes from
the Atari 2600, XE Game System, or other products. That's simply not
true. Ironically enough, if we had been as cheap as some of our
critics would have you believe, there probably wouldn't be any problem
with the RF boxes in the Jaguars! While this has been an
unfortunate happenstance, it does underscore the value of doing a test

market to discover any problems before going national with a new product.

The weekend following the New York launch event, Atari conducted a promotional event at the Newport Mall in New Jersey. We're pleased to report that the event was a tremendous success! Thousands of youngsters participated, and enjoyed a hands on experience with the Jaguar!! Atari is pleased to announce tonight that there will be another mall presentation of the Jaguar, this time at the Tanforan Mall in San Bruno , CA. This mall is located off of Interstate-380 and El Camino Real, not too far from San Francisco International Airport. We'll be at the mall on this coming weekend, December 11-12. Those of you in the Bay Area that haven't had a first hand look at the Jaguar should stop by this event. We'll be giving away Jaguar T-shirts, and Jaguar caps at this event as well.

I've been swamped with requests for Jaguar units for reviewers, the amount of attention that Atari is garnering for the Jaguar is simply _HUGE_. Atari has had the Jaguar showcased on the CBS Morning News, The Today Show, we're going to be on "Good Morning America!" during their hot Christmas gift giving segment the holidays. The Jaguar will also be featured in "Hi-Tech Toys for the Holidays" segment of the "Next Step" program produced by The Discovery Channel and KRON-TV, Channel 4 in San Francisco. Those of you in the Bay Area will be able to see this segment of "Next Step" on Friday, December 17th at 8:00 PM on Channel 4. Nationally, the show will be available on The Discovery Channel, which airs on Tuesdays at 9:30 PM. Show host Richard Hart is also the high technology reporter for KRON-TVs NewsCenter 4. KRON-TV is the San Francisco NBC affiliate.

The latest edition of "Die Hard Game Fan" is hitting the streets now, with Cybermorph on the cover of their current issue. Die Hard Game Fan reviewers made Cybermorph their Game of the Month, rating it 99, 98, 98, and 96!!! Be sure to check out this issue of Die Hard Game Fan, it has close to 8 full color pages of Jaguar coverage. They also review the next game due out for the Jaguar; Trevor McFur in the Crescent Galaxy, and a terrific poster of Cybermorph that their staff artist created!! The current issue of Electronic Gaming Monthly also has a "Future Wave" coverage of the Jaguar version of Raiden!! Trevor McFur in The Crescent Galaxy is due at Atari next week, with Raiden due in Christmas week. Evolution: Dino Dudes was the last of our titles to be released by our game testers, and should be in the stores shortly after Christmas. Be on the lookout for other Jaguar coverage in Game Pro, Video Games, ST Format, and ST Informer Magazines!!

On the review front, I'm doing the best I can to keep up with the demand for review units, but there are bound to be a few people that will be upset if they don't receive a Jaguar for review. If you have a particular publication that you feel would be useful for Atari to have the Jaguar reviewed in, please feel free to send me a

note in GEnie mail with your suggestion. I've been amazed at some of the publications that are excited about the Jaguar, including publications that normally just review video products, rather than video games. Atari has also been contacted by a number of more "mainstream" publications that are very interested in the Jaguar. Sometimes it feels like anyone that has ever written an article is queueing up to request a Jaguar review unit. We're being a little bit careful about where the units go right now. As our supply of Jaguar units increases, we'll be getting out even more units for review. For the time being, I'm concentrating on the magazines, with the newspapers and free lance writers taking a back seat.

On the Lynx front, this week will mark the beginning of the Lynx TV ads that we're going to begin running. These ads will be in the same markets (NY and San Francisco) where we are presently doing our Jaguar TV ads. The print ads for the Lynx have been running concurrently with the Jaguar ads. The Lynx print ads will be changing to reflect a new promotion that we're running for the Lynx - Buy a Lynx between now and Super Bowl Sunday (January 24th, 1994), and we'll send you a FREE Lynx NFL Football Game Cartridge! There are coupon pads being mailed to all of our retail partners now for this promotion. Your cost for the game is just $3.50 for shipping and handling. Be sure to check the next issue of Atari Explorer Online Magazine for all the details on this special purchase promotion. By the way, Atari Explorer Online Magazine is also preparing some very nice GIF pics of the pin outs for the S-Video and Composite cables for those of you that just can't wait for them to get to the stores! AEO will also have some GIFs of the Jaguar roll out event in New York very soon as well. They used a Migraph Color Scanner with a Falcon030 to scan some 35mm photos from the event. I'm sure you'll enjoy seeing them!

On the computer front, we continue to have an excellent supply of Falcon030s in stock. The new Migraph Color Scanner for the Falcon is really terrific, and Cubase Audio for Falcon is getting rave reviews in the Music field!! According to one of our rep firms, Cubase Audio has capabilities that would cost a Mac or PC owner over $7,000 more to obtain!

With that... I'm ready to conclude my remarks and take any questions, Lou. Let's get started!!

<[Host] ST.LOU> Before taking questions, a reminder that the Jaguar T-shirts will be given away to the 4 persons who answer the skill testing question. HINT: The answer is in that massive text file that Bob just uploaded :-) :-)
OK, here we go with Hydraxxus.

<[Hydraxxus] J.GERMAN3> Bob, as you may have seen I posted a question about other nets getting news about Atari before GEnie And complained that I thought this was THE place for Atari news....what's the scoop?
GA

<[Host] ST.LOU> By the way, folks... just one question tonight.

Hi Jim. Well I think what you're really referring to is
Sam's postings. He's been playing around with Aladdin, but not with a
lot of success. On the other hand, he was really impressed with how
easy CIM was to set up. I'm trying out some of the new things like
Oracle for GEnie to see if I can make it easier for him to get on
GEnie. He's using a Falcon, and an IBM laptop. He doesn't care for
Aladdin on either one. I'm in constant contact with AEO, and am
online as much as possible. But as I indicated in my opening
remarks, I'm out of the office now visiting retailers. That doesn't
leave very much time for being online. I'm trying to get here more
often, but it's tought. oops, that's tough. ga

<[Host] ST.LOU> Thanks, Bob. Give me a sec to record all the /RAI :-)
Swamped at the moment :-) Next we have Shadow.

<[Shadow] D.VANTREASE> What's the tentative release date of the CD
unit, and price? And will there be software bundled with it? (CD unit
for Jaguar, that is!) GA

Shadow, the CD is set for mid 94. At this point, we
envision a price of approx $200. No plans re the CDs at this point.
ga

<[Host] ST.LOU> On to Travis at Atari Explorer Online.

<[Noles #1!] AEO.MAG> Hi Bob, Ron. Bob, AEO thanks you for you
dedication to online users. You do a terrific job that many just can
realize. First, congratulations to Atari. The way it looks, the Jaguar
is already a winner with consumers. Bob, I suppose you have had time
to read the response to your letter to Electronic Gaming Monthly in
which they make some pretty interesting claims. Would you care to
respond to them tonight? ga

I thought some one might want to ask about that
tonight... When I wrote the letter to Electronic Gaming Monthly, I
was truly surprised that they told their readers that we were
responsible for the lack of Lynx coverage in their magazine. When I
saw the response to my letter that they printed, I was really upset!

First of all, you have to understand that prior to my
taking over the relationships with the game mags, they were handled by
Juli Wade. She had been asking EGM to return the Black Box that they
had for a couple of years. Every time she asked them to return it,
they denied having a Black Box. (We knew that they had one...our
staff in our Chicago office gave them one.) It wasn't until she
resorted to asking them to return it so it could be modified to work
with the Jaguar that they finally returned the box that they had
denied having for YEARS! And they have the gall to say honesty is the
best policy?!?!?!?

While they bemoan our supposed lack of support, we
agreed to meet with EGM Editor Ed Semrad the day after our initial

Jaguar press conference in Sunnyvale because he couldn't make it to the "real" press conference. Ed was given hours of exclusive, hand on time to question myself and Bill Rehbock, all without the hassle of the crowd that the other media had to contend with at the press conference. Ed makes regular trips monthly to the Silicon Valley to visit Electronic Arts, Sega, Capcom, 3DO, and other companies. I invited him to visit us on his next trip, but he chose not to. Instead, he returned to our office two months later, complaining about the fact that other mags had screen shots that he didn't. So even though other publications had obtained the shots that AEO had uploaded for us, I modemed all of the screen shots (close to 14 megs) to EGMs offices so Ed wouldn't have to mess around with a Syquest.

When EGM called to ask for a Jaguar unit so they could have coverage in their issue for CES, I personally got the unit shippped out from a Fed Ex office that accepts shipments past the normal cut off times. I sent them out a unit that had literally just come back in to the office from the Newport Mall event in New Jersey.

I'm very sorry that EGM seems to think they aren't getting proper support. The fact is that the support we've been giving EGM _IS_ what they need, but it is not what _they want_! Other magazines print reviews of Lynx games with the very same support from Atari. For EGM to say that they can't write about the Lynx simply isn't true. If they were really honest, they would have said that they WON'T write about the Lynx.

But then again, if they were really honest, they would have returned our Black Box when we asked for it. Instead, they denied having one for YEARS!

Mind you, this is the same magazine that constantly insults Atari in print. In one publication, they ran a column telling people what to do to get on the cover of EGM. One of the suggestions was new hardware always gets on the cover...unless it's from Atari. Another column ran the top ten reasons that the Jaguar will fail. There were two versions of that column. One of them ran in a sister publication of theirs called "HERO Illustrated". According to them, the number one reason that the Jaguar will fail was Sam Tramiel. I was shocked to see that they were so very personal, so nasty, in their attack on Atari.

The last time Ed was in our building, we discussed all of these things with him. Ed assured us that he just wanted to run a quality magazine from an editorial standpoint. Sam Tramiel personally spoke to Ed, and simply told Ed that he didn't know what the problem was between EGM and Atari. Sam asked Ed for a better relationship, and for all the nasty commentary to stop. We have even started advertising with EGM, like the other game magazines.

After everything Atari has gone out of our way to do, I'm shocked that Ed would be so arrogant, so very nasty in his reply to my

letter. If they choose to ignore the needs of their readers, that's they're choice. We've seen what happens to other publications that ignore their readers needs, and continually insult and belittle people in their publication, like STR. They burn _all_ of their bridges, alienating consumers and industry people alike, and then wonder why they don't get any information. I hope that EGM won't be foolhardy enough to continue down that path.

At this point, I recommend that you read Game Pro, Die Hard Game Fan, or Video Games to get the best Atari coverage.

<[Host] ST.LOU> Wow... were you expecting that question? :-)

Or of course, AtariUser Magazine. ga

<[Noles #1!] AEO.MAG> I think we all should give Bob a round of applause for the job he does. ga

<[Host] ST.LOU> Thanks Travis. Bob, let's welcome Nate to the RTC>

<[Nate] L.JESSE> Bob, first, what is Atari doing about third party licensees such as electronic arts and Capcom, etc.? Secondly, what options do i have, I'm from Illinois, to get a Jaguar before X-Mas? GA

Hi Nate, we've signed up over 35 licensees at this point. EA is not on the list yet, which is no surprise considering Trip Hawkins close involvement with 3DO.

<[Host] ST.LOU> Folks, there are 14 in queue. I will get to you ASAP. Thanks for being patient. GA, Bob

However, EA is really much more of a publisher, than a developer. We've gotten a number of licensees that have been published by EA, like Park Place. Re Capcom, they have requested a development unit, and we're expecting to have a meeting with their staff in Japan at some point.

<[Host] ST.LOU> REMINDER... the answer to our T-Shirt Draw question is in Bob's opening remarks.

Being from Illinois is tough right now. I was reading in the BB earlier tonight about a number of people being told by Babbages that we had dropped the ball. I'm certain that this is just a misunderstanding by the personnel in the store. We've been very clear with their corporate management that we would prefer they restrict their shipments into just SF and New York. If they go out of those areas, they are diluting the product availability to the target areas. ga

<[Host] ST.LOU> Thanks. Now Sam RAPP!

<[Sam_030] SAM-RAPP> Bob... When will you be shipping Jags to those of us that ordered from Atari Direct? It has been almost a month since you charged my credit card! I figured you were waiting for the

next batch of T-shirts, so you could send one along! Would it help if I had only ordered the console, instead of an extra controller and two other games? Thanks! GA

Hi Sam, the Jaguars will be shipped to you so that they will arrive before Christmas. I wish I could be more specific, but I cannot give you a more accurate statement at this time. Remember that the units are really being shipped by IBM. So for the orders that are sent out from Sunnyvale, we have to get a shipment from IBM before we can ship, too. ga

<[Host] ST.LOU> Ooops, I missed Hal. Here he is now. GA Hal.

<[Hal] H.SCHEIE> I have a Jag on order from J&R, I'll get it in their next shipment .Any chance it will be this week?

I don't have the exact allocations on hand, Hal. I believe so, but can't guarantee that. Please, remember that I'm NOT in the office right now. ga

<[Host] ST.LOU> Sean from Processor Direct

<[Sean@TWP] P-DIRECT> Good evening Bob, easy question for you tonight: Are any developers are making an indepth flight sim for the Jaguar, and if not could you pass the hint on to them? GA

Can you say Microprose? ga

<[Sean@TWP] P-DIRECT> Not chopper.. GA

Fighter sims, jet sims, etc.

<[Host] ST.LOU> Sounds good to me. Next we have Ken.

<[Ken] K.STEVENS1> Hey Bob, still waiting for my direct order Jag (hint, hint). Question, how many titles are being developed/ready for the Jag CD? (By the way,how do you give a round of applause on a computer?) ga

Ken, I know of several titles being developed, but I'd rather not get into specifics right now. They are just getting up to speed on the system. Remember, CD games take around 500+ megabytes of data. That's a lot of stuff to develop. ga

<[Host] ST.LOU> Moving along to Kid Metal.

<[Kid Metal] M.MURPHY31> Howdy from Texas, Bob. Will the INcredible Universe in Dallas get any Jags to sell before the national roll-out? GA

Yes ga

<[Host] ST.LOU> Oh..... Mark Warner is next. GA Mark. Welcome

<[Mark Warner] M.WARNER8> Bob, can you tell me what other games beside Alien v Predator are due out in January? I also want to comment on

how impressed I have been with way Atari has handled the RF problem. (whoops thats "with THE way") ga

Thanks Mark. I've been really tied up getting out and dealing with the review unit issues, so I'm about a week behind in that info. Maybe more. At this point, I know that we're hard at work on Tiny Toons, AvP, and Club Drive. But after AvP, I'm not sure about release dates. ga

<[Host] ST.LOU> Charles Smeton of NewSTar is our next guest, Bob.

Hi Bob. Thanks for sending Crescent Galaxy, an extra game controller, and the Jaguar T-Shirts and Hats to the ToadFest. Toad Computers donated a Jaguar that was raffled off and which raised over $500 for Habitat for Humanity. The Jaguar was the main attraction at the show. With the Jaguar being the main focus at Atari, I have heard numerous rumors that the outside of TT's for Jaguar Development Kits, there is little to no activity on the computer end of things at Atari. As a developer with a vested interest in the computer end, do you have any encouraging words? GA

Charles, we're still very interested in the computer business. We're looking for applications that will give people a reason to select an Atari over the competition. Programs like Cubase Audio do just that. We don't have any intention of giving up on the computer business. But in order to do the Jaguar properly, it's requiring just about all of our resources. At least in the manpower segment. ga

Thanks Bob, I just hope that we can hang in there until the resource allocation shifts a bit ;-) ga

<[Host] ST.LOU> Thanks Charles.

Charles, me too. Me too. Please keep... in mind that we've also publically talked about using the Jag as a CPU at some point.
<[Host] ST.LOU> Next we have Hydraxxus... then Hassen

<[Hydraxxus] J.GERMAN3> Earlier you mentioned MP. Did you mean to say you would pass the word or that they were working on titles? (Clap, clap, clap {for the Jaguar, it's a great machine, I like mine}) (nice tie)

Jim, they are working on titles. Glad you like your Jaguar...I wish I had more time to play!! ga

<[Host] ST.LOU> Now Hassen

<[Hassen] H.HAMMOUD> Hello Bob. I was in Toys R us on Friday here in Indiana. They had no Lynx carts at all, nor did they expect to be getting any. What's up? Also, will there be an Asteriods port to the Jag???(I still love that game.) GA

<[Hydraxxus] J.GERMAN3> Gee, free question?

Hassen, we've had a problem with the Lynx in Toys R Us
for quite awhile. However, that has been resolved, and they will be
getting them, along with some promotional material regarding the Lynx
NFL Football game. ga Re Asteroids, we're talking abouti t. ga

<[Host] ST.LOU> OK On to Matt Rivman.

<[Matt] M.RIVMAN1> Hi Bob, and thanks yet again, for being here! The
question is just a bit off the Jaguar topic... Any ideas about the
late financial statement from Atari? I'm a somewhat new investor and
would like to keep up! GA

<[Host] ST.LOU> You folks are being terrific... and patient. Still 15
in the queue.

Hi Matt. We've been so busy with the press of business
for the Jaguar that we asked the SEC for an extension to file. We
should be releasing the numbers very soon. ga

<[Host] ST.LOU> OK, now we have J.Hardie.

Bob, does Atari have any plans to attend the January CES in
Vegas? Also, how about filling us in on the Crescent Galaxy cheat? ga

Yes, we will be at CES in January in our own booth.
Because the booth allocation occurs so early, we didn't get a prime
space. So our booth will be small, but we'll probably have at least
one suite, too. Re Crescent Galaxy...if I told you now, it'd ruin all
the fun for everyone else! :) Suffice it to say that it requires an
extra controller, and there are some specific codes you input for
things. ga

<[Host] ST.LOU> Time out, Bob. If you folks have already /RAI but
were not acknowledged by me, please /RAI again now. I think I have
everyone in queue.... On we go to Jungle Jim.

<[Dave] D.SMITH200> Bob, are there any plans to interface the Jaguar
with existing Atari computers to handle I/O processing for advanced
graphics applications? If not, it might be something to consider... ga

<[Host] ST.LOU> What just happened? hmmmm.....

Dave, we're certainly interested in using the Jaguar
technology across all of our product lines.

<[Host] ST.LOU> Dave, what is your Job #

And we've had a lot of "feelers" from other people
looking to use it on their systems as well. ga

<[Host] ST.LOU> Oh oh... Jungle Jim was 51. JJ... please /RAI now to
get your question There he is....!

<[Jaguar Jim] J.THORNHILL> Bob, while in N.Y. did you happen to stop by ACCLAIM's offices for a little 3rd party chat? Yes, sorry!

<[Host] ST.LOU> GA Bob

Actually, their R & D office is in Chicago I think. :)
I've got a pretty full schedule, Jim. Mostly with retailers and the press. Bill Rehbock will handle the developers. ga

<[Host] ST.LOU> Here's Travis!

<[Noles #1!] AEO.MAG> Bob, I'm sure that the "make good" policy on the switchboxes and the extra A/V cables will go a long way to showing people that Atari Corp. is deadly serious about satisfying its customers. Are you having to visit all the dealers in the NY area, or just the regional offices? (If you weren't so busy, I'd ask you for a report for the next AEO. ) ga

Well there are over 150 dealers in the NY area. And I'm only here for 5 days, so I won't get to all of them. But I am visiting the stores, not the regional offices. We have a rep that is doing that. Thanks for the kind comment about the switch boxes/cables. We're upset about it, too! Heck, we paid for the bad stuff just like our customers did!!! ga

<[Host] ST.LOU> T. Lipsky. Step up to the mic GA T.Lipsky

Bob, Microsoft has expressed intrest in the home market including Childrens software, has Atari been approached by Microsoft regarding the JAguar. ga

No comment. ga

<[Host] ST.LOU> OK... then we have L.GRACE next

Hi Bob. will the success of the Jag help fund marketing for TOS machines? i.e. Falcons. Thanks GA

Yes, in fact we have talked about at some point using the Jaguar chipset for a TOS machine. ga

<[Host] ST.LOU> On to Harj Nagra from Toronto!

<[Harj] H.NAGRA1> When is that Kasumi Ninja game due out? And how does it compare to Mortal Kombat?

Again, I'm a little bit behind on the software release schedule right now. I suspect that it might be the late 2nd quarter. It's designed to be a competitor to Mortal Kombat and Street Fighter II, with lots of blood and gore. :)

<[Host] ST.LOU> GA, Bob?

Nope..just clearing the capture buffer. ga

<[Host] ST.LOU> Steve Johnson is here....

<[DrHfuhruhurr] STEVE-J> Have any new retailers (and developers) signed on that you'd care to mention? There is talk that Sears, Montgomery Ward, and even the vehemently anti-Atari Software Etc. are getting a bit of an itch to carry the Jaguar. GA

Sears and Montgomery Ward are coming on board during the national rollout. Software Etc. is not on the list at this point. We have a few other developers that we signed on, but I want to hold off on the announcements so we can coordinate everything properly with their PR firm. One of the other retailers that I think is very interesting is Blockbuster Video. ga

<[Host] ST.LOU> Apollo is next.

<[Apollo] N.CHANDLER> Modem? Head to Head? Multi-Player Network(s) (Like here on GEnie)? Any plans for this type of gaming? :)

<[Host] ST.LOU> GA Apollo.

Yes, yes, yes!!! In fact, we think that some of the multiplayer networks espoused like the Sega Channel might be better served by a cartridge that allowed you to dial into GEnie to play online games here! The keypad on the controller is perfect for that kind of stuff!!! ga

<[Host] ST.LOU> We're going to Shadow, then our draw question.

<[Shadow] D.VANTREASE> Bob, when will the S-Video/composite 'adapter' be available, and can I order it directly from Atari? Every time I call, they say they have stopped taking orders! Know a price on the adapter? Also, any _longer_ cables coming? (AvP date? :-)

It really isn't an adapter. It's a cable that plugs on to the A/V connector on the back of the Jaguar. The S-Video and the Composite units are not the same. They are separate cables. You will be able to order it, but we're not taking any more orders on Jaguar product at this point until we have fulfilled the orders that we have in hand. I'd guess (emphasis on guess) that the cables will go for around $15-20. The pricing hasn't been set yet. ga

<[Host] ST.LOU> After the contest we have K.Swift, Rob Anisko, P.Irwin, Nate, Chris C., Steve-J, Hassen, T.Hebel and C.Oates. Did I miss anyone? use the /RAI now! OK

ga

<[Host] ST.LOU> I added jobs 33, 10, 25, and 23 to the queue. That will be it for tonight.

Now for the contest.

The Rules:
Only paying members are eligible! No free accounts :-)
Bob will post the question.
Type your answer and don't hit RETURN until

you see that the room is in TALK-MODE.
The first four correct answers judged by Bob and Ron
will win a FREE Jaguar T-Shirt!
OK Bob.... the question please!

In my opening remarks, I mentioned that Atari is now
doing a special offer to people that purchase a Lynx between now and
January 24, 1994. What is the FREE game that you get when you
purchase the Lynx?

<[Host] ST.LOU> 60 seconds.

30 seconds
15 seconds
10,
** <[Host] ST.LOU> Room is now in the talk mode.

<[Sean@TWP] P-DIRECT> Lynx NFL Football
<[Phil] P.HANZE> NFL football
<[Sam_030] SAM-RAPP> NFL FOOTBALL
<[Stargazer] L.HINSLEY> NFL Football
nfl football
<[Sean@TWP] P-DIRECT> Lynx NFL Football
<[=Tom=] T.MCCOMB> NFL FOOTBALL
<[Hassen] H.HAMMOUD> NFL Football
<[Hydraxxus] J.GERMAN3> NFL football !!!!!
<[Harj] H.NAGRA1> NFL Football!
NFL Foorball
<[Nate] L.JESSE> nfl football
nfl football
NFL Football Game Cartridge for the Lynx
<[Dave] D.SMITH200> NFL Football
<[Tim] T.OSBORNE> NFL Football
<[Iver] I.POSSEHL1> Iver Possehl: NFL Football
red baron
nfl football
<[Rick] R.RIMKEVICUS> Pit Fighter
<[Apollo] N.CHANDLER> NFL Football
NFL football
<[Zombie] R.ANISKO> Lynx NFL?
nfl football
<[Kim] K.SWIFT> Chips Challenge? Just a guess!
In 'N Out Burger, the game.
<[Ted] J.PATTERSON3> Batman Returns
<[Dave] D.SHORR> Lynx NFL Football Game cartridge
<[Doug] D.ASHTON1> NFL Football
<[Parrot Head] C.CASSADAY> Nfl Football
<[Ken] K.STEVENS1> NFL Football
<[Spud Boy] T.HEBEL> NFL Football for the Lynx
Summer Games?
Lemmings!

<[Moe] R.MOORE12> NFL Football NFL Football
<[Shadow] D.VANTREASE> NFL Football ('94) !!!!!!
<[DrHfuhruhurr] STEVE-J> NFL Football
<[Matt] M.RIVMAN1> NFL Football
<[Sir Fransis] K.DRAKE> Warbirds
<[Sam_030] SAM-RAPP> NFL FOOTBALL
<[James] J.VOGH> Lynx NFL Football Game

<[Jaguar Jim] J.THORNHILL> nfl football,
NFL FOOTBALL
<[Hal] H.SCHEIE> NFL FOOTBALL
nfl foodtball
<[Zombie] R.ANISKO>
<[Noles #1!] AEO.MAG> "Crash & Burn"?
<[Sam_030] SAM-RAPP> NFL FOOTBALL
<[Zombie] R.ANISKO>
<[Sam_030] SAM-RAPP> NFL FOOTBALL NFL FOOTBALL NFL FOOTBALL
Do!
<[Sam_030] SAM-RAPP> NFL FOOTBALL
<[Ron] EXPLORER.1> Ralph's World
<[Sam_030] SAM-RAPP> NFL FOOTBALL NFL FOOTBALL NFL FOOTBALL
Sonic The RoadKill?
<[Hydraxxus] J.GERMAN3> Hawaii time lag!!!!!!!!
tramiel vs. predator.
<[Sam_030] SAM-RAPP> NFL FOOTBALL NFL FOOTBALL NFL FOOTBALL
<[Hassen] H.HAMMOUD> Super Asteroids
<[Sam_030] SAM-RAPP> NFL FOOTBALL
<[DrHfuhruhurr] STEVE-J> Gee, Sam!
<[Sean@TWP] P-DIRECT> Kill Sam! Please!
<[Matt] M.RIVMAN1> NFL FOOTBALL

** <[Host] ST.LOU> Room is now listen-only.

<[Host] ST.LOU> Ralph's World??? :-) OK Bob.... check your buffer and
declare the winners. after I let you talk.... :-) GA Bob :-)

The winning answer was NOT Flaming UPS Trucks in
Jacksonville.

<[Host] ST.LOU> Hahahaha

The correct answer is NFL Football.

<[Host] ST.LOU> Jacksonville Jaguars? OK... looks like Sean D.

The winners are: P-Direct, P.Hanze, Sam-Rapp, L.Hinsley

<[Host] ST.LOU> Phil Hanze, Stargazer and Sam! Congratulations.
Please send your mailing addresses to ST.LOU and I will forward
everything to Bob. OK? Bob is NOT in Sunnyvale right now.

Sam really doesn't want the shirt. He just wanted to
win.

<[Host] ST.LOU> Not much! :-)

:)

<[Host] ST.LOU> Oh... and send your sizes!!!! with your addresses.
King, what size for you? :-)

Congratulations, gang! You're gonna love 'em. Very high
quality Hanes T-Shirts. If you're an XXL, don't be shy about it.
I've got 'em.

Mine is an XXL and it fits all 320 pounds of me.

<[Host] ST.LOU>a I am getting some very funny /sends :-)

<[Host] ST.LOU> OK....

Yeah, but you gotta dry clean it, King.

<[Host] ST.LOU> Now to finish off the queue. NO MORE /Raises please.
K.SWift

<[Kim] K.SWIFT> Is Atari planning a computer based on the PowerPC chip
set? I want to buy a computer in summer 1994 and that's when the
PowerPC is coming out. To be honest, I'm very tempted. I'd like to
see an AtariPOWER system for s/w compatibility.

<[Kim] K.SWIFT> ga

We've talked about it a lot, Kim. We're longtime
partners with Motorola, and now with IBM, the Power PC becomes very
tempting. However, the Jag chipset is VERY appealing, too. At this
point, we haven't decided. ga

<[Host] ST.LOU> Rob Anisko is next.

<[Zombie] R.ANISKO> Bob, just curious about the origins of Microsoft
Arcade, or that is, how 5 classic Atari games landed up on the old
Windows platform? just hearing about this made me go "hmmm" :-)

<[Zombie] R.ANISKO>

<[Zombie] R.ANISKO> ga

We did a licensing deal with Microsoft so they could do
the arcade stuff. :) ga

<[Host] ST.LOU> On to P.IRWIN

<[Host] ST.LOU>

Hi Bob got my jag. today and it was defective :(

<[Host] ST.LOU> How so?

Butto my question When can we expect everything to hit the
stores... (controllers, CD drive, Cables and such..) (Left Bob e-mail
on how the sound goes beserk) ga

<[Host] ST.LOU> Thanks.

I'm sorry to hear that you're unit was defective.
Unfortunately, that does happen from time to time to all
manufacturers. How was the unit defective? The second controllers
will be available in just a couple of weeks, the CD ROM is due out the
mid part of 94, and the cables will be in the stores the end of
January. I'll look for the email on the unit. Thanks! GA

<[Host] ST.LOU> On to Nate

<[Nate] L.JESSE> Hey again Bob, first of all, 'kudos' on the GEnie
online idea, I love it. Secondly, is Atari planning any character to
represent them? Such as Nintendo's plumber, or Sega's Sonic? How
about Jinx the Jaguar? ga

At this point, we're just sticking with the black Jaguar,
Nate. Once you see the box, you'll have a good vision for how it will
look. All of our marketing efforts are using the black background
with the cat eyes logo. as well as the red JAGUAR logo with the
slashed R on it.

I think it would be neat to see a Jaguar game a la Sonic or Mario. We
do have a Lynx (Cutter) in Trevor McFur in the Crescent Galaxy. Glad
you like our modem idea...some of the phone companies/cable companies
are not as pleased! :) ga

<[Host] ST.LOU> Chris Cassaday... NOT a winner tonight :-)

<[Parrot Head] C.CASSADAY> Bob, with the test market shipments
reaching full capacity in late December, does that push the national
roll-out back any? It would seem that it would take a few weeks
before a 'true' nation-wide tendoroll-out was in force. BTW, I second
Charles Smeton's remarks about 'sending out Crescent Galaxy and the
shirts and hats to the TOAD fest. I had a really great time, and have
a "way-cool" Jaguar hat to show for it. ga...

Hi Chris, glad to hear you got a hat...they're rarer
than the T-Shirts!! Boy, am I getting /sends about the hats now!

<[Host] ST.LOU> Did you get my /send ? :-)

:) I don't expect it to cause a delay. We're actually
getting more up to speed. ga

<[Host] ST.LOU> Steve Johnson is back with another question.

<[DrHfuhruhurr] STEVE-J> NINJA GAIDEN III is the next game to be
released for the Lynx, but do you have a date for it (and others
forthcoming -- hopefully SUPER ASTEROIDS/MISSILE COMMAND and ULTRA
STAR RAIDERS (???), among several others)? By the way, I'd like to
pass on the suggestion to air a few 'well- placed' teaser ads
nationwide this Xmas to maybe take some of the OTHER system sales
away!

Ninja Gaiden III _should_ be here already, I'll check on
it when I get back to the office. I haven't heard of Ultra Star
Raiders and the other titles you mentioned as ones that are going to
be ready any time soon, Steve. Thanks for your suggestion about the
ads, but that would just compound the frustration of people that want
Jags that can't get them at this point, Steve. ga

<[Host] ST.LOU> Hassen returns....

<[Hassen] H.HAMMOUD> Bob, just exactly _when_ is the National Rollout?
Also, anyway one could purchase a Jaguar T-shirt or cap? I bought an
old Atari jacket from Telegames and my nephew loves it!

It will begin toward the end of January, and we'll have
T-shirt, caps, and OTHER GOODIES available for sale then. :) ga

<[Host] ST.LOU> T.HEBEL

<[Spud Boy] T.HEBEL> How many Jags have been made so far... In round
numbers. Also I have heard rumors that you could use the Lynx with a
Jaguar somehow, is this true?

<[Host] ST.LOU> C.OATES ans Sir Fransis follow

Spud Boy, again...I'm not in the office. I do know that
IBM released a bunch of machines today for delivery, but the numbers
aren't on hand. Yes, you will be able to use the Lynx with the
Jaguar. The ports for the Comlynx port are on the expansion bus of
the Jaguar. You will have a special cable to connect from the Jaguar
to the Lynx. We forsee you using the Lynx as a controller for Jaguar
games. ga

<[Host] ST.LOU> Bob, I am told that there were no Comlynx ports on
the Jags at Toad. Can you confirm that? The expansion bus is inside?

The Comlynx signals are on the expansion bus, Lou. Every
Jaguar has one. There isn't a Comlynx port per se on the Jaguar, but
just as you have a S-Video or a Composite cable, you will have a cable
from the expansion bus. It's on the rear of the unit, clearly
accessible from the outside, not internally.

<[Host] ST.LOU> Oh, now I get it! Back to hosting.... :-) Chris Oates

<[Chris] C.OATES2> 1) You mentioned Blockbuster as a retailer. Does
this mean Jaguar games for rent? 2) Any chance of eventually using
Jag + CD as a CD rom for my Falcon? I don't want to have to purchase
two CD Rom drives. GA

Hi Chris, yes...It does mean that you will be able to
rent Jags. They'll also be selling them, too. Re the Jag CD, I don't
think so. The Jag CD is intended to be plugged into the cartridge
port of the Jaguar, and then pass thru for another cartridge to go
into. ga

<[Host] ST.LOU> On to Sir Fransis

<[Sir Fransis] K.DRAKE> My ship pulled into port late! :) Do you know if Atari plans to offer a special deal next year and pack the Jaguar with a CD ROM unit at a lower-than- separate price? GA

Oooooh, have you been talking to one of my co-workers???? :) Well, we have a couple of ideas for the CD. :) I want to point out that these are just ideas, we haven't decided on anything in particular yet. Nah, better not.

<[Host] ST.LOU> Go for it!

Ok, what the heck...

<[Host] ST.LOU> :-)

As you know, the Jaguar CD is also capable of playing Music videos. We're working with some of the musicians we know well to do music on the game, and include a music video with the cd. But that's not cast in stone. ga

<[Host] ST.LOU> Mike wants to know if these are RAP artists. He LOVES RAP music!

All of em.

<[Host] ST.LOU> Next we have J.HARDIE

Bob, I've heard rumours of special controllers being packaged with some games, most notably TEMPEST 2000, what can you tell us about this? ga

Wow, a lotta ANTI-Rappers here tonight!

<[Host] ST.LOU> Four more question, Bob! Mike, calm down :-) Hmmm, /RAP Mike.

Hi J.Hardie, Tempest is still a way out, but we're certainly looking at special controllers. We've also have a few people that are talking about separate controllers to do other things like fighting games. ga

<[Host] ST.LOU> Back to Jungle Jim.

<[Jaguar Jim] J.THORNHILL> 1) Dpo you know why Babbages is telling some people that the CD unit will be $400.00 and 2) Does the Jaguar fit into SGI and Warner's plans for a cable TV bix of some sort they are working on? GA

Jim, I don't know, but I will talk with our people that are working with Babbages. We haven't set the price firmly on it. So there really isn't any concrete info, just speculation on their part.

<[Host] ST.LOU> Three more questions, folks.

Re the Cable thing...well it's this way. If you follow the San Jose Mercury News (which is the hot paper in the silicon valley), one day the cable multimedia thing is the hotest thing going,

the next day it's over-rated. We're talking with a number of people about it. But so far it's just talk. ga

<[Host] ST.LOU> Ken Stevens is here. Welcome, Ken.

<[Ken] K.STEVENS1> [A[A[D[DBob, one more question on the Jag CD. With the potential release of the Sega Saturn (64 bit with built in CD Rom) in late 94, how will that affect the release of the Jag CD? Thanx....GGGGGAAAAA!!!

<[Host] ST.LOU> Bob, ignore those /sends for now :-)

Ken, it depends on what version of Saturn they release. :) At first they said that it was a 32 bit machine, now they are saying 64 bit. Actually, it really isn't going to impact Jag CD at all. We're of the opinion that the Jaguar offers the best of both worlds. The Jaguar carts are faster than CDs, and hold the most data of any cart system in the world!! ga

<[Host] ST.LOU> G.SAUNDERS is next.

3DO Crash and Burn has "CD-ROM lag"; how will the Jag avoid this problem?

<[Host] ST.LOU> Then Matt Rivman will wrap it up for us.

I played that at a "Nobody beats The Wiz" today and noticed the same thing. Two ways, #1 Double speed, #2 Cache. There won't be much noticeable slowdown. If you have seen other CD games, you've seen the "LOADING" message on the screen. We don't need that. :) ga

<[Host] ST.LOU> OK, my buddy Matt Rivman has the last question for tonight.

<[Matt] M.RIVMAN1> Bob, I just wanted to know what I can go back to my local Babbages and tell them in reply to their statement that Atari short-shipped their distributor?? And will Atari be sending 'pro's' to the stores to demo like 3DO did? (oops! thats2)

Great to have friends, eh Matt? First of all, Babbages doesn't have a distributor. They deal directly with us. Second of all, it appears that they are shipping around the country, not just to NY and San Francisco. That's not what they were supposed to do. And I guess you missed my opening remarks, I'm in NY visiting retailers all this week. I guess that makes me a pro like 3DO. :) ga

<[Host] ST.LOU> Whew! A record number of questions _and_ we managed to hold a contest in the middle! Bob, thanks for taking the time, once again, to bring the latest Atari news to GEnie's ST RoundTable. I hope our guests enjoyed the evening. I sure did! I look forward to the January edition which will likely be moved off the long weekend (I hope). Actually, it will be on the 7th, right? Anyway, it was great to have Bob and Ron online with us tonight. Have a great holiday

season with your families. GA

Once again, I have enjoyed our time together here on our official online service, GEnie. These Dateline: Atari! Sessions have become a monthly event that I truly look forward to each and every month. It's been wonderful to see the high level of interest in the RTC each month! That's a tremendous source of encouragement to me as I prepare for it!!! Thank you once again for attending, and may you all have the most wonderful holidays ever! Goodnight, and thank you!!!

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

# 3493. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 12:51:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d071f64@troed.ct.se>
Source record: 19815

In a message of 08 Dec 93 13:52:12, Georges Kesseler wrote:

GK> What looks nicer?
GK> A gouraud-shaded 3D polygon animation in HAM8
GK> or
GK> A gouraud-shaded 3D polygon animation in 16bit-color

In HAM8 the polygon will have to use the same colour when shading, in 16bit you can have a "rainbow" shading if you like.

It's also impossible to put this gouraud-shaded polygon on top of other HAM8 graphics, while we Falcon owners already have several gouraud-shaded polygon demos on top of TC graphics .. :-)

GK> What is faster?

16bit ofcourse, you only have to use one move.w instruction for each pixel, and you don't have to calculate anything extra at all.

GK> A gouraud-shaded 3D polygon animation in HAM8 on A1200 without fastram
GK> or
GK> A gouraud-shaded 3D polygon animation in 16bit-color on F030 without
GK> fastram
GK> (with and without using the DSP)

Falcon forever .. .-)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3494. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 12:57:58 UTC
From: m93kma@tdb.uu.se
Message-ID: <2e77cm$r96@corax.udac.uu.se>
Source record: 19776

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
: 'cept that Atari MultiTOS _IS_ Pre-emptive multitasking... So you can leave
: the Falcon out of that (every Falcon with HD ships with MTOS...)

That's news to me! So...

** I hereby congratulate Atari on their choice of operating system! **

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3495. Re: CD-32 Full-Motion Video specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 13:04:14 UTC
From: m93kma@tdb.uu.se
Message-ID: <2e77oe$r96@corax.udac.uu.se>
Source record: 19777

Clayton Donley (cdonley@amiganet.xnet.com) wrote:
: And as Stefan points out, the FMV add-on runs totally independant of the CD^32
: unit--the FMV unit access the CD-Rom directly..You can be playing Stardust on
: your CD^32 deck, and watching Paramount's Star Trek VI in a window with
: relative ease.. Or Watch Star Trek IV and play -Stardust- in a window, for that
: matter. :)

A bit too optimistic, are we? :) The FMV module has a fixed 24-bit fullscreen
resolution of 352x240 in NTSC and 352x280 in PAL. You could not make it run
the movie in a window. And playing games in windows only work, if they are
intuition based.

Regards, Kristofer.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3496. Re: Falcon already IS an Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 13:09:20 UTC
From: m93kma@tdb.uu.se
Message-ID: <2e7820$r96@corax.udac.uu.se>
Source record: 19778

Clayton Donley (cdonley@amiganet.xnet.com) wrote:
: Granted you had a CD-Rom *available* for your Falcon, much less a programmer to
: MAKE an MPEG player to do it with! :) And please remind yourself that your
: Falcon had an 030, while the Jaguar has a puny 68000 running at barely over .9
: MIPS. @ 13 Mhz. The CD^32's CPU runs at 4.5 times that speed. Ive seen a Jaguar
: in action, And I personally would be suprised if it could animate a full-screen
: animation at greater than 5-6 frames per second. The Jaguar's hardware, to put
: it bluntly, looks weak in comparrison to CD^32 combined graphics and CPU
: horsepower.

Where did you get the 4.5 figure? 2.5 is perhaps more applicable, as the
CD^32 does not ship with fast mem. And I don't know much about the Jag's
hardware - neither do you, I suspect. But, frankly, AGA is not the coolest
thing since sliced bread, so the Jag might well be better for playing
games, who knows?

IMO, Kristofer.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3497. Re: Forgot to add was Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 13:11:21 UTC
From: m93kma@tdb.uu.se
Message-ID: <2e785p$r96@corax.udac.uu.se>
Source record: 19779

```
Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
: Charles, I fogot to add that remember that you can alter the base 64 color
: registers per horizontal line using the Amiga's copper.

: This takes 0 cpu time...

Takes memory bandwidth like h*ll! So bot the cpu and blitter will be slower.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |
```

# 3498. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 13:17:31 UTC
From: m93kma@tdb.uu.se
Message-ID: <2e78hb$r96@corax.udac.uu.se>
Source record: 19780

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
: Yes, but isn't 65536 colors freely chosen better? :) (no need to go into
: all the details again of why you feel HAM8 is better. Just found that after
: all the 65000 colors isn't enough! we now get 4096 color is plenty! from the
: same people...)

The 4096 colors (don't really understand where it comes from, but never mind)
is a local limitation. You can have lots of different groups of different 4096
colors on the screen. 65536 colors is a global limitation.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3499. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 13:28:41 UTC
From: cmedley@wam.umd.edu
Message-ID: <2e7969$dgl@cville-srv.wam.umd.edu>
Source record: 19781

In article <2e6qs7$ve@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Charles Medley (cmedley@wam.umd.edu) wrote:
>: In article <cdonley.2rba@amiganet.xnet.com>,
>: Clayton Donley <cdonley@amiganet.xnet.com> wrote:
>: >
>: >
>: >Hahah, im sorry. I just had to laugh at this.. "there are a LOT of Jaguar
>: >developers!!"
>: >
>: >
>: >THERE ARE 15 CONFIRMED DEVELOPERS WORKING ON JAUGAR CARTRIGES.
>: >
>: >THERE ARE >> 127 << CONFIRMED DEVELOPERS WORKING ON CD^32 TITLES.
>: >
>: >
>
>
>: Here's something even funnier:
>
>: There are *ZERO* CD-32s in the United States of America.
>: There are at least 50,000 Jaguars. All sold.
>
>WRONG! There's only going to be 30,000 in the US, 20,000 split in Europe.
>Where you getting your junk from?
>
>
>- Jim

30,000 CD-32s?

Buddy, I believe you've got it all wrong. There are ZERO CD-32s in America.

# 3500. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 13:31:37 UTC
From: cmedley@wam.umd.edu
Message-ID: <2e79bp$dkt@cville-srv.wam.umd.edu>
Source record: 19782

In article <1993Dec7.194617.21918@ida.liu.se>,
Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
>
> About 15 months ago, when the AGA Amigas and Falcon was both released,
>this group was filled with posts about how the Falcon would stomp all over
>the A1200 and A4000. Funny how things change.
>

Yeah, I remember. And Amiga 1200/4000 machines were supposed to be getting
a DSP board (AT&T 3210) and it never happened. :)

I remember advocating the Falcon and never saying it would out-sell the A1200,
only that it would be a better machine.

(and even then I meant that from my own perspective, and didn't try to play
dictator and force my view on the rest of you... )

Speaking of which, where is the DSP for the Amiga?

# 3501. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 14:31:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0736c4@troed.ct.se>
Source record: 19813

In a message of 07 Dec 93 20:33:54, Stefan Boberg wrote:

SB> "Pinball Fantasies", which has sold between 40,000-50,000 copies on the SB>
CD32 already.
SB> That's *very* good sales figures, and it means people will continue
SB> developing
SB> for the machine.

Yup .. this was impressive until I read a post from a guy in
rec.games.video.misc (where we all should move this console debate...)

Pinball Fantasies is one of the bundled games in Canada .. which means that
those sales-figures aren't really telling us anything about real sales ..
(Commodore just bought a lot of Pinball Fantasies ...)

Your friends are probably very rich by now though .. ;) .. Pinball *.* are
really good! (I'm just pissed noone did them for STE ... or rather, they have
been done but not released ... (also heard 21 century did a Falcon version))

I will probably stop debating consoles here, the debates in
rec.games.video.misc are far better (although there's another Amiga fool trying
to convince everybody that the CD32 has better hardware than both the 3DO and
Jaguar .... full-screen mode7 rotations at 50fps on ECS Amigas are one thing
I've seen posted there.. laughter ... )
I heard a rumour about the 3DO .. seems that programmers have stepped outside
the OS a few times to do some special effects not possible if you don't hit the
hardware direct .. ;) .. so much for compatibility .. :-DDD

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3502. Re: ATari in general / CBM vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 14:34:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d073758@troed.ct.se>
Source record: 19814

In a message of 07 Dec 93 20:57:58, Stefan Boberg wrote:

SB> Well, Atari would probably be happy if they even HAD $300M to lose in
SB> the
SB> first place. They don't even have a tenth of that as it stands.

Atari's stock went from $0.8 to $12 in a few months ... I wouldn't worry about
Atari's economy ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 3503. Jaguar UK release

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 14:39:34 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHrvDy.A6I@barclays.co.uk>
Source record: 19784

For anyone in the UK hoping to get a Jag before Xmas, I just spoke to Atari UK (8/12/93) and they said the firm date for Jags in the shops is 15th Dec.

--

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

# 3504. COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 16:01:39 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.755452899@nova>
Source record: 19783
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

I just read a few posts stating that Commodore has lost over $300 million and has less than $8 million in cash (or assets). I'm sorry I can't remember the sources, but some are saying that Commodore may be going out of business. For you netters out there, does anyone know if this is true?

I've been hearing a lot of this lately, and I'm wondering whether or not it is really true or just rumor.

If so, what does that mean for the Amiga and the CD32?

# 3505. Re: Falcon already IS an Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 16:39:31 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec9173931@arthur.crpht.lu>
Source record: 19788

> >> I doubt it. My 25MHz 68040-based A4000 doesn't even decompress a 160x120
> >> pixel MPEG animation at more than 11 fps. A FMV animation is four times that
> >> size, and the Jaguar does not come near the computing performance required.
> >The Falcon's DSP at 16Mips (24bit) can decompress an 160x120 MPEG with 12FPS.
> >So it is quite possible to achieve FMV on the Jaguar.
>
> Granted you had a CD-Rom *available* for your Falcon, much less a programmer to
> MAKE an MPEG player to do it with! :) And please remind yourself that your
> Falcon had an 030, while the Jaguar has a puny 68000 running at barely over .9
> MIPS. @ 13 Mhz. The CD^32's CPU runs at 4.5 times that speed. Ive seen a Jaguar
> in action, And I personally would be suprised if it could animate a full-screen
> animation at greater than 5-6 frames per second. The Jaguar's hardware, to put
> it bluntly, looks weak in comparrison to CD^32 combined graphics and CPU
> horsepower.
>
> Go play Stardust on one of the "old" ECS Amigas, and youll see why--An ECS
> Amiga with 1/4th the CPU horsepower of a CD^32 and half the graphics horsepower
> of the CD^32's AGA chipset. The Jaguar cant even touch it.

> +-------------------------------------------------------------------------+
> |Amiga 2500/030/882 @ 33 Mhz! | Clayton Donley (cdonley@amiganet.chi.il.us) |
> +-------------------------------------------------------------------------+

How can people be so stupid and ignorant. I simply can't believe it!
Shall I really answer to that crap? Donley never answerd my mails with the
Jaguar specs...
So the Jaguar's 68000 at 13Mhz has 9 MIPS! Hell, I didn't know that! It's rated
at 0.8 MIPS for 8Mhz. So by adding some tiny Mhz you blast the performance
of that chip 10 times.
The 16 Mips DSP in the falcon can handle an MPEG at 12Fps. I have seen it!
Now take a 26 Mips DSP. How many frames? 19.5Fps. Hmm that's not 30 Fps...
Well ok, but look at that crappy Sega-CD. It does only 15 or 10Fps and people
say 'Oh, great' :-).
Well let's use your calculation:
If we add some tiny Mht to the 16Mips DSP, we multiply the performance by 10.
So there you are, the Jaguar has a 160Mips DSP. If this is not enough to do
a 120 Frames per second MPEG.
The CD32 AGA chipset can do nothing special except decompressing 60 times per
second an HAM8 picture to a 24 bit display. This looks poor compared to the
Jaguars graphic chipset which can render thousands of polygons, gouraudshade
or texturemap them and put tonns of sprites on screen at the same framerate.
Do you think the 3MIPS 68020 will compensate for that?
HAHAHAHA!!!!
And besides, what the hack will I do with Starwars as background for Lemmings?
This is bullshit.

The Jaguar supports Cinepak, which is high enough quality for game grafix.
I watch my movies on a Laserdisk! Not on a crappy MPEG with lots of non-moving squares on screen.

Now, Mr Donley, you succeded in convincing me even more of the Jaguar. AND you managed to make me hate everything what has to do with CD32.
Nice job!
You are the king!
You are alone.
Have fun with your crap games...
I'll go and get my Jaguar in Paris.

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3506. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 17:06:11 UTC
From: Nick J Worthey <nw28+@andrew.cmu.edu>
Message-ID: <wh1pg3e00iUyE4K2ZX@andrew.cmu.edu>
Source record: 19785
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.misc

Excerpts from netnews.rec.games.video.misc: 9-Dec-93 COMMODORE GOING OUT
OF BUSI.. by Kevin Haley@nova.gmi.edu
> I just read a few posts stating that Commodore has lost over $300 million
> and has less than $8 million in cash (or assets). I'm sorry I can't
> remember the sources, but some are saying that Commodore may be going out
> of business. For you netters out there, does anyone know if this
> is true?
>
> I've been hearing a lot of this lately, and I'm wondering whether or not
> it is really true or just rumor.
>
> If so, what does that mean for the Amiga and the CD32?

Hmmm... I'm no Amiga/CD32 freak, but I thought Amigas were pretty
popular in Europe. How could C= be going out of business with a
successful line of computers. But then again I don't know what they do
with their money...

--
Nick

# 3507. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 17:48:40 UTC
From: doug@viper.ELP.CWRU.Edu
Message-ID: <2e7odp$ud@usenet.INS.CWRU.Edu>
Source record: 19786
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

Kevin Haley (khaley@nova.gmi.edu) wrote:
>I just read a few posts stating that Commodore has lost over $300 million
>and has less than $8 million in cash (or assets). I'm sorry I can't
>remember the sources, but some are saying that Commodore may be going out
>of business. For you netters out there, does anyone know if this
>is true?

>I've been hearing a lot of this lately, and I'm wondering whether or not
>it is really true or just rumor.

>If so, what does that mean for the Amiga and the CD32?

Probably not much.

I imagine that atari will post a loss like 3do and commodore have.
Why? Because all three companies have been shelling out a lot
of R&D money and money to start production and haven't started to
get any return yet.

These fiscal losses for this quarter will probably not affect any of
these companies in the long term.

# 3508. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 18:22:50 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec9.182250.16698@ida.liu.se>
Source record: 19787

kesseler@arthur.crpht.lu (Georges Kesseler) writes:

>> >I wrote that, but I also wrote it should have the CPU power to do it on its
>> >own if someone tries.
>>
>> I doubt it. My 25MHz 68040-based A4000 doesn't even decompress a 160x120
>> pixel MPEG animation at more than 11 fps. A FMV animation is four times that
>> size, and the Jaguar does not come near the computing performance required.

>The Falcon's DSP at 16Mips (24bit) can decompress an 160x120 MPEG with 12FPS.
>So it is quite possible to achieve FMV on the Jaguar.

How? The maths don't work out. If the Falcon's DSP is 16MIPS, and only
decompresses a 160x120 MPEG stream at roughly 12fps, how would a 26MIPS
DSP possibly do a four times larger stream at 25fps? The Jaguar would need
128MIPS to do the job. It does not have that kind of power, obviously.

>Georges Kesseler
>Office: kesseler@crpht.lu

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3509. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 20:11:49 UTC
From: cs151ns@lamar.ColoState.EDU
Message-ID: <Dec09.201149.51407@yuma.ACNS.ColoState.EDU>
Source record: 19789

```
>>
>>: Here's something even funnier:
>>
>>: There are *ZERO* CD-32s in the United States of America.
>>: There are at least 50,000 Jaguars. All sold.
>>
>>WRONG! There's only going to be 30,000 in the US, 20,000 split in Europe.
>>Where you getting your junk from?
>>
>>
>>- Jim
>
>
>30,000 CD-32s?
>
>Buddy, I believe you've got it all wrong. There are ZERO CD-32s in America.
>
>
>
>

He's talking about Jaguars, silly.
```

## 3510. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 20:23:08 UTC
From: mrathwel@herman.cs.uoguelph.ca
Message-ID: <2e81fc$1jb@nermal.cs.uoguelph.ca>
Source record: 19794

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
: In article <KENDALL.93Dec5194036@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
: |> In article <1993Dec5.184821.27073@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan
Boberg) writes:

: [stuff deleted]

: |> Apparently I did!!! This is a major annoyance to me, it appears that
: |> the photo-CD support will be optional for the Jag CD as well. Boy, it
: |> better not cost more than $50 or I'll really be pissed!!
: |>

: Well, get pissed ;-)

: Kendall, C= and ATARI, *both* are VERY INCOMPETENT.

: One of the main reasons why I am so skeptic about everything
: made from ATARI lies in PROOF.

: What is their past track record?

: * ST CD-ROM that never got released

: * Hype hype hype

: * Pen computing computer that never got released

: * The Atari Lynx- good piece of hardware that didn't sell well

: * The Falcon

: How am I supposed to believe all of a sudden that the Jaguar would
: be any different?

: I has potential, and ATARI *seems* to be doing the right moves...
: that's one thing...

: But again, one thing is racing half the race and make it to the
: goal, and another is racing half the race and come out in the last place.

: |>
: |> --
: |> ---> Kendall Gelner (kendall@rice.e

- I'm an Atari user, but I have to agree with you that Atari is
run by terrible managers that have screwed up many times. However, these
massive screw ups have cost them their market leads around the world and
have left them in terrible financial straits.

I don't think Atari will be playing games with the Jag ... because
if they do, it is very likely that they will go bankrupt this time! It's a
bit different when you're playing with your life ... you try harder to
live. I don't thing Sam Trammiel & company want to join the unemployment line!
- Cheers.
>> MR <<

:
---------------------------------------------------------------------------
: Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
: // >>> I LOVE IT <<<< My comments are my own, not of my employer
: \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
: >>> New internet address: raist@vnet.ibm.com <<<<
:
:

# 3511. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 21:10:25 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CHsDHD.64y@taligent.com>
Source record: 19791

In article <CHDI5K.4vy@nsc.nsc.com> Mike Draeger, draeger@lcc1.nsc.com
writes:
> Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
> >I don't know what the official reccomendations are... haven't looked
it up
> >yet, but I think they agree with many of the Mac ones, or maybe with
> >"Cancel" being the default. (unfortunately the standard has not
aaplied
> >itself fully yet) I was just saying what _I_ would prefer for me, not
> >what Atari or any manufacturer should implement as the standard, nor
what IO
> >would program as a developer.

Being a former Atari employee, I can tell you that they didn't have any
sort of
User Interface standard until just last year. From what I saw of their
standard,
it is very similar to the Macintosh guidelines with a few minor
exceptions.

> It seems to me that the best idea would be allow the user to set up a
few
> preferences that set what dialog options are default, or specific dialog
> boxes (like confirmations) to skip althoethger. This would allow the
user
> to be as safe or efficient as desired......
>
> - tCW
>
> (But then how many programs currently do this??!? I would guess a few,
but
> not many!)

As for your idea, I disagree. I agree with letting the user decide
whether or not
they want confirmations, I don't agree with letting the users have
complete control
over the dialog box buttons, etc. Its too much and it also changes the
semantics of
the GUI on that machine. Once you give users that level of control, you
take away
the ability of people to learn one macintosh and know how to use them
all. This is
a fairly important concept in my opinion.

Anyway, that's just my personal opinion..

-- John Townsend
John_Townsend@Taligent.com

# 3512. Re: ATari in general

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 21:19:18 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CHsDw7.6FB@taligent.com>
Source record: 19792

In article <cdonley.2qrm@amiganet.xnet.com> Clayton Donley,
cdonley@amiganet.xnet.com writes:
>
> Actually, no. Commodore-Amiga Inc topped over 1 BILLION in sales, FY92.
> However, they are sustaining heavy losses in N. America.
>
> Yes, you heard me. B as in Billion.
>
>
> Bowie J. Poag
> (shared account, dont ask)
>

I think the stock market speaks for itself. Atari has a potential product in Jaguar. What does Commodore have? PC Clones? The Amiga? CD32? I don't think so. The Amiga's days are quickly coming to an end (just as Atari's ST line is coming to a close as well), PC Clones can be had at lower prices than Commodore can make them, and CD32 is a waste of time.

The only real market that Commodore has is Video Toaster type work on Amiga. That's it. And let me tell you, that isn't enough to sustain Commodore.

As for your comment, I would rather be with a down-sized company like Atari with alot of potential than with a company that has no real product potential and losses in the $300 million area. Remember, bigger ships are ALWAYS harder to turn around.

-- John Townsend
John_Townsend@Taligent.com

# 3513. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 21:24:27 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CHsE4r.6Lu@taligent.com>
Source record: 19793
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

In article <2e7odp$ud@usenet.INS.CWRU.Edu> Douglas Bell,
doug@viper.ELP.CWRU.Edu writes:
> I imagine that atari will post a loss like 3do and commodore have.
> Why? Because all three companies have been shelling out a lot
> of R&D money and money to start production and haven't started to
> get any return yet.
>

Don't count on it. Atari has already weathered the storm. I think they
will show a
small profit in the Q4 of 1993 and a larger profit in Q1 of 1994.

They have downsized their company and cut the operating costs down over
the last
year. I think they are poised to show a profit soon.

As for 3DO, I don't know about them. They appear to have spent much more
R&D money
than Atari did. They may have to rack up some substantial sales to get
their money
back.

-- John Townsend
John_Townsend@Taligent.com

# 3514. Re: What makes a good GUI? Re: User Interface Design

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 22:48:40 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2e8a08$6t4@darkstar.UCSC.EDU>
Source record: 19795

In <CHsDHD.64y@taligent.com> John Townsend <John_Townsend@taligent.com> writes:

>Being a former Atari employee, I can tell you that they didn't have any
>sort of
>User Interface standard until just last year. From what I saw of their
>standard,
>it is very similar to the Macintosh guidelines with a few minor
>exceptions.
>
Well, by "look it up" I meant in the COmpendium, so I know what you mean... :)

>As for your idea, I disagree. I agree with letting the user decide
>whether or not
>they want confirmations, I don't agree with letting the users have
>complete control
>over the dialog box buttons, etc. Its too much and it also changes the
>semantics of
>the GUI on that machine. Once you give users that level of control, you
>take away
>the ability of people to learn one macintosh and know how to use them
>all. This is
>a fairly important concept in my opinion.

>Anyway, that's just my personal opinion..

I agree with your opinion. It sort of devalues a graphic standard to have it
be different on different machines...

P.S. Good to see you here! Hopefuly your levelheadedness will help around
these parts...

~Chris

>-- John Townsend
> John_Townsend@Taligent.com

# 3515. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 23:45:42 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec09.234542.37774@rchland.ibm.com>
Source record: 19796

In article <1993Dec7.194617.21918@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

[stuff deleted]

|> >Hint: It wasn't intended to compete with the A1200, it sells quite well
|> >thankyou. (It was intended to sell to musicians and atarians .. which is what
|> >it does .. )
|>
|> About 15 months ago, when the AGA Amigas and Falcon was both released,
|> this group was filled with posts about how the Falcon would stomp all over
|> the A1200 and A4000. Funny how things change.

EXACTLY!

|>
|> >+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|>
|> --
|> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3516. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 23:48:58 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec09.234858.28116@rchland.ibm.com>
Source record: 19797

In article <1993Dec7.195605.22135@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> >In a message of 06 Dec 93 08:21:07, Ricardo Hernandez Muchado wrote:
|>

[stuff deleted]

|>
|> >Can you hear the words .... EXPENSIVE .... being screamed?
|>
|> Several SEGA and SNES games have dedicated processors on the cartridge
|> (Virtua Racing, StarFox/StarWing), and they are expensive, AND they sell.

Ironically, StarFox has been selling for $40->$50 in some places here,
when other cartridges go for more. I think it has to do with the
smaller ROM usage of StarFox (I think it's only 4 mega-bits).

[stuff deleted]

|> >+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|>
|> --
|> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
|> Applied Physics and Electrical Engineering Student, Linkoping University
|> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
|> ========== Disclaimer: I only speak for myself, not Team 17. ============

--
---------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3517. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 23:51:15 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec09.235115.33810@rchland.ibm.com>
Source record: 19798

In article <KENDALL.93Dec7192255@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <Dec07.192214.15855@yuma.ACNS.ColoState.EDU> cs151ns@lamar.ColoState.EDU ()
writes:
|> )>Here's something even funnier:
|> )>

[stuff deleted]

|>
|> But the same thing applies to CD-32's, does it not?
|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

True. But the funny thing is that the CD-32 has been selling already quite
well. How come 50,000-60,000 Pinball Fantasies for the CD-32 have been
sold already (from Stefan).

---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3518. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 23:53:46 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec09.235346.39246@rchland.ibm.com>
Source record: 19799

In article <KESSELER.93Dec8135212@arthur.crpht.lu>, kesseler@arthur.crpht.lu (Georges Kesseler) writes:
|> In article <2e3clf$l3i@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (Charles Medley) writes:
|>
|> > Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
|> > >In article <2dvg69$ra2@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|>
|> [HAM8 / 16bir-color animation debate deleted]
|> Hello you two!
|>
|> What looks nicer?
|> A gouraud-shaded 3D polygon animation in HAM8
|> or
|> A gouraud-shaded 3D polygon animation in 16bit-color

HAM8, obviously.

|>
|> What is faster?
|> A gouraud-shaded 3D polygon animation in HAM8 on A1200 without fastram
|> or
|> A gouraud-shaded 3D polygon animation in 16bit-color on F030 without fastram
|> (with and without using the DSP)

Or a 68030@50Mhz A1200 that costs less than the Falcon in Ham8?

|>
|> Thanks for your answers :-)
|>
|> Georges.

Before you flame me, think about what you said: I do 3D polygon animations in Real 3D.... maybe you were talking about realtime-rendered polygons, but then who knows...

|>
|>
|> --
|> Georges Kesseler
|> Office: kesseler@crpht.lu
|> Private: kesseler@restena.lu
|> IRC: Gunstick

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3519. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 23:56:04 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec09.235604.29585@rchland.ibm.com>
Source record: 19800

In article <KESSELER.93Dec8150217@arthur.crpht.lu>, kesseler@arthur.crpht.lu (Georges Kesseler) writes:
|>
|> > >I wrote that, but I also wrote it should have the CPU power to do it on its
|> > >own if someone tries.
|> >
|> > I doubt it. My 25MHz 68040-based A4000 doesn't even decompress a 160x120
|> > pixel MPEG animation at more than 11 fps. A FMV animation is four times that
|> > size, and the Jaguar does not come near the computing performance required.
|> The Falcon's DSP at 16Mips (24bit) can decompress an 160x120 MPEG with 12FPS.
|> So it is quite possible to achieve FMV on the Jaguar.

You must be joking. The DSP in the Falcon was rated around 20MIPS. ATARI rates its system with a peak of 55 MIPS if I remember correctly.

12FPS != 30FPS (the one with the MPEG, the Video CD standard)

320x200 is 4 times the resolution of 160x120. So 4 times x 2 (to achieve 24fps) = 8 times more power than 20 MIPS. That is 160 MIPS- the Jaguar can?

|>
|> Georges.
|> --
|> Georges Kesseler
|> Office: kesseler@crpht.lu
|> Private: kesseler@restena.lu
|> IRC: Gunstick

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3520. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-09 23:59:55 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec09.235955.41687@rchland.ibm.com>
Source record: 19803

In article <2e6b0t$ge5@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In <2e4727$4e7@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad) writes:
|>

[stuff deleted]

|> >is good stuff, anyway - but most Amiga fans seem to dislike the Atari ST
|> >and Falcon for the same reason. And also remember that we have to fight the
|> >Mac users, too.
|>
|> 'cept that Atari MultiTOS _IS_ Pre-emptive multitasking... So you can leave
|> the Falcon out of that (every Falcon with HD ships with MTOS...)
|>
|> ~Chris

Yep, although someone mentioned 'hacks' into that system... looks like
ATARI's first multitasking trial... Amiga has come a long way in that already...

|>
|> >Have fun, Kristofer.
|>
|> >--
|> >Name: Kristofer Maad |
|> >Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
|> > 752 38 Uppsala | system screw up completely almost makes
|> >Phone: 018-50 59 12 | it worthwile." /Kris
|> >E-Mail: m93kma@tdb.uu.se |

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3521. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 00:01:33 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec10.000133.44059@rchland.ibm.com>
Source record: 19802

In article <2e6b86$gij@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In <1993Dec08.232636.14690@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|>
|> >|> It can (at best) choose one of 64 pre-selected colors that WAS chosen, OR
|> >|> it is forced to pick from one of 2^6 possible unique values FROM the 24-bit
|> >|> palette. To make it look nicer, you could write an algorithm (which would
|> >|> require CPU time) to aid in deciding how to deal with the 2 bits carried over
|> >|> from the previous pixel, but.. the net effect is, you never can choose from
|> >|> more than 4096 colors with total freedom froum that 24-bit palette for a
|> >|> given pixel.
|>
|> > Charles, remember that 4096 color variations from a main register is quite
|> >a bit! This is C='s quoted 256 * 1024 colors, atlhough carefully choosing
|> >the base registers you can get more than that.
|>
|> Yes, but isn't 65536 colors freely chosen better? :) (no need to go into
|> all the details again of why you feel HAM8 is better. Just found that after
|> all the 65000 colors isn't enough! we now get 4096 color is plenty! from the
|> same people...)

No, NOT FROM ME!

Now read:

I WAS TALKING ABOVE ABOUT 4096 COLORS FROM THE PIXEL ON THE LEFT, NOT ON
THE SCREEN. GOT IT?

ON SCREEN IS AT LEAST 256 * 1024 COLORS (or those that fit). And since
you get the 24-bit palette advantage, of course it looks better than the Falcon's
'True COlor.'

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3522. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 00:08:57 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec10.000857.16485@rchland.ibm.com>
Source record: 19804

In article <KENDALL.93Dec8153456@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Dec08.010032.15103@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> <some text disintegrates>

[stuff deleted]

|> ) ATARI had a chance... and let it pass.
|> )
|>
|> But when Atari had a pen computer, the technology wasn't there to make
|> it as good as the newton! They were just too far ahead of the
|> times...

No, they screwed it. There have been PC's that started to sell and DO SELL
with no pen-recognition stuff and lame technology. By the time Apple
had come out with the Newton, ATARI could have had a very good start on
that technology and recognition.

|>
|> )|> ) * The Atari Lynx- good piece of hardware that didn't sell well
|> )|>
|> )|> You heard it here first - I predict an amazing Lynx comeback tied to
|> )|> the Jaguar's success. I think a major reason the Lynx had trouble was
|> )|> no console tie in to instill loyalty.
|> )
|> ) And I think it's called lack of proper marketing.
|> )
|>
|> Right, but they are marketing both now...

We'll see. Remember, this are not the times when the Lynx came out,
when there was no Game Gear with good software.

|> )|> ) * The Falcon
|> )|> )
|> )|>
|> )|> Hey! I love my Falcon (not carnally, for the picky among you).
|> )
|> ) He he....
|> )
|> ) Well, you can love it, but it flopped. You know what I mean,
|> )you can have a good product and it can still flop. That's my point
|> )with the Lynx- great product that didn't sell well.
|> )

|>
|> It hasn't flopped till they stop making them.

Oh, I see. By that definition all computers I know that have been
discontinued have flopped.

Let me give you a clue: IT HAS FLOPPED SO FAR BECAUSE IT HASN'T
SOLD WELL, AND WELL BELOW ATARI EXPECTATIONS.

That's a flop...

|>
|> )|>
|> )|> ) How am I supposed to believe all of a sudden that the Jaguar would
|> )|> )be any different?
|> )|>
|> )|> Well, because they really have been doing different things. I only
|> )|> ordered my Jaguar after I saw that they were actually advertising (A
|> )|> real physical Gamepro ad that I could touch), and had good press
|> )|> coverage - that plus the developers they've signed up convinced me.
|> )|> I've never seen anything like this for the computer line.
|> )
|> ) True, but ATARI has to come out with software and support.
|> )
|> ) And they pack in in a $250 machine a switch box which is not
|> )automatic, don't put a dust cover in their cartridge port, have
|> )a couple of RF interference and no cables for stereo sound...
|> )
|> ) You know what I mean? But I agree, they are doing a lot of
|> )different things, which is why I GIVE THEM A CHANCE. It doesn't
|> )guarantee success, and it doesn't mean I don't have the right
|> )to be skeptic.
|> )
|>
|> Actually, on rec.games.video.misc, I read about someone who got one of
|> the bad switchboxes - he called atari on the 800 number, and they
|> shipped a new automatic switch box in 5 days!! Now that is real
|> customer service.

True, and kuddos to ATARI for that. That's actually very good.

|>
|> The old Atari would have just said "What switch-box problem?" and
|> shipped out all 40,000 units.

We'll still see... there's still of the 'old ATARI' in here...

|>
|> As for he no stereo cale, I think that MOST people won't want stereo
|> cables anyway - the majority of SNES's I've seen just go to the TV.
|> So it dsoes make some sense to have an adapter that you can buy to get
|> features you need.

WHAT? You must be kidding me, are you? There's a lot of people
that connect their SEGAS and S_NES to stereos (include me in there).
How come a 'next generation 64-bit system' doesn't have that when
it costs $250? THINK.

|> )|> As for the ST CD, well you can just get any 'ol SCSI CD-ROM and hook
|> )|> it up to an ST. True that there are not a lot of ST specific CD-ROms,
|> )|> but I can use photo-CD, or DTP CD stuff.
|> )
|> ) No NO NO! I am talking about back in 1986 when ATARI was proposing
|> )doing something like CD-I is attempting today. At that time, THAT
|> )would have sold.
|> )
|>
|> Hmm, I thought it was just a CD-ROm for the ST's, I hadn't heard about
|> anything like a CD-I machine.

No, it wasn't just CD-ROM for the ST. They were thinking about doing
the CD-I idea but with the ST. Not a CD-I stand alone machine, but they
also wanted to put enciclopedias with pictures, etc. THEY DIDN'T
DO ANYTHING, AND COULD HAVE BEEN THE FIRST TO MARKET THAT.

|> )|> ) I has potential, and ATARI *seems* to be doing the right moves...
|> )|> )that's one thing...
|> )|> )
|> )|> ) But again, one thing is racing half the race and make it to the
|> )|> )goal, and another is racing half the race and come out in the last place.
|> )|> )
|> )|>
|> )|> But Atari's off to a good start in this race, instead of sitting at
|> )|> the gate trying to tie their shoelaces like the usually do.
|> )
|> ) True, doesn't mean they won the race though.
|> )
|>
|> But it means they are still in it - there are people who won't even
|> give them that much credit.

I do give them credit, but that doesn't mean I have to say:

" Gee, look, the world's have been saved, just buy a Jaguar " attitude.
Atari has a looonng race before them, and I am skeptic.

When you said that ATARI's off to a good start in this race, I'll say
that they got the proper shoes, the proper attire, the proper attitude.

The race for all systems has just begun...

|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3523. FACTS OR LIES? was Re: JAGUAR INFO - HOT OFF THE PRESS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 00:10:52 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec10.001052.36001@rchland.ibm.com>
Source record: 19805

In article <2d0659a8@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 08 Dec 93 02:29:19, David Heller wrote:
|>
|> DH> only shipped 3,000 units to date out of a total run of 30,000 (not the
|> DH> originally planned production of 50,000). They stopped shipping when they
|>
|> 30,000 in the US, the rest being shipped to Europe. (London/Paris is what I
|> heard)

And you heard from? (drum roll...)

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3524. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 00:13:29 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec10.001329.34268@rchland.ibm.com>
Source record: 19806

In article <2d065c20@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 07 Dec 93 20:33:54, Stefan Boberg wrote:
|>
|> SB> It will sell because people want it. It's sold exceptionally well, as a
|> SB> matter of fact. Some friends of mine made a game for the CD32 called
|> SB> "Pinball
|> SB> Fantasies", which has sold between 40,000-50,000 copies on the CD32
|> SB> already.
|> SB> That's *very* good sales figures, and it means people will continue
|> SB> developing
|> SB> for the machine.
|>
|> That is indeed impressive.

The A1200 sales of that game have been very good too. I have the AGA version and is way cool. (The CD-32 version has CD music).

|>
|> SB> None of the systems are ahead of the other in all areas. The fact that
|>
|> Okey, the Jaguar is way ahead of the CD32 in EVERYTHING except that it doesn't
|> come with a built in CD-ROM .. satisified?
|>
|> SB> other hand, the Jaguar has an edge in the graphics area, with it's object
|> SB> processor and higher processing performance. I wouldn't say either was
|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3525. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 00:15:41 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec10.001541.13593@rchland.ibm.com>
Source record: 19807

In article <2d065da8@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 08 Dec 93 02:08:24, Ricardo Hernandez Muchado wrote:
|>
|> RH> |> I wrote that, but I also wrote it should have the CPU power to do it on
|> RH> its own
|> RH> |> if someone tries.
|> RH>
|> RH> Well, dream on ;-)
|>
|> There is an MPEG decoder for the Falcon's DSP .. the same company who wrote
|> that one are Jaguar developers ..
|>
|> Maybe I'm a good dreamer ..

Ah, but does that dream allows you to play Video CD fullscreen?

Dream all you want Rickard. Some people dream and know they are dreaming, other just hit a brickwall of reality every now and then.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>
|>

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3526. Re: Forgot to add was Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 00:20:11 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec10.002011.52070@rchland.ibm.com>
Source record: 19808

```
In article <2e785p$r96@corax.udac.uu.se>, m93kma@tdb.uu.se (Kristofer Maad) writes:
|> Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
|> : Charles, I fogot to add that remember that you can alter the base 64 color
|> : registers per horizontal line using the Amiga's copper.
|>
|> : This takes 0 cpu time...
|>
|> Takes memory bandwidth like h*ll! So bot the cpu and blitter will be slower.

What? The Amiga OS does it all the time.

|>
|> --
|> Name: Kristofer Maad |
|> Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
|> 752 38 Uppsala | system screw up completely almost makes
|> Phone: 018-50 59 12 | it worthwile." /Kris
|> E-Mail: m93kma@tdb.uu.se |

--
------------------------------------------------------------------------
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>>> New internet address: raist@vnet.ibm.com <<<<
```

# 3527. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 00:21:24 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec10.002124.17837@rchland.ibm.com>
Source record: 19809

In article <2e7969$dgl@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley)
writes:
|> In article <2e6qs7$ve@harbinger.cc.monash.edu.au>,
|> William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
|> >Charles Medley (cmedley@wam.umd.edu) wrote:
|> >: In article <cdonley.2rba@amiganet.xnet.com>,
|> >: Clayton Donley <cdonley@amiganet.xnet.com> wrote:

[stuff deleted]

|>
|> 30,000 CD-32s?
|>
|> Buddy, I believe you've got it all wrong. There are ZERO CD-32s in America.
|>
Hmmm.. I think you got it wrong. There are in very limited quantity. I know
some people have ordered from Canada.

---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3528. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 00:22:37 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec10.002237.40680@rchland.ibm.com>
Source record: 19810

In article <2e79bp$dkt@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Charles Medley) writes:
|> In article <1993Dec7.194617.21918@ida.liu.se>,
|> Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
|> >
|> > About 15 months ago, when the AGA Amigas and Falcon was both released,
|> >this group was filled with posts about how the Falcon would stomp all over
|> >the A1200 and A4000. Funny how things change.
|> >
|>
|>
|> Yeah, I remember. And Amiga 1200/4000 machines were supposed to be getting
|> a DSP board (AT&T 3210) and it never happened. :)

True... so far.

|>
|> I remember advocating the Falcon and never saying it would out-sell the A1200,
|> only that it would be a better machine.

Ah, but that's you, not he mayority around here.

|>
|> (and even then I meant that from my own perspective, and didn't try to play
|> dictator and force my view on the rest of you... )
|>
|> Speaking of which, where is the DSP for the Amiga?
|>
C= licensed it to a third party supplier.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3529. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 00:23:47 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec10.002347.10531@rchland.ibm.com>
Source record: 19811
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

In article <khaley.755452899@nova>, khaley@nova.gmi.edu (Kevin Haley) writes:
|> I just read a few posts stating that Commodore has lost over $300 million
|> and has less than $8 million in cash (or assets). I'm sorry I can't
|> remember the sources, but some are saying that Commodore may be going out
|> of business. For you netters out there, does anyone know if this
|> is true?
|>
|> I've been hearing a lot of this lately, and I'm wondering whether or not
|> it is really true or just rumor.
|>
|> If so, what does that mean for the Amiga and the CD32?
|>

I think this is just YAUR (yet another unfounded rumour). Main reasoning
is CD-32 sales, and agreement with Hewlett Packard, etc. Now, if the
lawsuit deal is true... but I highly doubt it.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3530. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 05:00:37 UTC
From: cs93294@assn212.cs.ualberta.ca
Message-ID: <cs93294.755499637@wolfcreek.cs.ualberta.ca>
Source record: 19816
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.misc

Nick J Worthey <nw28+@andrew.cmu.edu> writes:

>Excerpts from netnews.rec.games.video.misc: 9-Dec-93 COMMODORE GOING OUT
>OF BUSI.. by Kevin Haley@nova.gmi.edu
>> I just read a few posts stating that Commodore has lost over $300 million
>> and has less than $8 million in cash (or assets). I'm sorry I can't
>> remember the sources, but some are saying that Commodore may be going out
>> of business. For you netters out there, does anyone know if this
>> is true?
>>
>> I've been hearing a lot of this lately, and I'm wondering whether or not
>> it is really true or just rumor.
>>
>> If so, what does that mean for the Amiga and the CD32?

>Hmmm... I'm no Amiga/CD32 freak, but I thought Amigas were pretty
>popular in Europe. How could C= be going out of business with a
>successful line of computers. But then again I don't know what they do
>with their money...

>--
>Nick

They pay their crack Engineering staff... heh.. Inside joke.. :)

--
|\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____________________________|

# 3531. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 07:27:54 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec10012754@great-gray.owlnet.rice.edu>
Source record: 19835
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

In article <2e7odp$ud@usenet.INS.CWRU.Edu> doug@viper.ELP.CWRU.Edu (Douglas Bell) writes:
)Kevin Haley (khaley@nova.gmi.edu) wrote:
)>I just read a few posts stating that Commodore has lost over $300 million
)>and has less than $8 million in cash (or assets). I'm sorry I can't
)>remember the sources, but some are saying that Commodore may be going out
)>of business. For you netters out there, does anyone know if this
)>is true?
)
)>I've been hearing a lot of this lately, and I'm wondering whether or not
)>it is really true or just rumor.
)
)>If so, what does that mean for the Amiga and the CD32?
)
)Probably not much.
)
)I imagine that atari will post a loss like 3do and commodore have.
)Why? Because all three companies have been shelling out a lot
)of R&D money and money to start production and haven't started to
)get any return yet.
)
)These fiscal losses for this quarter will probably not affect any of
)these companies in the long term.
)

I don't know about that - one would have to agree that the most
important thing for Commodore or Atari to do is Advertise, Advertise,
Advertise. You gotta have money to advertise... Atari has about $40
Million set aside for the national Jaguar launch.
--
---> Kendall Gelner (kendall@rice.edu)

# 3532. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 07:58:32 UTC
From: primus@netcom.com
Message-ID: <primusCHt7HK.Mp9@netcom.com>
Source record: 19817
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

John Townsend (John_Townsend@taligent.com) wrote:

: Don't count on it. Atari has already weathered the storm. I think they
: will show a
: small profit in the Q4 of 1993 and a larger profit in Q1 of 1994.

: They have downsized their company and cut the operating costs down over
: the last
: year. I think they are poised to show a profit soon.

Uh, yeah, with what?!?

As of right now, they only sold A FEW THOUSAND of Jaguars. Only god knows when the rest will be released BECAUSE OF THE STINKIN FAULTY SWITCHBOX! And I'd suppose TV networks let Atari air their commercials for free, and magazines include their ads just for the hell of it?

Profit? What profit? Red ink BIG time... Only a week before christmas. Unless a miracle takes place, Atari won't see any profits till well into next year, probably 2nd/3rd quarter '94.

I'd expect both 3DO and Atari stocks to drop well into next year. Atari has fallen more than 42% since it's height while 3DO dropped about 33% since it's height, with Atari hanging around 7 and 3DO at around 31...

--

**********
* Robert Keng * Programmer, Adventurer, MechWarrior,*
* AKA "Starblade" * Pilot, and Pandion knight..........*
* INet - primus@netcom.com ********BIG fan of David Eddings*******
* GEnie - R.KENG * "He who laughs last, laughs best..."*
**********

# 3533. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 08:05:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d082dba@troed.ct.se>
Source record: 19689

In a message of 09 Dec 93 19:22:50, Stefan Boberg wrote:

SB> How? The maths don't work out. If the Falcon's DSP is 16MIPS, and only
SB> decompresses a 160x120 MPEG stream at roughly 12fps, how would a 26MIPS
SB> DSP possibly do a four times larger stream at 25fps? The Jaguar would need
SB> 128MIPS to do the job. It does not have that kind of power, obviously.

It has more than one processor.

(But you're right about one thing, it CAN'T until someone DOES it ... )

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3534. FACTS OR LIES? was Re: JAGUAR INFO - HOT OFF THE PRESS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 08:08:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d082e98@troed.ct.se>
Source record: 19690

In a message of 10 Dec 93 01:10:52, Ricardo Hernandez Muchado wrote:

RH> |> 30,000 in the US, the rest being shipped to Europe. (London/Paris is
RH> what I
RH> |> heard)
RH>
RH> And you heard from? (drum roll...)

Atari.

15dec the Jaguar will start selling in London/Paris, 10000 units each.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3535. Re: Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 08:43:04 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2e9cqoINNpjv@tom.rz.uni-passau.de>
Source record: 19818

In article <1993Dec08.004738.39657@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> True! And I am thinking of doing a 'DungeonMaster/EyeBeholder' type game
>with 640x200 and HAM8.
>
> THAT will look good.

And it won't work very well. At least if Erik Simon (Ambermoon, Thalion Software) isn't a complete liar. He said that the Amiga is the worst possible machine for texture-mapping (and he said so in an Amiga mag).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
---------------------------------------------------------------------- /
- Star Trek: Our Generation - _
- To boldly kill rats where no man has killed rats before.... - _)

# 3536. Re: CD-32 Full-Motion Video specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 11:04:16 UTC
From: pet@imada.ou.dk
Message-ID: <1993Dec10.110416.8729@imada.ou.dk>
Source record: 19820

In article <2e77oe$r96@corax.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad)
writes:
> Clayton Donley (cdonley@amiganet.xnet.com) wrote:
> : And as Stefan points out, the FMV add-on runs totally independant of
the CD^32
> : unit--the FMV unit access the CD-Rom directly..You can be playing
Stardust on
> : your CD^32 deck, and watching Paramount's Star Trek VI in a window
with
> : relative ease.. Or Watch Star Trek IV and play -Stardust- in a window,
for that
> : matter. :)
>
> A bit too optimistic, are we? :) The FMV module has a fixed 24-bit
fullscreen
> resolution of 352x240 in NTSC and 352x280 in PAL. You could not make it
run
> the movie in a window. And playing games in windows only work, if they
are
> intuition based.
>
> Regards, Kristofer.
>
Heja Kristofer,

I've seen the Amiga CD32 run with a CD-Video module (FMV) and that's the
best piece of video I've seen. Both the picture and the sound quality is
better than anything I've seen before. And beside than, the FMV is using
less than 5% of the AmigaCD 32's power.

Simply - The Amiga CD32 will set the new standard for Computer games!

**********************************************************************
** Dexion Design ** Amiga Development under Commodore Data DK **
** Postbox 168 **----------------------------------------------**
** DK 5100 Odense C. ** I'm rubber, you are glue **
** Denmark ** what ever hits me bounces back **
** email: ** and sticks to you. **
** pet@imada.ou.dk ** **
**********************************************************************

# 3537. Re: Forgot to add was Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 11:36:47 UTC
From: m93kma@tdb.uu.se
Message-ID: <2e9n0f$ifu@corax.udac.uu.se>
Source record: 19819

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
: In article <2e785p$r96@corax.udac.uu.se>, m93kma@tdb.uu.se (Kristofer Maad) writes:
: |> Takes memory bandwidth like h*ll! So bot the cpu and blitter will be slower.

: What? The Amiga OS does it all the time.

I wish it were true, but sorry... The heaviest use of copper in the Amiga OS
is for the screens. That means that a maximum of 256 colors are set for each
screen visible. But if you calculate a bit, you find that 64 colors times
256 scanlines will end up being a bit more... And the copper can't change
64 colors completely outside the visible part of each scanline - it simply
isn't fast enough. The copper is nice for background rasters and other
non-intensive tasks requiring precious timing, but not for heavy work.

Regards, Kristofer.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3538. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 11:44:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d08613a@troed.ct.se>
Source record: 19691

In a message of 10 Dec 93 00:59:55, Ricardo Hernandez Muchado wrote:

RH> Yep, although someone mentioned 'hacks' into that system... looks like

Who?

RH> ATARI's first multitasking trial... Amiga has come a long way in that
RH> already...

MultiTOS is a fully preemptive multitasking OS - soon to be Posix compliant. No hacks whatsoever!

If you want to talk about hacks ... lets talk about the Amiga OS ... so-called Multitasking ..

```
+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 3539. Re: gaming/jaguar news

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 13:17:58 UTC
From: chrisg@access2.digex.net
Message-ID: <2e9su6$4ik@access2.digex.net>
Source record: 19832
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.misc,rec.games.video

In article <113308Z09121993@anon.penet.fi>, <an8496@anon.penet.fi> wrote:
>
>No mention of Commodore CD32 although a couple weeks ago the news said
>that C= said they may be going out of business?! C= lost over $300
>Million and have only around $5-8 million cash. My brothers friend
>is a lawyer and also said Commodore lost a multimilion dollar patent
>lawsuit earlier this year and owe Cadtrak and banks over $30 million.
>
Commodore and Cadtrak settled out of court. The settlement
wasn't anything even remotely resembling $30M.

# 3540. Re: COMMODORE GOING OUT OF BUSINESS? NOT!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 14:20:07 UTC
From: ganoe@sde.mdso.vf.ge.com
Message-ID: <1993Dec10.142007.1013@knight.vf.ge.com>
Source record: 19822
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

In article <khaley.755452899@nova>, khaley@nova.gmi.edu (Kevin Haley) writes:
> I just read a few posts stating that Commodore has lost over $300 million
> and has less than $8 million in cash (or assets). I'm sorry I can't
> remember the sources, but some are saying that Commodore may be going out
> of business. For you netters out there, does anyone know if this
> is true?
>
You're basing this completely upon an article with "Subject: gaming/jaguar news",
whose first two paragraphs basically say Jaguar's better than 3DO, 3DO's having
financial problems, and Commodore lost money and a lawsuit and is going out of
business. Then it follows with pages of Atari marketing BS. Yeah, I'd
believe every word of it.

> I've been hearing a lot of this lately, and I'm wondering whether or not
> it is really true or just rumor.
>
No, it's just not true. Yes Commodore did lose money last year like some other
computer companies did, but they won a recent lawsuit and supposedly paid off
the $30 million they owed Prudential.

> If so, what does that mean for the Amiga and the CD32?
>
CD32's doing well in Europe and Australia, just had an NTSC version production
run for World of Commodore Toronto last weekend, and the MPEG module either
just started production or supposedly will be next week.

Craig

# 3541. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 14:41:40 UTC
From: mrscary@netcom.com
Message-ID: <mrscaryCHtq5G.9qJ@netcom.com>
Source record: 19821
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

khaley@nova.gmi.edu (Kevin Haley) writes:

>I just read a few posts stating that Commodore has lost over $300 million
>and has less than $8 million in cash (or assets). I'm sorry I can't
>remember the sources, but some are saying that Commodore may be going out
>of business. For you netters out there, does anyone know if this
>is true?

>I've been hearing a lot of this lately, and I'm wondering whether or not
>it is really true or just rumor.

>If so, what does that mean for the Amiga and the CD32?

Commodore has flirted with bankruptsy a number of times in the past.
The rumors don't even phase me any more. If they were truely going out of
business (which isn't the case at this moment), then it would mean the Amiga
and CD32 would be dead. It's pretty simple. :)

--

---
Chris Hurley | Author- | Another Happy Retina Owner...
mrscary@netcom.com | Amiga UTG | Guitarist, Programmer, Technical Engineer
---

# 3542. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 14:49:08 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1993Dec10.144908.2517@mnemosyne.cs.du.edu>
Source record: 19824

```
In article <2cfe7472@troed.ct.se>,
Rickard Troedsson <rickard_troedsson@troed.ct.se> wrote:
>In a message of 01 Dec 93 23:49:11, Stefan Boberg wrote:
>
>SB> It's definitely better than VHS quality. Have you _SEEN_ MPEG FMV
t
>SB> full speed?
>
>Nope, but I frequently read American Scientist, where they in the Septem
er
>issue (I think) has a full explanation of the MPEG-1, 2 and 4 standards
..
>several times they stated that FMV was VHS quality. I take that as a rel
able
>source!
>
>SB> Hahaha. So you mean that S-VHS doesn't remove data? What a joke. I
's
>SB> lossy, too. Just in a different way to the digital MPEG.
>
>Sorry for that one, I didn't mean it to sound like if SVHS was 100% perf
ct, I
>just wanted to state that since MPEG removes ENOURMOUS amounts of data i
WILL
>show.
>
>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+
>
```

The point is that during animation, large parts of the data are totally redundant. Although VHS reproduces every frame, the inherent quality of the frames is poor. MPEG has been designed around how the eye percieves video, so despite the `loss` of data, the picture is still good. Certainly of VHS quality, tho not of SVHS or LD quality.

Gavan

# 3543. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 14:56:10 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1993Dec10.145610.2720@mnemosyne.cs.du.edu>
Source record: 19823

In article <CHHG58.G7M@genesis.nred.ma.us>,
Ralph Barbagallo <nugget@genesis.nred.ma.us> wrote:
> I know.. I'm a rabid Amiga fan, but a $995 Quadra 605 IS a nice
>deal for a nice machine. And I paid $1599 for this A4000/030... *sigh*
>
>--
>Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred
ma.us
>-----------------------------------------------------------------------
------
>"Maybe Atari will do well overseas. Jerry Lewis movies do very well ove
seas."
>Scott Cohen -ZAP!: The Rise and Fall of Atari (1984)

I agree, C= has grossly overpriced the A4000 line. They really are
ripping off dedicated Amiga users by pricing these machines so high.
Still, at least Amiga owners can buy 040 Amigas with expansion slots, eh
Falcon owners?

Gavan

# 3544. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 15:05:36 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1993Dec10.150536.3068@mnemosyne.cs.du.edu>
Source record: 19825

In article <CHJ099.tq@genesis.nred.ma.us>,
Ralph Barbagallo <nugget@genesis.nred.ma.us> wrote:
>
> I think that Team 17s Body Blows will not be in AGA...but
>Body Blows Galactic will.
>
>--
>Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred
ma.us
>-----------------------------------------------------------------------
------
>"Maybe Atari will do well overseas. Jerry Lewis movies do very well ove
seas."
>Scott Cohen -ZAP!: The Rise and Fall of Atari (1984)

Yes, body blows galactic DOES have a special AGA version.

I agree with earlier comments - many AGA games are pretty dissapointing
because they are simply tarted up versions of ECS games. What I want to
see is software that could ONLY be done on AGA, but I would guess that
there will have to be around 500000 AGA amigas before the software
houses take the plunge for AGA only software - with 1.5 million ECS
amigas in the UK, they would be forsaking a lot of potential sales.

I am encouraged by the way that many new games look for extra memory and
then give you more sound samples, or take advantage of the A1200s faster
CPU to give a smoother update. And of course, since the A1200 will run
ALL current ECS games, us A1200 owners have a LOT more choice than the
poor sods who bought a Falcon.

Gavan

# 3545. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 15:18:51 UTC
From: mrathwel@herman.cs.uoguelph.ca
Message-ID: <2ea40r$oa8@nermal.cs.uoguelph.ca>
Source record: 19828
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

Kevin Haley (khaley@nova.gmi.edu) wrote:
: I just read a few posts stating that Commodore has lost over $300 million
: and has less than $8 million in cash (or assets). I'm sorry I can't
: remember the sources, but some are saying that Commodore may be going out
: of business. For you netters out there, does anyone know if this
: is true?

: I've been hearing a lot of this lately, and I'm wondering whether or not
: it is really true or just rumor.

: If so, what does that mean for the Amiga and the CD32?

Lots of seemingly healthy companies go out of business. Look at
all of the software company deaths in the 80s (ie. Epyx, Activision,
Cinemaware) ... many came as a complete surprise.

Commodore has a successful line of computers in Europe, but
they've lost lots of money in the States ... perhaps these two markets
cancel each other out? They also seemed to lose a LOT of money on the
CDTV. In addition, we're in a recession and (as far as I've seen)
Commodore hasn't attempted to restructure it's operations like other
companies.

I hope they don't go out of business. To see them or Atari go down
would mean less alternatives available for the DOS platform and Apple is
still too expensive for me! The Amiga has a large enough following that
short term effects on software creation would probably be minimal.

That's my two cents worth:
>> Mark <<

# 3546. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 15:53:08 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHttGL.J8I@barclays.co.uk>
Source record: 19826

In article <1993Dec10.150536.3068@mnemosyne.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:

|> I am encouraged by the way that many new games look for extra memory and
|> then give you more sound samples, or take advantage of the A1200s faster
|> CPU to give a smoother update. And of course, since the A1200 will run
|> ALL current ECS games, us A1200 owners have a LOT more choice than the
|> poor sods who bought a Falcon.

Well, there are a *few* Falcon only games and via the PD prog, Backwards, Falcons can run quite a few ST, STe Games. I've certainly run quite a few on my Falcon, some work faster, some need to run at 8Mhz.

--

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

# 3547. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 15:57:14 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1993Dec10.155714.5423@mnemosyne.cs.du.edu>
Source record: 19827

In article <2d011052@troed.ct.se>,
Rickard Troedsson <rickard_troedsson@troed.ct.se> wrote:
>In a message of 04 Dec 93 06:00:28, Jimmy Chan wrote:
>
>JC> People buy consoles to play games on period. It doesn't have anythi
g to
>JC> do with what their neighbors have been playing with. Most of the ki
s
>JC> want
>JC> to have their own toys to play with and not someone elses, since it
ll
>JC> mommy or daddy's money. For me, arcades are a thing of the past.
>
>BOOO .. wake up, smell reality .. kids want what their friends have ....
Kids
>out here even BUY C64's coz almost everyone here has one!
>
>JC> :#Haven't seen anyone building arcades using the CD32 .. :-)
>JC>
>JC> Because they are used in simulators...8-). Pretty awesome things if
you
>JC> ask me. Military simulators and commercial simulators have been usi
g it
>JC> for quite awhile now.
>
>Military simulators using CD32's?
>
>Excuse me for laughing.

Just where exactly are these arcade jaguars? oh, i see - they just
licensed the option to use the chipset. Thats very different from such
a thing actually existing.

You really are full of shit. Why are you always making things up to make
Atari products sound good. Anytime you SEE an Amiga you just have to
claim that your Atari does x or y an 99% of the time you are shown to be
making it up. You really have lost ALL credibility. You have spent the
last few months arguing that the jaguar does this or that and YOU DONT EVEN
HAVE ONE! You already talk about the Jaguar CD as if it exists and it
could be months before it comes out.

Face it, the Amiga BURIED the ST, the A1200 killed the Falcon stillborn,
but what will probably kill the Jaguar is Ataris own inept marketting.
This would be a great pity as the Jaguar looks like a very good machine -
certainly in pure technology terms it beats the CD32. In all probability

it will go the way of the lynx and the falcon - death by obscurity. If by some chance it does survive and prosper with next-generation games, then I will certainly buy one. I`ll also have a CD32 drive for my A1200 and will be buying software for it.

If you feel pissed off for having wasted money on a falcon which has no games software, then by all means buy a Jaguar but dont come running to me if it turns out to be another in the long line of Atari flops. Stick to the facts instead of making stupid , untrue claims and you will get a lot more respect.

>JC> No, I think he meant it's still vapourware. We can talk vapourware
C
>JC> you
>JC> want but, if it don't exist then it don't hold a candle to something
that
>JC> does exist.
>
>Ah yes .. the PowerPC is also vapourware ... and Windows NT .. and ... e
c ...
The Jaguar is finally making it out in SMALL quantities - the Jaguar CD is still nothing but vapourware. Are you really STUPID , or maybe you

have one and noone alse does?

>The company (don't remember their name) stated themselves they are devel
ping
>Return to Zork for the JagCD ... isn't that enough?
>
woooo - return to Zork! What a heap of SHIT. Check out the reviews in PC magazines - nice gfx, but NO GAME

>
>
Gavan

>+
>

# 3548. Re: Forgot to add was Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 16:17:02 UTC
From: chrisg@access.digex.net
Message-ID: <2ea7du$j56@access.digex.net>
Source record: 19833

In article <2e9n0f$ifu@corax.udac.uu.se>,
>
>I wish it were true, but sorry... The heaviest use of copper in the Amiga OS
>is for the screens. That means that a maximum of 256 colors are set for each
>screen visible. But if you calculate a bit, you find that 64 colors times
>256 scanlines will end up being a bit more... And the copper can't change
>64 colors completely outside the visible part of each scanline - it simply
>isn't fast enough. The copper is nice for background rasters and other
>non-intensive tasks requiring precious timing, but not for heavy work.

On AGA, it is not necessary to change the colors during the
non-visible area of the screen. You can change 64 registers (say
numbers 64-127) during the visible area of the screen, and with one copper
instruction, tell Lisa to switch to using colors 64-127 instead
of 0-63. Basically a bank switch of the color registers.
There aren't enough copper cycles to change 63 per line, however.

# 3549. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 18:09:13 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec10.180913.8674@rchland.ibm.com>
Source record: 19829

In article <2d06fa3a@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 08 Dec 93 19:40:49, Unknown wrote:
|>
|> U> All the fanatical Apple II heads (not me, cuz i had no $$) bought it,
|> U> despite its incredibly slow processor speed. It ended up selling
|> U> a lot, but because the hardware straight up blew no one developed
|> U> any software for it. It sucked that this happened since I was a
|>
|> This sounds like today - CD32 .. :-)

Nope, a lot of software is under development for the CD-32...

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3550. Re: Daniel and HAM8 nonsense was Re: CD32's HAM8 mode -IS- True 24-BIT color

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 18:13:12 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec10.181312.50798@rchland.ibm.com>
Source record: 19830

In article <2e9cqoINNpjv@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <1993Dec08.004738.39657@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> > True! And I am thinking of doing a 'DungeonMaster/EyeBeholder' type game
|> >with 640x200 and HAM8.
|> >
|> > THAT will look good.
|>
|> And it won't work very well. At least if Erik Simon (Ambermoon, Thalion
|> Software) isn't a complete liar. He said that the Amiga is the worst
|> possible machine for texture-mapping (and he said so in an Amiga mag).
|>
|> Weregoose

Weregoose, let me give you a clue: Eye of the Beholder/Dungeon Master don't do true texture mapping. How come ISHAR is doing what I want (with far less color) in my A1200 machine? How come Eye of the Beholder exists?

I am a programmer too, thank you very much.

|>
|> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
|> ------------------------------------------------------------------------ /
|> - Star Trek: Our Generation - _
|> - To boldly kill rats where no man has killed rats before.... - _)
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3551. Re: Forgot to add was Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 18:14:33 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec10.181433.48307@rchland.ibm.com>
Source record: 19831

```
In article <2e9n0f$ifu@corax.udac.uu.se>, m93kma@tdb.uu.se (Kristofer Maad) writes:
|> Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
|> : In article <2e785p$r96@corax.udac.uu.se>, m93kma@tdb.uu.se (Kristofer Maad) writes:
|> : |> Takes memory bandwidth like h*ll! So bot the cpu and blitter will be slower.
|>
|> : What? The Amiga OS does it all the time.
|>
|> I wish it were true, but sorry... The heaviest use of copper in the Amiga OS
|> is for the screens. That means that a maximum of 256 colors are set for each
|> screen visible. But if you calculate a bit, you find that 64 colors times
|> 256 scanlines will end up being a bit more... And the copper can't change
|> 64 colors completely outside the visible part of each scanline - it simply
|> isn't fast enough. The copper is nice for background rasters and other
|> non-intensive tasks requiring precious timing, but not for heavy work.
|>
|> Regards, Kristofer.

Kristofer, I do know you can change at least 16 at a time. I don't see
it taking memory bandwitdh 'as hell' as you say...

|>
|> --
|> Name: Kristofer Maad |
|> Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
|> 752 38 Uppsala | system screw up completely almost makes
|> Phone: 018-50 59 12 | it worthwile." /Kris
|> E-Mail: m93kma@tdb.uu.se |

--
------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

# 3552. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 19:03:11 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93344.140311STIRRE31@MAINE.MAINE.EDU>
Source record: 19687
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

I would venture a guess that if Commodore did indeed go
out of business (which I have no idea if it is probable)
that another company would pick up the Amiga support.
The user base is just too large to let it drop (especially
in Europe). I would even say that if Atari went under
(NEVER!) that their computer line and game system
(Jaguar) would still be supported. Just look at the talk
of Atari clones since Atari's computer support has been
cut back.
-scott tirrell

# 3553. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 19:12:39 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec10.191239.13528@ida.liu.se>
Source record: 19695

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>JC> The Saturn is being released in two versions. One will be CD/cartridge
>JC> version the other is a cartridge only version. Rickard really should do
>JC> more research, I did mine after hearing about the Saturn from Rickard.
>JC> So, I guess Sega isn't too dumb after all...8-)

>Que? Have I said anything else? I've known for quite a while now that the
>Saturn will come in the same configurations as the Jaguar will ...

Nobody knows anything about that, since SEGA hasn't even got the machine
specifications set in stone yet. Nothing has been decided yet. In 4Q94
we'll know, but until then everything is speculation.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3554. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 19:16:25 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec10.191625.13686@ida.liu.se>
Source record: 19696

ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>In a previous article, y91stebo@odalix.ida.liu.se (Stefan Boberg) says:

>>>I wrote that, but I also wrote it should have the CPU power to do it on its
>>>own if someone tries.
>>
>> I doubt it. My 25MHz 68040-based A4000 doesn't even decompress a 160x120
>>pixel MPEG animation at more than 11 fps. A FMV animation is four times that
>>size, and the Jaguar does not come near the computing performance required.

> Can you say: DSP? :-)

Yep: "Dee-Ess-Pee". That doesn't help though, since the Jag DSP doesn't
have much more computing power than the 25MHz 68040 does. It certainly
does not have 8 times the power of the '040, which would be required.

>** Computer Engineering Jack Kitowicz **
>** @ Carleton University ac382@freenet.carleton.ca **
>** Ottawa Ontario Canada **

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3555. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 19:22:36 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec10.192236.13896@ida.liu.se>
Source record: 19694

cmedley@wam.umd.edu (Charles Medley) writes:
>Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:

>> About 15 months ago, when the AGA Amigas and Falcon was both released,
>>this group was filled with posts about how the Falcon would stomp all over
>>the A1200 and A4000. Funny how things change.

>Yeah, I remember. And Amiga 1200/4000 machines were supposed to be getting
>a DSP board (AT&T 3210) and it never happened. :)

Well, firstly the DSP is a Zorro-machine-only card, so it was never
intended for the A1200. Secondly, I don't think the lack of a DSP is
much of an issue. I certainly don't miss it.

>Speaking of which, where is the DSP for the Amiga?

Licensed to a third-party company. It's been more or less finished
for more than half a year. DSP boards from other companies (Sunrize
for example) have been available for a long time, BTW.

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3556. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 19:34:42 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec10.193442.14264@ida.liu.se>
Source record: 19697

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 07 Dec 93 20:33:54, Stefan Boberg wrote:

>SB> "Pinball Fantasies", which has sold between 40,000-50,000 copies on the
>SB> CD32 already. That's *very* good sales figures, and it means people will
>SB> continue developing for the machine.

>Yup .. this was impressive until I read a post from a guy in
>rec.games.video.misc (where we all should move this console debate...)

>Pinball Fantasies is one of the bundled games in Canada .. which means that
>those sales-figures aren't really telling us anything about real sales ..
>(Commodore just bought a lot of Pinball Fantasies ...)

Well, I'm sorry but these figures were from the middle of November,
and the bundled copies are not included. Also, I remembered incorrectly,
the correct figure is between 30,000 and 40,000 copies.

>Your friends are probably very rich by now though .. ;) .. Pinball *.* are
>really good!

Oh well, they've made "some" bucks, but they didn't get a very good
deal with 21st Century royalty-wise, unfortunately (half of what we get
from T17). The development team was also relatively big, so they haven't
really made a lot each. Still, they're not exactly poor, either.

> (I'm just pissed noone did them for STE ... or rather, they have
>been done but not released ... (also heard 21 century did a Falcon version))

No Falcon version has been made, at least not according to the boys at DI.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3557. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 19:42:28 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec10.194228.14485@ida.liu.se>
Source record: 19698

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 08 Dec 93 07:14:03, Jimmy Chan wrote:

>JC> Gold for one and wouldn't buy from them no matter what platform. I did
>JC> notice a few of the titles were ports. I thought you said that the Jaguar
>JC> wouldn't have ports but new Jaguar specific titles? Some other titles

>Then you obviously have problems reading my posts ..

>On the CD32, people just copy old games onto a CD.

True to some extent with the initial CD32 titles, but the more recent
titles are much better. Have a look at Liberation or Microcosm for
example - those are *HUGE*. Our own CD32 titles in development are enhanced
a great deal from the computer versions, as well (more levels, more graphics,
more sound and so on).

>On the Jaguar (no matter if the game's a port or not) they will have to
>re-write it, making the possibility of added features likely.

They don't have to re-write it much more than you would for a SEGA
port for example. You could take the Amiga version of a game, and just
rewrite the display and sound functions. That's one of the reasons the
68000 is in the Jag - to simplify ports.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3558. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 19:43:47 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec10.194347.14569@ida.liu.se>
Source record: 19699

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>U> All the fanatical Apple II heads (not me, cuz i had no $$) bought it,
>U> despite its incredibly slow processor speed. It ended up selling
>U> a lot, but because the hardware straight up blew no one developed
>U> any software for it. It sucked that this happened since I was a

>This sounds like today - CD32 .. :-)

With the significant difference that a lot of people actively develop
for the CD32.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3559. Re: ATari in general / CBM vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 19:50:09 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec10.195009.14691@ida.liu.se>
Source record: 19700

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 07 Dec 93 20:57:58, Stefan Boberg wrote:

>SB> Well, Atari would probably be happy if they even HAD $300M to lose in
>SB> the first place. They don't even have a tenth of that as it stands.

>Atari's stock went from $0.8 to $12 in a few months ... I wouldn't worry about
>Atari's economy ..

Inflated stock value doesn't mean a single thing for Atari's economy,
I'm afraid.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
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InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3560. Re: gaming/jaguar news

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 20:54:07 UTC
From: supercat@MCS.COM
Message-ID: <2eanlf$h7d@Mercury.mcs.com>
Source record: 19834
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.misc,rec.games.video

In article <2e9su6$4ik@access2.digex.net>,
Chris Green <chrisg@access2.digex.net> wrote:
>In article <113308Z09121993@anon.penet.fi>, <an8496@anon.penet.fi> wrote:
>>
>>No mention of Commodore CD32 although a couple weeks ago the news said
>>that C= said they may be going out of business?! C= lost over $300
>>Million and have only around $5-8 million cash. My brothers friend
>>is a lawyer and also said Commodore lost a multimilion dollar patent
>>lawsuit earlier this year and owe Cadtrak and banks over $30 million.
>>
> Commodore and Cadtrak settled out of court. The settlement
>wasn't anything even remotely resembling $30M.

What was Cadtrack going after C= for? I don't remember the Amiga ever
using an XOR cursor...
--
---
supercat@mcs.com | "Je crois que je ne vais jamais voir... | J_/L
John Payson | Un animal si beau qu'un chat." | ( o o )

# 3561. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 21:02:08 UTC
From: <>
Message-ID: <CHu7rL.6rI@mentor.cc.purdue.edu>
Source record: 19836
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

In article <primusCHt7HK.Mp9@netcom.com> primus@netcom.com (Robert keng) writes:
[stuff removed]
>
>As of right now, they only sold A FEW THOUSAND of Jaguars. Only god knows when
>the rest will be released BECAUSE OF THE STINKIN FAULTY SWITCHBOX! And I'd
>suppose TV networks let Atari air their commercials for free, and magazines
>include their ads just for the hell of it?
[stuff removed]

Well, according to the Atari RTC on GEnie a week or so ago, the have replaced
the faulty manual switchbox with an automatic switchbox. This is the cause
of the delay in more jags being shipped. Atari shipped the 2nd batch with
the auto. switchbox on Monday or Tuesday of last week (Dec. 6th or 7th).
Therefore stores should be getting them in anytime now.... and please don't
forget this is still the TEST MARKET. Atari is test marketing to find the bugs
and get them worked out...and I believe they've handled the RF-box problem
very well. (If you have a faulty rf-box you can call atari up, and they will
send you free of charge an auto-switchbox, a Composite cable, or S-video cable.)
I think that's pretty good customer service.
George


_____________________________________________________________________________
| Rush, Journey, Meatloaf, Pale Divine, Muppets, John Williams. |
| Atari Lynx, Jaguar. Star Wars trilogy. Clockwork Orange. Princess Bride. |
| Beauty and the Beast. Les Miserables. Miss Saigon. Phantom. |
| What else is there? |
| gbelle@symphony.cc.purdue.edu or bellegr@expert.cc.purdue.edu |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3562. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 23:15:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0902fc@troed.ct.se>
Source record: 19701

In a message of 10 Dec 93 16:57:14, Gavan Moran wrote:

GM> Just where exactly are these arcade jaguars? oh, i see - they just
GM> licensed the option to use the chipset. Thats very different from such
GM> a thing actually existing.

Have I said anything else?

GM> You really are full of shit. Why are you always making things up to make
GM> Atari products sound good. Anytime you SEE an Amiga you just have to

This is .advocacy .. you seem to have forgotten it's atari.advocacy too ..

GM> claim that your Atari does x or y an 99% of the time you are shown to be
GM> making it up. You really have lost ALL credibility. You have spent the
GM> last few months arguing that the jaguar does this or that and YOU DONT
GM> EVEN
GM> HAVE ONE! You already talk about the Jaguar CD as if it exists and it
GM> could be months before it comes out.

I have ordered a Jaguar, since I live in Sweden that has been a bit
complicated.

The JagCD has been ready for months.

GM> Face it, the Amiga BURIED the ST, the A1200 killed the Falcon stillborn,

The A1200 and the Falcon aren't playing in the same league ... compare the
A4000/030 (040) with the Falcon instead ...

GM> but what will probably kill the Jaguar is Ataris own inept marketting.
GM> This would be a great pity as the Jaguar looks like a very good machine -
GM> certainly in pure technology terms it beats the CD32. In all probability
GM> it will go the way of the lynx and the falcon - death by obscurity. If by
GM> some chance it does survive and prosper with next-generation games, then I
GM> will certainly buy one. I`ll also have a CD32 drive for my A1200 and will
GM> be buying software for it.
GM>
GM> If you feel pissed off for having wasted money on a falcon which has no
GM> games software, then by all means buy a Jaguar but dont come running to me

Why the hell would I want games for my computer? I take my work serious .. you
seem to like playing games.

GM> if it turns out to be another in the long line of Atari flops. Stick to
GM> the facts instead of making stupid , untrue claims and you will get a lot
GM> more respect.

Please specify my false, untrue claims.

GM> woooo - return to Zork! What a heap of SHIT. Check out the reviews in
GM> PC magazines - nice gfx, but NO GAME

That wasn't the issue. (And BTW; I *LOVED* the text-versions, I just WANT it
...)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3563. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-10 23:50:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d090b56@troed.ct.se>
Source record: 19702

In a message of 10 Dec 93 15:56:10, Gavan Moran wrote:

GM> I agree, C= has grossly overpriced the A4000 line. They really are
GM> ripping off dedicated Amiga users by pricing these machines so high.
GM> Still, at least Amiga owners can buy 040 Amigas with expansion slots, eh
GM> Falcon owners?

The Falcon has built in expansion slots ... please atleast TRY to get SOME
facts straight before posting ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3564. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 00:10:22 UTC
From: arp@shell.portal.com
Message-ID: <CHuGHD.ApL@unix.portal.com>
Source record: 19704
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

mrathwel@herman.cs.uoguelph.ca (Mark Rathwell) writes:

> Lots of seemingly healthy companies go out of business. Look at
>all of the software company deaths in the 80s (ie. Epyx, Activision,
>Cinemaware) ... many came as a complete surprise.

Er, Activision is still alive and well.

--
Andy Patrizio | Those too intelligent for politics are doomed
arp@shell.portal.com | to be governed by someone dumber than them.

# 3565. Re: COMMODORE GOING OUT OF BUSINESS? NOT!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 00:14:16 UTC
From: arp@shell.portal.com
Message-ID: <CHuGnw.B8u@unix.portal.com>
Source record: 19688
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

ganoe@sde.mdso.vf.ge.com (Craig Ganoe) writes:

>You're basing this completely upon an article with "Subject: gaming/jaguar news",
>whose first two paragraphs basically say Jaguar's better than 3DO, 3DO's having
>financial problems, and Commodore lost money and a lawsuit and is going out of
>business. Then it follows with pages of Atari marketing BS. Yeah, I'd
>believe every word of it.

Another delusional Amiga owner who can't face the truth... it's REAL! Commodore
has $8.4 million in cash and millions in debts. It's in deep depp trouble.

>No, it's just not true. Yes Commodore did lose money last year like some other
>computer companies did, but they won a recent lawsuit and supposedly paid off
>the $30 million they owed Prudential.

It lost $356 million. Unlike billion dollar operations like DEC and IBM,
that kind of loss is devistating for Commodore.

--
Andy Patrizio | Those too intelligent for politics are doomed
arp@shell.portal.com | to be governed by someone dumber than them.

# 3566. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 00:41:45 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec10184145@great-gray.owlnet.rice.edu>
Source record: 19709

In article <1993Dec9.182250.16698@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)>> >I wrote that, but I also wrote it should have the CPU power to do it on its
)>> >own if someone tries.
)>>
)>> I doubt it. My 25MHz 68040-based A4000 doesn't even decompress a 160x120
)>> pixel MPEG animation at more than 11 fps. A FMV animation is four times that
)>> size, and the Jaguar does not come near the computing performance required.
)
)>The Falcon's DSP at 16Mips (24bit) can decompress an 160x120 MPEG with 12FPS.
)>So it is quite possible to achieve FMV on the Jaguar.
)
) How? The maths don't work out. If the Falcon's DSP is 16MIPS, and only
)decompresses a 160x120 MPEG stream at roughly 12fps, how would a 26MIPS
)DSP possibly do a four times larger stream at 25fps? The Jaguar would need
)128MIPS to do the job. It does not have that kind of power, obviously.

The Falcon can decompress a 320x200 MPEG at 12fps.

The Falcon has a different DSP than the Jaguar, so you cannot compare
MIPS.

The Jaguar uses Cinepak to do FMV without an MPEG cart - you have to
have an MPEG cart to play MPEG movies.

--
---> Kendall Gelner (kendall@rice.edu)

# 3567. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 01:03:33 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec10190333@great-gray.owlnet.rice.edu>
Source record: 19710

In article <1993Dec10.000857.16485@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
)In article <KENDALL.93Dec8153456@great-gray.owlnet.rice.edu>, kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
)|> In article <1993Dec08.010032.15103@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
)|> <some text disintegrates>
)
)[stuff deleted]
)
)
)|> ) ATARI had a chance... and let it pass.
)|> )
)|>
)|> But when Atari had a pen computer, the technology wasn't there to make
)|> it as good as the newton! They were just too far ahead of the
)|> times...
)
) No, they screwed it. There have been PC's that started to sell and DO SELL
)with no pen-recognition stuff and lame technology. By the time Apple
)had come out with the Newton, ATARI could have had a very good start on
)that technology and recognition.

Ok, Ok, - Atari may have had a chance with the pen computer, it's a shame they dropped it.

)
)|>
)|> )|> ) * The Atari Lynx- good piece of hardware that didn't sell well
)|> )|>
)|> )|> You heard it here first - I predict an amazing Lynx comeback tied to
)|> )|> the Jaguar's success. I think a major reason the Lynx had trouble was
)|> )|> no console tie in to instill loyalty.
)|> )
)|> ) And I think it's called lack of proper marketing.
)|> )
)|>
)|> Right, but they are marketing both now...
)
) We'll see. Remember, this are not the times when the Lynx came out,
)when there was no Game Gear with good software.

But there's also a lot of good software for the Lynx now (or so I hear anyway - like Battlewheels - the port of this to the Jaguar is one of the major reasons I bought a Jaguar).

)
)|> )|> ) * The Falcon
)|> )|> )
)|> )|>
)|> )|> Hey! I love my Falcon (not carnally, for the picky among you).
)|> )
)|> ) He he....
)|> )
)|> ) Well, you can love it, but it flopped. You know what I mean,
)|> )you can have a good product and it can still flop. That's my point
)|> )with the Lynx- great product that didn't sell well.
)|> )
)|>
)|> It hasn't flopped till they stop making them.
)
) Oh, I see. By that definition all computers I know that have been
)discontinued have flopped.
)
) Let me give you a clue: IT HAS FLOPPED SO FAR BECAUSE IT HASN'T
)SOLD WELL, AND WELL BELOW ATARI EXPECTATIONS.
)

Well, it's only flopped insofar as it has poor sales.

) That's a flop...
)

Sort of.

)|>
)|> )|>
)|> )|> ) How am I supposed to believe all of a sudden that the Jaguar would
)|> )|> )be any different?
)|> )|>
)|> )|> Well, because they really have been doing different things. I only
)|> )|> ordered my Jaguar after I saw that they were actually advertising (A
)|> )|> real physical Gamepro ad that I could touch), and had good press
)|> )|> coverage - that plus the developers they've signed up convinced me.
)|> )|> I've never seen anything like this for the computer line.
)|> )
)|> ) True, but ATARI has to come out with software and support.
)|> )
)|> ) And they pack in in a $250 machine a switch box which is not
)|> )automatic, don't put a dust cover in their cartridge port, have
)|> )a couple of RF interference and no cables for stereo sound...
)|> )
)|> ) You know what I mean? But I agree, they are doing a lot of
)|> )different things, which is why I GIVE THEM A CHANCE. It doesn't
)|> )guarantee success, and it doesn't mean I don't have the right
)|> )to be skeptic.
)|> )
)|>

)|> Actually, on rec.games.video.misc, I read about someone who got one of
)|> the bad switchboxes - he called atari on the 800 number, and they
)|> shipped a new automatic switch box in 5 days!! Now that is real
)|> customer service.
)
) True, and kuddos to ATARI for that. That's actually very good.

I think it's amazing! I just can't believe Atari is buying real
switchboxes for the machines...

)|>
)|> The old Atari would have just said "What switch-box problem?" and
)|> shipped out all 40,000 units.
)
) We'll still see... there's still of the 'old ATARI' in here...
)

Not much - they advertise, and actually fix problems while supporting
developers. That seems extremely "Un-Atari" to me!

)|>
)|> As for he no stereo cale, I think that MOST people won't want stereo
)|> cables anyway - the majority of SNES's I've seen just go to the TV.
)|> So it dsoes make some sense to have an adapter that you can buy to get
)|> features you need.
)
) WHAT? You must be kidding me, are you? There's a lot of people
)that connect their SEGAS and S_NES to stereos (include me in there).
)How come a 'next generation 64-bit system' doesn't have that when
)it costs $250? THINK.

A lot of us on the net might, but we mostly have techie kinda friends
- I'll bet that 80% or Sega's and Genisi are just hooked to a TV.

)
)|> )|> As for the ST CD, well you can just get any 'ol SCSI CD-ROM and hook
)|> )|> it up to an ST. True that there are not a lot of ST specific CD-ROms,
)|> )|> but I can use photo-CD, or DTP CD stuff.
)|> )
)|> ) No NO NO! I am talking about back in 1986 when ATARI was proposing
)|> )doing something like CD-I is attempting today. At that time, THAT
)|> )would have sold.
)|> )
)|>
)|> Hmm, I thought it was just a CD-ROm for the ST's, I hadn't heard about
)|> anything like a CD-I machine.
)
) No, it wasn't just CD-ROM for the ST. They were thinking about doing
)the CD-I idea but with the ST. Not a CD-I stand alone machine, but they
)also wanted to put enciclopedias with pictures, etc. THEY DIDN'T
)DO ANYTHING, AND COULD HAVE BEEN THE FIRST TO MARKET THAT.

Oh Well... No one will deny that Atari's past managment of the
company has been less than sterling!

)
)|> )|> ) I has potential, and ATARI *seems* to be doing the right moves...
)|> )|> )that's one thing...
)|> )|> )
)|> )|> ) But again, one thing is racing half the race and make it to the
)|> )|> )goal, and another is racing half the race and come out in the last place.
)|> )|> )
)|> )|>
)|> )|> But Atari's off to a good start in this race, instead of sitting at
)|> )|> the gate trying to tie their shoelaces like the usually do.
)|> )
)|> ) True, doesn't mean they won the race though.
)|> )
)|>
)|> But it means they are still in it - there are people who won't even
)|> give them that much credit.
)
) I do give them credit, but that doesn't mean I have to say:
)
) " Gee, look, the world's have been saved, just buy a Jaguar " attitude.
)Atari has a loooonng race before them, and I am skeptic.
)
) When you said that ATARI's off to a good start in this race, I'll say
)that they got the proper shoes, the proper attire, the proper attitude.
)
) The race for all systems has just begun...
)

I'll accept that.

--
---> Kendall Gelner (kendall@rice.edu)

# 3568. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 04:01:13 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CHur62.I00@news.Hawaii.Edu>
Source record: 19692

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#Then you obviously have problems reading my posts ..
:#On the CD32, people just copy old games onto a CD.
:#On the Jaguar (no matter if the game's a port or not) they will have to
:#re-write it, making the possibility of added features likely.
:#Understand now?

HAHAHA. So, now you're admitting some Jaguar games will be ports? What
happened to your statement that ALL Jaguar games will be NEW?

Let's see a re-write (i.e. port) of a software onto a new machine has a
possibilitiy of added features sounds like what I said with A1200 games
ported to CD32. Ported games will possibly have added features.

Rickard do you always talk out of the side of your mouth?

:#"many more months" has still not been officially confirmed, although I find it
:#likely that Atari wants to wait until they can back it with software.

Stefan said they were informed by Atari. Why don't you get some "official"
information then from Atari. All I keep hearing from you is hype. Where
are your "official" statements? Where's the "official" statement that
ALL games on the Jaguar will be NEW and not just ported?

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3569. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 04:28:41 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CHusFv.7Bo@genesis.nred.ma.us>
Source record: 19706
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

Epyx is still around too... They just aren't as big as they
once were (due to the Lynx fiasco). Remember Chip's Challenge for Windows?

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
"Maybe Atari will do well overseas. Jerry Lewis movies do very well overseas."
Scott Cohen -ZAP!: The Rise and Fall of Atari (1984)

# 3570. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 09:05:27 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec11030527@great-gray.owlnet.rice.edu>
Source record: 19714

In article <1993Dec10.155714.5423@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
)In article <2d011052@troed.ct.se>,
)Rickard Troedsson <rickard_troedsson@troed.ct.se> wrote:
)>In a message of 04 Dec 93 06:00:28, Jimmy Chan wrote:
)>
)>JC> People buy consoles to play games on period. It doesn't have anythi
)g to
)>JC> do with what their neighbors have been playing with. Most of the ki
)s
)>JC> want
)>JC> to have their own toys to play with and not someone elses, since it
)ll
)>JC> mommy or daddy's money. For me, arcades are a thing of the past.
)>
)>BOOO .. wake up, smell reality .. kids want what their friends have ....
)Kids
)>out here even BUY C64's coz almost everyone here has one!
)>
)>JC> :#Haven't seen anyone building arcades using the CD32 .. :-)
)>JC>
)>JC> Because they are used in simulators...8-). Pretty awesome things if
)you
)>JC> ask me. Military simulators and commercial simulators have been usi
)g it
)>JC> for quite awhile now.
)>
)>Military simulators using CD32's?
)>
)>Excuse me for laughing.
)
)Just where exactly are these arcade jaguars? oh, i see - they just
)licensed the option to use the chipset. Thats very different from such
)a thing actually existing.

That's right, you shure woulnd't cath them licensing yesterdays
technology like the CD-32.

)
)You really are full of shit. Why are you always making things up to make
)Atari products sound good. Anytime you SEE an Amiga you just have to
)claim that your Atari does x or y an 99% of the time you are shown to be
)making it up. You really have lost ALL credibility. You have spent the
)last few months arguing that the jaguar does this or that and YOU DONT EVEN
)HAVE ONE! You already talk about the Jaguar CD as if it exists and it

)could be months before it comes out.
)
(aimed at CD-32 posters in general [some exceptions])
You really are full of shit. Why are you always making things up to make
Amiga products sound good. Anytime you SEE an Atari you just have to
claim that your Amiga does x or y an 99% of the time you are shown to be
making it up. You really have lost ALL credibility. You have spent the
last few months arguing that the CD-32 does this or that and YOU DONT EVEN
HAVE ONE! You already talk about the JCD-32 as if it exists and it
could be months before it comes out.

)Face it, the Amiga BURIED the ST, the A1200 killed the Falcon stillborn,
)but what will probably kill the Jaguar is Ataris own inept marketting.
)This would be a great pity as the Jaguar looks like a very good machine -
)certainly in pure technology terms it beats the CD32. In all probability
)it will go the way of the lynx and the falcon - death by obscurity. If by
)some chance it does survive and prosper with next-generation games, then I
)will certainly buy one. I`ll also have a CD32 drive for my A1200 and will
)be buying software for it.
)

Death by obsurity can only be the fate of the CD-32. In case you
missed every news item about the Jaguar and 3DO, the media loves the
Jaguar. Atari is actually advertising the Jaguar. Good 3rd party
companies are developing for the Jaguar.

)If you feel pissed off for having wasted money on a falcon which has no
)games software, then by all means buy a Jaguar but dont come running to me
)if it turns out to be another in the long line of Atari flops. Stick to
)the facts instead of making stupid , untrue claims and you will get a lot
)more respect.
)

My Falcon runs almost all of the STE game software I hvae - all I care
about, at least. I have plenty of games for my Falcon... You should
stick to the facts instead of going out on a limb as usual.

)>JC> No, I think he meant it's still vapourware. We can talk vapourware
)C
)>JC> you
)>JC> want but, if it don't exist then it don't hold a candle to something
)that
)>JC> does exist.
)>
)>Ah yes .. the PowerPC is also vapourware ... and Windows NT .. and ... e
)c ...
)The Jaguar is finally making it out in SMALL quantities - the Jaguar CD
)is still nothing but vapourware. Are you really STUPID , or maybe you
)
)have one and noone alse does?
)

The Jaguar CD is a lot more than vaporware - as you state below,
Return To Zork is currently under development - do you think it will
fit in a cart?

Are you really STUPID, or what?

)
)>The company (don't remember their name) stated themselves they are devel
)ping
)>Return to Zork for the JagCD ... isn't that enough?
)>
)woooo - return to Zork! What a heap of SHIT. Check out the reviews in
)PC magazines - nice gfx, but NO GAME
)

My opinion of this game too - but there are other things under
development.

Your last comment (nice gfx, but NO GAME) applies to 99% of Amiga
games I've played (Killer Game Show for instance - yech!), and thus
99% of CD-32 software.

--
---> Kendall Gelner (kendall@rice.edu)

# 3571. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 09:17:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d09902c@troed.ct.se>
Source record: 19708

In a message of 11 Dec 93 05:01:13, Jimmy Chan wrote:

JC> :#Then you obviously have problems reading my posts ..
JC> :#On the CD32, people just copy old games onto a CD.
JC> :#On the Jaguar (no matter if the game's a port or not) they will have to
JC> :#re-write it, making the possibility of added features likely.
JC> :#Understand now?
JC>
JC> HAHAHA. So, now you're admitting some Jaguar games will be ports? What
JC> happened to your statement that ALL Jaguar games will be NEW?

<puke> ... I said that all Jaguar games will be written *FOR THE JAGUAR* .. Do
you have serious problems reading that?

JC> Let's see a re-write (i.e. port) of a software onto a new machine has a
JC> possibilitiy of added features sounds like what I said with A1200 games
JC> ported to CD32. Ported games will possibly have added features.

Don't even TRY to tell me that A1200 games are being RE-WRITTEN for the CD32
... the correct name is COPIED ...

JC> Stefan said they were informed by Atari. Why don't you get some
JC> "official"
JC> information then from Atari. All I keep hearing from you is hype. Where
JC> are your "official" statements? Where's the "official" statement that

The official statement as of Brodie's latest roundtable is "summertime", that
can be anything from June to August ..

JC> ALL games on the Jaguar will be NEW and not just ported?

You really must be STUPID.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3572. Re: Falcon already IS an Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 14:07:47 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2eck7jINNi5t@tom.rz.uni-passau.de>
Source record: 19703

In article <cdonley.2rxh@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
>Granted you had a CD-Rom *available* for your Falcon, much less a programmer to
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Huh? The Falcon has an SCSI-II port, someone should tell Mr. Donkey that there are LOTS of SCSI-II CD-ROMs available.

>MAKE an MPEG player to do it with! :) And please remind yourself that your
>Falcon had an 030, while the Jaguar has a puny 68000 running at barely over .9
>MIPS. @ 13 Mhz. The CD^32's CPU runs at 4.5 times that speed. Ive seen a Jaguar
>in action, And I personally would be suprised if it could animate a full-screen
>animation at greater than 5-6 frames per second. The Jaguar's hardware, to put
>it bluntly, looks weak in comparrison to CD^32 combined graphics and CPU
>horsepower.

*Yawn* and again, Mr. Donkey mixes up CPU speed with overall system performance, despite the fact that he KNOWS the A500 is better for games than the 1040 ST, even though the CPU speed of the ST is higher.

>Go play Stardust on one of the "old" ECS Amigas, and youll see why--An ECS
>Amiga with 1/4th the CPU horsepower of a CD^32 and half the graphics horsepower
>of the CD^32's AGA chipset. The Jaguar cant even touch it.

Hummm... Stefan? Would ou please repost your statements about both machines? Or is someone able to install a 'Donkey FAQ', sent to him by mail every time he makes such stupid statements?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
---------------------------------------------------------------------- /
- Star Trek: Our Generation - _
- To boldly kill rats where no man has killed rats before.... - _)

# 3573. Re: Forgot to add was Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 16:06:24 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2ecr60$kkt@harbinger.cc.monash.edu.au>
Source record: 19705

Chris Green (chrisg@access.digex.net) wrote:

: On AGA, it is not necessary to change the colors during the
: non-visible area of the screen. You can change 64 registers (say
: numbers 64-127) during the visible area of the screen, and with one copper
: instruction, tell Lisa to switch to using colors 64-127 instead
: of 0-63. Basically a bank switch of the color registers.
: There aren't enough copper cycles to change 63 per line, however.

Wow! Chris Green is back?

Where are you working now? Making Ultima Underworld III or something?

- Jim

# 3574. Jaguar-64 info please

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 16:14:04 UTC
From: parker_n@kosmos.wcc.govt.nz
Message-ID: <1993Dec11.161404.1@kosmos.wcc.govt.nz>
Source record: 19693

Could someone please post me a complete low-down on
the new 64-bit Atari Jaguar Entertainment system,
including some specs...

thanks ...Nicholas Parker

# 3575. Re: Jaguar-64 info please

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 18:58:30 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93345.135830STIRRE31@MAINE.MAINE.EDU>
Source record: 19715

I would suggest reading Atari Explorer Online for Jaguar
information. You can FTP it off of UMICH.
-scott tirrell

# 3576. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 19:36:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0a2128@troed.ct.se>
Source record: 19711

In a message of 10 Dec 93 20:16:25, Stefan Boberg wrote:

SB> Yep: "Dee-Ess-Pee". That doesn't help though, since the Jag DSP doesn't
SB> have much more computing power than the 25MHz 68040 does. It certainly
SB> does not have 8 times the power of the '040, which would be required.

One question only:

Have you studied/programmed DSP? Parallell programming that is ... the
difference between a 040 and a DSP is *MUCH MORE* than just a few bloody MIPS!

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3577. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 19:37:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0a2182@troed.ct.se>
Source record: 19712

In a message of 10 Dec 93 20:34:42, Stefan Boberg wrote:

SB> Oh well, they've made "some" bucks, but they didn't get a very good
SB> deal with 21st Century royalty-wise, unfortunately (half of what we get
SB> from T17). The development team was also relatively big, so they haven't
SB> really made a lot each. Still, they're not exactly poor, either.

Atleast they didn't get ripped off like the two programmers in Synchron ASM who
did Audio Sculpture ...

SB> No Falcon version has been made, at least not according to the boys at
SB> DI.

Hmm .. I guess ST-Format meant the ST(e) version then.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3578. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 19:39:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0a21f4@troed.ct.se>
Source record: 19713

In a message of 10 Dec 93 20:43:47, Stefan Boberg wrote:

SB> >This sounds like today - CD32 .. :-)
SB>
SB> With the significant difference that a lot of people actively develop
SB> for the CD32.

Amiga1200 and CD32 that might be ... how many of those companies are *ONLY*
developing for the CD32? (Those that are developing for A500/A1200 and CD32
will probably not bring out games actually USING the CD-storage, Aikido etc)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 3579. well

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-11 20:03:01 UTC
From: cs151ns@lamar.ColoState.EDU
Message-ID: <Dec11.200301.80203@yuma.ACNS.ColoState.EDU>
Source record: 19707

Personally, I'll be surprised if either 3do, CD32 or Jaguar can
even come CLOSE to breaking the Genesis/SNES stranglehold on
the market.

Let's hope so.. these companies have gotten too big. What

# 3580. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-12 02:29:49 UTC
From: philip@utstat.toronto.edu
Message-ID: <CHwHLp.5wz@utstat.toronto.edu>
Source record: 19716
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

In article <2ea40r$oa8@nermal.cs.uoguelph.ca> mrathwel@herman.cs.uoguelph.ca (Mark Rathwell) writes:

[Continuation of stories regarding C= going out of business. The purpose of the posts can only be viewed as mischevious...]
>
> Lots of seemingly healthy companies go out of business. Look at
>all of the software company deaths in the 80s (ie. Epyx, Activision,
>Cinemaware) ... many came as a complete surprise.

Fine then you could say that about any company. Why pick on C=?
>
> Commodore has a successful line of computers in Europe, but
>they've lost lots of money in the States ... perhaps these two markets
>cancel each other out? They also seemed to lose a LOT of money on the
>CDTV. In addition, we're in a recession and (as far as I've seen)
>Commodore hasn't attempted to restructure it's operations like other
>companies.

C= International is made up of many separate divisions. The US is one. In addition C= has been doing a lot of restructuring. Why do you think A3000's were being sold for what they were, staff reductions, move to new locations, etc...

I do think that you should really be careful when discussing these types of matters. Get the facts first, otherwise we might as all be talking about IBM going out of business.

> I hope they don't go out of business. To see them or Atari go down
>would mean less alternatives available for the DOS platform and Apple is
>still too expensive for me! The Amiga has a large enough following that
>short term effects on software creation would probably be minimal.

There's no evidence that C= is going out of business. Why not drop it...

> That's my two cents worth:

2 too many.

--
Philip McDunnough
University of Toronto
philip@utstat.toronto.edu
[Where sheep may safely graze...]

# 3581. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-12 04:53:50 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec11225350@great-gray.owlnet.rice.edu>
Source record: 19720

In article <1993Dec10.194228.14485@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
)>In a message of 08 Dec 93 07:14:03, Jimmy Chan wrote:
)
)>JC> Gold for one and wouldn't buy from them no matter what platform. I did
)>JC> notice a few of the titles were ports. I thought you said that the Jaguar
)>JC> wouldn't have ports but new Jaguar specific titles? Some other titles
)
)>Then you obviously have problems reading my posts ..
)
)>On the CD32, people just copy old games onto a CD.
)
) True to some extent with the initial CD32 titles, but the more recent
)titles are much better. Have a look at Liberation or Microcosm for
)example - those are *HUGE*. Our own CD32 titles in development are enhanced
)a great deal from the computer versions, as well (more levels, more graphics,
)more sound and so on).

I don't know about Liberation, but Microcosm is a port - it is also
out for CDI, and I think planned for 3DO.

Actually, here's what I think will happen with games like Microcosm
and such - they will be ported to just about any system with a CD
player (yes, even the Jaguar), because most of the work for those
large CD-ROM things goes into developing the graphics. The code will
be ported across machines (relativly cheap compared to the sound and
graphical parts), and these large games will be availiable for many
platforms.

)
)>On the Jaguar (no matter if the game's a port or not) they will have to
)>re-write it, making the possibility of added features likely.
)
) They don't have to re-write it much more than you would for a SEGA
)port for example. You could take the Amiga version of a game, and just
)rewrite the display and sound functions. That's one of the reasons the
)68000 is in the Jag - to simplify ports.
)

Oops, didn't see this part before, looks like I agree with you about
this. I hadn't even thought about that aspect of the 68K - I guess it
would make ports eaiser.

I was watching a CDi demo the other day in a mall, and I did see some
of Microcosm - the FMV stuff looked cool, but does anyone know what

kind of game this is?

--
---> Kendall Gelner (kendall@rice.edu)

# 3582. Re: ATari in general / CBM vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-12 07:55:30 UTC
From: cmedley@wam.umd.edu
Message-ID: <2eeipi$lrr@cville-srv.wam.umd.edu>
Source record: 19717

```
In article <1993Dec7.195758.22208@ida.liu.se>,
Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
><STIRRE31@MAINE.MAINE.EDU> writes:
>
>>Who cares how much stuff Commodore sells if they lost
>>$300 million in less than a year last year? My source
>>is AtariUser. At least Atari has successfully downscaled
>>to a point where their losses have been minimized.
>
> Well, Atari would probably be happy if they even HAD $300M to lose in the
>first place. They don't even have a tenth of that as it stands.
>
>--
>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
> Applied Physics and Electrical Engineering Student, Linkoping University
> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>========== Disclaimer: I only speak for myself, not Team 17. ============

There goes the theory that Stefan was even close to being unbiased. :)
```

# 3583. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-12 11:04:38 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931212.21878.LMCCLURE@delphi.com>
Source record: 19718

"The official statement as of Brodie's latest roundtable is
"summertime", that can be anything from June to August .."

I thought the latest timetable on the Jag CD was September (of '94).

# 3584. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-12 12:28:20 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec12.122820.21139@ida.liu.se>
Source record: 19721

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 07 Dec 93 20:56:05, Stefan Boberg wrote:

>SB> You're the one who's got problems with the reading. The CD32 does not
>SB> render the graphics internally - the FMV module renders the MPEG stream
>SB> to it's own framebuffer, and the CD32 video can then be superimposed on
>SB> this (genlocked, basically). Same deal with sound.

>Okey, so the FMV module is all that's needed really, none of the CD32's
>hardware is used?

The CD is obviously used to read the data, and the CPU is used to
decompose the MPEG stream into video and audio parts. So the CD32
hardware is used, although not for rendering the image.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3585. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-12 12:32:58 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec12.123258.21271@ida.liu.se>
Source record: 19722

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 10 Dec 93 20:16:25, Stefan Boberg wrote:

>SB> Yep: "Dee-Ess-Pee". That doesn't help though, since the Jag DSP doesn't
>SB> have much more computing power than the 25MHz 68040 does. It certainly
>SB> does not have 8 times the power of the '040, which would be required.

>One question only:

>Have you studied/programmed DSP? Parallell programming that is ... the
>difference between a 040 and a DSP is *MUCH MORE* than just a few bloody
>MIPS!

Uhm... Yes I know a fair bit about DSP programming. I also know how MPEG
works. I still stand for my statement that the Jaguar does not have the
processing power that is required. If it had, I'm sure Atari would have
let us know by now.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3586. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-12 12:41:13 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec12.124113.21420@ida.liu.se>
Source record: 19724

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 11 Dec 93 05:01:13, Jimmy Chan wrote:

>JC> HAHAHA. So, now you're admitting some Jaguar games will be ports? What
>JC> happened to your statement that ALL Jaguar games will be NEW?

><puke> ... I said that all Jaguar games will be written *FOR THE JAGUAR* ..
>Do you have serious problems reading that?

Uhm.. Of course all Jaguar games will be witten for the Jaguar. I don't
think anybody expected Jaguar games to be written for the SNES and somehow
still work ... Saying that is like kicking in open doors. The point is that
most Jaguar games will still be ports just like the games for all other
platforms.

>JC> Let's see a re-write (i.e. port) of a software onto a new machine has a
>JC> possibilitiy of added features sounds like what I said with A1200 games
>JC> ported to CD32. Ported games will possibly have added features.

>Don't even TRY to tell me that A1200 games are being RE-WRITTEN for the CD32
>... the correct name is COPIED ...

Blah, blah, blah. What's the difference? As long as the game is released
on the CD32 format it's a CD32 game. A game is not worse because it's
available for the A1200 as well as the CD32, or is it? Are you saying that
the fact that is in easy to port a game from A1200 to CD32 is a NEGATIVE
thing? That's funny, you know. In my opinion it's a BIG plus.

>The official statement as of Brodie's latest roundtable is "summertime", that
>can be anything from June to August ..

Well, he said "around mid 1994". That's still about six months away.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3587. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-12 12:45:12 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec12.124512.21520@ida.liu.se>
Source record: 19723

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 10 Dec 93 20:43:47, Stefan Boberg wrote:

>SB> With the significant difference that a lot of people actively develop
>SB> for the CD32.

>Amiga1200 and CD32 that might be ... how many of those companies are *ONLY*
>developing for the CD32? (Those that are developing for A500/A1200 and CD32
>will probably not bring out games actually USING the CD-storage, Aikido etc)

Again, I think this is a moot point. How many of the companies on the
Jaguar developer list are *ONLY* developing for the Jaguar?

And what's with this idea that just because a game lies on CD-ROM, it
must be 100MB+, or it's crap? I just don't get it.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3588. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-12 14:26:08 UTC
From: klump@kirk.fmi.uni-passau.de
Message-ID: <2ef9m0INNkav@tom.rz.uni-passau.de>
Source record: 19719

In article <2d090b56@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 10 Dec 93 15:56:10, Gavan Moran wrote:
>
>GM> I agree, C= has grossly overpriced the A4000 line. They really are
>GM> ripping off dedicated Amiga users by pricing these machines so high.
>GM> Still, at least Amiga owners can buy 040 Amigas with expansion slots, eh
>GM> Falcon owners?
>
>The Falcon has built in expansion slots ... please atleast TRY to get SOME
>facts straight before posting ..
Fact is, that the Falcon has one internal expansion slot !!
^^^
A friend of mine has a Falcon in a Tower ( great machine :-) ).

Ciao,
Karsten (proud owner of an A4000/40)

Karsten Klump
klump@peschl.uni-passau.de

# 3589. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-12 22:30:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0b9b8c@troed.ct.se>
Source record: 19728

In a message of 12 Dec 93 12:04:38, Lonnie Mcclure wrote:

LM> "The official statement as of Brodie's latest roundtable is
LM> "summertime", that can be anything from June to August .."
LM>
LM> I thought the latest timetable on the Jag CD was September (of '94).

Stefan claimed that, although I believe Atari's official spokesman more. (Don't
ask me why .. :-D

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3590. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-12 22:32:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0b9c06@troed.ct.se>
Source record: 19729

In a message of 12 Dec 93 13:32:58, Stefan Boberg wrote:

SB> Uhm... Yes I know a fair bit about DSP programming. I also know how MPEG
SB> works. I still stand for my statement that the Jaguar does not have the
SB> processing power that is required. If it had, I'm sure Atari would have
SB> let us know by now.

Ehrm ... both you and I know that neither C= nor Atari had any idea what could
be done with their machines when they released them .. it's up to the
programmers to expand them way beyond their capabilities.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3591. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-12 23:45:58 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec12174558@great-gray.owlnet.rice.edu>
Source record: 19725

In article <1993Dec12.124512.21520@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
)>In a message of 10 Dec 93 20:43:47, Stefan Boberg wrote:
)
)>SB> With the significant difference that a lot of people actively develop
)>SB> for the CD32.
)
)>Amiga1200 and CD32 that might be ... how many of those companies are *ONLY*
)>developing for the CD32? (Those that are developing for A500/A1200 and CD32
)>will probably not bring out games actually USING the CD-storage, Aikido etc)
)
) Again, I think this is a moot point. How many of the companies on the
)Jaguar developer list are *ONLY* developing for the Jaguar?
)
) And what's with this idea that just because a game lies on CD-ROM, it
)must be 100MB+, or it's crap? I just don't get it.

This is because people keep claiming that the CD is so much better
than the cart - but if a lot of games are only taking up 14mb or so of
CD-ROM space, then they can be released on a cart just as easily.

Plus, If I had a CD system, I would only buy games that took real
advantage of the medium - if you just want computer games, then buy a
computer.

--
---> Kendall Gelner (kendall@rice.edu)

# 3592. Re: ATari in general / CBM vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 01:22:23 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec13.012223.5416@ida.liu.se>
Source record: 19727

cmedley@wam.umd.edu (Charles Medley) writes:
>Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:

>> Well, Atari would probably be happy if they even HAD $300M to lose in the
>>first place. They don't even have a tenth of that as it stands.

>There goes the theory that Stefan was even close to being unbiased. :)

I'm pretty much unbiased, although obviously not entirely so since
I have quite a lot of time and money invested in Commodore equipment ;-)

However, what I said is true. Atari has very little money right now, but
Commodore is not exactly healthy either.

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3593. MORE NONSENSE was Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 03:59:59 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec13.035959.45036@rchland.ibm.com>
Source record: 19730
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

Simple: if Commodore is going out of business, how come they have
started hiring programmers again?

Don't be silly guys, when a company is not doing well, they don't
hire at all.

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3594. Re: COMMODORE GOING OUT OF BUSINESS? NOT!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 04:01:53 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec13.040153.26929@rchland.ibm.com>
Source record: 19731
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

In article <CHuGnw.B8u@unix.portal.com>, arp@shell.portal.com (Andy - Patrizio) writes:
|> ganoe@sde.mdso.vf.ge.com (Craig Ganoe) writes:
|>
|> >You're basing this completely upon an article with "Subject: gaming/jaguar news",
|> >whose first two paragraphs basically say Jaguar's better than 3DO, 3DO's having
|> >financial problems, and Commodore lost money and a lawsuit and is going out of
|> >business. Then it follows with pages of Atari marketing BS. Yeah, I'd
|> >believe every word of it.
|>
|> Another delusional Amiga owner who can't face the truth... it's REAL! Commodore
|> has $8.4 million in cash and millions in debts. It's in deep depp trouble.

Proof? Thanks.

[stuff deleted]

|> --
|> Andy Patrizio | Those too intelligent for politics are doomed
|> arp@shell.portal.com | to be governed by someone dumber than them.
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3595. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 04:03:06 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec13.040306.49517@rchland.ibm.com>
Source record: 19732

In article <2d082dba@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 09 Dec 93 19:22:50, Stefan Boberg wrote:
|>
|> SB> How? The maths don't work out. If the Falcon's DSP is 16MIPS, and only
|> SB> decompresses a 160x120 MPEG stream at roughly 12fps, how would a 26MIPS
|> SB> DSP possibly do a four times larger stream at 25fps? The Jaguar would need
|> SB> 128MIPS to do the job. It does not have that kind of power, obviously.
|>
|> It has more than one processor.
|>
|> (But you're right about one thing, it CAN'T until someone DOES it ... )
|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

[another ignorant posting courtesy of Rickard]

Rickard, it is this simple: ATARI THEMSELVES said that their MIPS
is 55. This is probably even a BEST CASE.

Now, I don't think 55==128, is it?

---
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// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3596. Re: FACTS OR LIES? was Re: JAGUAR INFO - HOT OFF THE PRESS

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 04:03:58 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec13.040358.27048@rchland.ibm.com>
Source record: 19733

In article <2d082e98@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 10 Dec 93 01:10:52, Ricardo Hernandez Muchado wrote:
|>
|> RH> |> 30,000 in the US, the rest being shipped to Europe. (London/Paris is
|> RH> what I
|> RH> |> heard)
|> RH>
|> RH> And you heard from? (drum roll...)
|>
|> Atari.
|>
|> 15dec the Jaguar will start selling in London/Paris, 10000 units each.

Thanks.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

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---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3597. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 04:05:29 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec13.040529.49637@rchland.ibm.com>
Source record: 19734

In article <2d08613a@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 10 Dec 93 00:59:55, Ricardo Hernandez Muchado wrote:
|>
|> RH> Yep, although someone mentioned 'hacks' into that system... looks like
|>
|> Who?

I *think* it was Heiko, but I am not sure.

|>
|> RH> ATARI's first multitasking trial... Amiga has come a long way in that
|> RH> already...
|>
|> MultiTOS is a fully preemptive multitasking OS - soon to be Posix compliant. No
|> hacks whatsoever!

Yes there are, in the Gx routines I think.

|>
|> If you want to talk about hacks ... lets talk about the Amiga OS ... so-called
|> Multitasking ..

Good humor. The Amiga has had multitasking since 1986. I don't think
that at this level (OS 3.0 soon to be 3.1) in 1993 it can be called a hack.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3598. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 04:15:08 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec13.041508.26915@rchland.ibm.com>
Source record: 19735

In article <2d0902fc@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 10 Dec 93 16:57:14, Gavan Moran wrote:
|>
|> GM> Just where exactly are these arcade jaguars? oh, i see - they just
|> GM> licensed the option to use the chipset. Thats very different from such
|> GM> a thing actually existing.
|>
|> Have I said anything else?
|>
|> GM> You really are full of shit. Why are you always making things up to make
|> GM> Atari products sound good. Anytime you SEE an Amiga you just have to
|>
|> This is .advocacy .. you seem to have forgotten it's atari.advocacy too ..

Not even in advocacy I try to make LIES. (amiga advocacy).

|>
|> GM> claim that your Atari does x or y an 99% of the time you are shown to be
|> GM> making it up. You really have lost ALL credibility. You have spent the
|> GM> last few months arguing that the jaguar does this or that and YOU DONT
|> GM> EVEN
|> GM> HAVE ONE! You already talk about the Jaguar CD as if it exists and it
|> GM> could be months before it comes out.
|>
|> I have ordered a Jaguar, since I live in Sweden that has been a bit
|> complicated.
|>
|> The JagCD has been ready for months.

Aha, yep. Proof?

|>
|> GM> Face it, the Amiga BURIED the ST, the A1200 killed the Falcon stillborn,
|>
|> The A1200 and the Falcon aren't playing in the same league ... compare the
|> A4000/030 (040) with the Falcon instead ...

Well, then the A4000 killed the Falcon? What's the difference?

BTW, the A1200 indeed has been killing the Falcon. Don't be so
self-deceptive. Or else, if the 3DO dies, I guess you'll say, that
the Jaguar wasn't competing with 3DO right?

|>
|> GM> but what will probably kill the Jaguar is Ataris own inept marketting.

|> GM> This would be a great pity as the Jaguar looks like a very good machine -
|> GM> certainly in pure technology terms it beats the CD32. In all probability
|> GM> it will go the way of the lynx and the falcon - death by obscurity. If by
|> GM> some chance it does survive and prosper with next-generation games, then I
|> GM> will certainly buy one. I`ll also have a CD32 drive for my A1200 and will
|> GM> be buying software for it.
|> GM>
|> GM> If you feel pissed off for having wasted money on a falcon which has no
|> GM> games software, then by all means buy a Jaguar but dont come running to me
|>
|> Why the hell would I want games for my computer? I take my work serious .. you
|> seem to like playing games.

Ah, don't come with that STUPID LAME excuse. People with computers, a LOT
of them love playing games. ATARI ST ownwers liked their games a lot, didn't
they (didn't they still do?).

|> GM> if it turns out to be another in the long line of Atari flops. Stick to
|> GM> the facts instead of making stupid , untrue claims and you will get a lot
|> GM> more respect.
|>
|> Please specify my false, untrue claims.

Where can we start? I made a list of them already.

|> GM> woooo - return to Zork! What a heap of SHIT. Check out the reviews in
|> GM> PC magazines - nice gfx, but NO GAME
|>
|> That wasn't the issue. (And BTW; I *LOVED* the text-versions, I just WANT it
|> ....)

The text versions are good. The graphic versions MIGHT NOT BE GOOD.
Does it absolutely without a doubt HAS TO BE GOOD? That doesn't mean anything.

I have Star Raiders I, and I bought Star Raiders II. I expected
Star Raiders II to be way better, which turned out to be totally wrong.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

PS: I hope ATARI makes Star Raiders for the Jaguar...

---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3599. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 04:15:58 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec13.041558.49502@rchland.ibm.com>
Source record: 19736

In article <2d090b56@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 10 Dec 93 15:56:10, Gavan Moran wrote:
|>
|> GM> I agree, C= has grossly overpriced the A4000 line. They really are
|> GM> ripping off dedicated Amiga users by pricing these machines so high.
|> GM> Still, at least Amiga owners can buy 040 Amigas with expansion slots, eh
|> GM> Falcon owners?
|>
|> The Falcon has built in expansion slots ... please atleast TRY to get SOME
|> facts straight before posting ..

What are they? To my knowledge, there's only one.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
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|>
|>

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>>> New internet address: raist@vnet.ibm.com <<<<

# 3600. Re: Falcon already IS an Edsel.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 04:17:15 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec13.041715.27033@rchland.ibm.com>
Source record: 19637

In article <2eck7jINNi5t@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <cdonley.2rxh@amiganet.xnet.com> cdonley@amiganet.xnet.com (Clayton Donley) writes:
|> >Granted you had a CD-Rom *available* for your Falcon, much less a programmer to
|> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

[stuff deleted]

|> Weregoose

Now you understand how I feel about Rickard ;-) I agree with you Weregoose.... :-\

|>
|> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
|> ------------------------------------------------------------------------ /
|> - Star Trek: Our Generation - _
|> - To boldly kill rats where no man has killed rats before.... - _)
|>

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3601. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 04:20:48 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec13.042048.49621@rchland.ibm.com>
Source record: 19638

In article <2d09902c@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 11 Dec 93 05:01:13, Jimmy Chan wrote:
|>

[stuff deleted]

|> Don't even TRY to tell me that A1200 games are being RE-WRITTEN for the CD32
|> .... the correct name is COPIED ...

You don't learn at all do you? What did Stefan said? They are making
games for the CD-32 which are not like the A1200's.

The first batch however, is more like what you suggest.

Can't you understand the difference?

[more deleted]

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3602. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 04:25:58 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec13.042558.26898@rchland.ibm.com>
Source record: 19639

In article <KENDALL.93Dec10190333@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Dec10.000857.16485@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> )In article <KENDALL.93Dec8153456@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> )|> In article <1993Dec08.010032.15103@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> )|> <some text disintegrates>

[stuff deleted]

|> ) No, it wasn't just CD-ROM for the ST. They were thinking about doing
|> )the CD-I idea but with the ST. Not a CD-I stand alone machine, but they
|> )also wanted to put enciclopedias with pictures, etc. THEY DIDN'T
|> )DO ANYTHING, AND COULD HAVE BEEN THE FIRST TO MARKET THAT.
|>
|> Oh Well... No one will deny that Atari's past managment of the
|> company has been less than sterling!

Kendall, I don't want to sound harsh, as we have been carrying a nice
conversation so far. But what's different today from the ATARI past management?
The CD-ROM for the ST idea came from the Tramiel's. Today's ATARI is run
by... Tramiels...

I give ATARI the chance, though, I don't want to sound like I am already
against them. All I wanted to say is that I am skeptic, as there are many
people and we have excellent reasons to be.

But I give them the chance. They have apparently made a very good
piece of hardware, and so far have been doing the 'right moves'.

|> )|> )|> ) I has potential, and ATARI *seems* to be doing the right moves...
|> )|> )|> )that's one thing...
|> )|> )|> )
|> )|> )|> ) But again, one thing is racing half the race and make it to the
|> )|> )|> )goal, and another is racing half the race and come out in the last place.
|> )|> )|> )
|> )|> )|>
|> )|> )|> But Atari's off to a good start in this race, instead of sitting at
|> )|> )|> the gate trying to tie their shoelaces like the usually do.
|> )|> )
|> )|> ) True, doesn't mean they won the race though.
|> )|> )
|> )|>
|> )|> But it means they are still in it - there are people who won't even

|> )|> give them that much credit.
|> )
|> ) I do give them credit, but that doesn't mean I have to say:
|> )
|> ) " Gee, look, the world's have been saved, just buy a Jaguar " attitude.
|> )Atari has a looonng race before them, and I am skeptic.
|> )
|> ) When you said that ATARI's off to a good start in this race, I'll say
|> )that they got the proper shoes, the proper attire, the proper attitude.
|> )
|> ) The race for all systems has just begun...
|> )
|>
|> I'll accept that.

;-) Peace and harmony.... ;-)

|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3603. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 04:28:11 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec13.042811.49485@rchland.ibm.com>
Source record: 19640

In article <2d0a21f4@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 10 Dec 93 20:43:47, Stefan Boberg wrote:
|>
|> SB> >This sounds like today - CD32 .. :-)
|> SB>
|> SB> With the significant difference that a lot of people actively develop
|> SB> for the CD32.
|>
|> Amiga1200 and CD32 that might be ... how many of those companies are *ONLY*
|> developing for the CD32? (Those that are developing for A500/A1200 and CD32
|> will probably not bring out games actually USING the CD-storage, Aikido etc)

It's not Aikido, but Akiko. And why not? Team 17, Psygnosis, 21st Century and others are doing so (different versions).

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

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>>> New internet address: raist@vnet.ibm.com <<<<

# 3604. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 04:30:12 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec13.043012.27016@rchland.ibm.com>
Source record: 19641

In article <KENDALL.93Dec11030527@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Dec10.155714.5423@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan
Moran) writes:
|> )In article <2d011052@troed.ct.se>,

[stuff deleted]

|> My opinion of this game too - but there are other things under
|> development.
|>
|> Your last comment (nice gfx, but NO GAME) applies to 99% of Amiga
|> games I've played (Killer Game Show for instance - yech!), and thus
|> 99% of CD-32 software.

Well, considering that the ST software is usually a subset of the Amiga
software, then there's even less for the ST right?

Kendall, I don't know what games have you played, but a lot of games
on ALL computer systems suffer from this.

|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3605. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 04:33:53 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec13.043353.49603@rchland.ibm.com>
Source record: 19642

In article <KENDALL.93Dec12174558@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Dec12.124512.21520@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan
Boberg) writes:
|> )rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> )>In a message of 10 Dec 93 20:43:47, Stefan Boberg wrote:
|> )
|> )>SB> With the significant difference that a lot of people actively develop
|> )>SB> for the CD32.
|> )
|> )>Amiga1200 and CD32 that might be ... how many of those companies are *ONLY*
|> )>developing for the CD32? (Those that are developing for A500/A1200 and CD32
|> )>will probably not bring out games actually USING the CD-storage, Aikido etc)
|> )
|> ) Again, I think this is a moot point. How many of the companies on the
|> )Jaguar developer list are *ONLY* developing for the Jaguar?
|> )
|> ) And what's with this idea that just because a game lies on CD-ROM, it
|> )must be 100MB+, or it's crap? I just don't get it.
|>
|> This is because people keep claiming that the CD is so much better
|> than the cart - but if a lot of games are only taking up 14mb or so of
|> CD-ROM space, then they can be released on a cart just as easily.

14 megabytes >> 6 megabytes...

|>
|> Plus, If I had a CD system, I would only buy games that took real
|> advantage of the medium - if you just want computer games, then buy a
|> computer.

Kendall, NOT ALL GAMES have to take all the CD-ROM. This must explain
what I call the 'multimedia type games.' Games that are poorly designed,
'just because we got a CD-ROM so we can put all the graphics and sound
we want.'

Take Turrican: put that on CD-32, add a CD-quality soundtrack and
that's it. It is a very good action game. Maybe do cinematic sequences,
but what else you want?

When you hit options, you see a 3 minutes animation? He he...

I hope you get my point ;-)

|>
|> --

|> ---> Kendall Gelner (kendall@rice.edu)

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3606. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 05:09:32 UTC
From: mrathwel@herman.cs.uoguelph.ca
Message-ID: <2egtec$r00@nermal.cs.uoguelph.ca>
Source record: 19726
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
: I would venture a guess that if Commodore did indeed go
: out of business (which I have no idea if it is probable)
: that another company would pick up the Amiga support.
: The user base is just too large to let it drop (especially
: in Europe). I would even say that if Atari went under
: (NEVER!) that their computer line and game system
: (Jaguar) would still be supported. Just look at the talk
: of Atari clones since Atari's computer support has been
: cut back.
: -scott tirrell

Yeah ... don't be phased by it. Atari has also seemed doom-ridden
for the last few years and they always found a way to survive. I think
Commodor will pull through. Both Atari and Commodore have been shelling
out a lot of dough in support of their machines. They may be sporting
losses now, but that will probably translate to big profits in the future.
I hope they both clean up!

>> MR <<

I'm especially impressed with Atari. For the first time in years,
it looks like they're actually doing something that the Trammiels hate ...
spending money and caring about their customers. If this is a sign of the
new Atari, perhaps I'll support them again!

# 3607. Re: ATari in general / CBM vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 09:24:10 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec13032410@great-gray.owlnet.rice.edu>
Source record: 19648

In article <1993Dec13.012223.5416@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
)cmedley@wam.umd.edu (Charles Medley) writes:
)>Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
)
)>> Well, Atari would probably be happy if they even HAD $300M to lose in the
)>>first place. They don't even have a tenth of that as it stands.
)
)>There goes the theory that Stefan was even close to being unbiased. :)
)
) I'm pretty much unbiased, although obviously not entirely so since
)I have quite a lot of time and money invested in Commodore equipment ;-)
)
) However, what I said is true. Atari has very little money right now, but
)Commodore is not exactly healthy either.

Atari has lined up 40 Million for advertising the Jaguar next year,
and has spent about 3 Million in the test markets for advertising.
That sounds like a fair bit of money to me!!

--
---> Kendall Gelner (kendall@rice.edu)

# 3608. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 09:31:15 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec13033115@great-gray.owlnet.rice.edu>
Source record: 19649

In article <1993Dec13.042558.26898@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
)In article <KENDALL.93Dec10190333@great-gray.owlnet.rice.edu>, kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
)|> In article <1993Dec10.000857.16485@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
)|> )In article <KENDALL.93Dec8153456@great-gray.owlnet.rice.edu>, kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
)|> )|> In article <1993Dec08.010032.15103@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
)|> )|> <some text disintegrates>
)
)[stuff deleted]
)
)|> ) No, it wasn't just CD-ROM for the ST. They were thinking about doing
)|> )the CD-I idea but with the ST. Not a CD-I stand alone machine, but they
)|> )also wanted to put enciclopedias with pictures, etc. THEY DIDN'T
)|> )DO ANYTHING, AND COULD HAVE BEEN THE FIRST TO MARKET THAT.
)|>
)|> Oh Well... No one will deny that Atari's past managment of the
)|> company has been less than sterling!
)
) Kendall, I don't want to sound harsh, as we have been carrying a nice
)conversation so far. But what's different today from the ATARI past management?
)The CD-ROM for the ST idea came from the Tramiel's. Today's ATARI is run
)by... Tramiels...

What's different? They advertise, they support customers, they build
real distribution networks. That is what really impresses me!!

I don't know why they ditched the CDI idea (they can't have been too
serious though - I'm a pretty avid ST fan and I never heard of it
before!!), but they seem real determined to carry through on the
Jaguar. I have seen no signs of the classic Atari screwups of the
past. A paranoid person would almost think that Atari engineered the
whole bad RF box thing just to show people the level of support they
are giving the Jaguar!

)
) I give ATARI the chance, though, I don't want to sound like I am already
)against them. All I wanted to say is that I am skeptic, as there are many
)people and we have excellent reasons to be.
)
) But I give them the chance. They have apparently made a very good
)piece of hardware, and so far have been doing the 'right moves'.

)

Yep, so far. I am waiting for them to mess up, but at this point I think even Atari would have trouble screwing things up (knock on wood).

<rest deleted>
--
---> Kendall Gelner (kendall@rice.edu)

# 3609. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 09:41:48 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec13034148@great-gray.owlnet.rice.edu>
Source record: 19650

In article <1993Dec13.043012.27016@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
)In article <KENDALL.93Dec11030527@great-gray.owlnet.rice.edu>, kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
)|> In article <1993Dec10.155714.5423@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
)|> )In article <2d011052@troed.ct.se>,
)
)[stuff deleted]
)
)|> My opinion of this game too - but there are other things under
)|> development.
)|>
)|> Your last comment (nice gfx, but NO GAME) applies to 99% of Amiga
)|> games I've played (Killer Game Show for instance - yech!), and thus
)|> 99% of CD-32 software.
)
) Well, considering that the ST software is usually a subset of the Amiga
)software, then there's even less for the ST right?
)
) Kendall, I don't know what games have you played, but a lot of games
)on ALL computer systems suffer from this.

That's right - most computer only games are rather bad (with some exceptions). That is why I am dubious of the quality of many of the CD-32 games, which seem to be ports from the Amiga. I would feel the same about Jaguar games if they mostly came from the ST or DOS world.

I know there will be exceptions (there are some games that look good for the CD-32, like Liberation (now that is a CD game! I mean why would you buy some silly port when you could get that for the same price!) or perhaps Microcsom (The CDI demo of this looked cool, but I have no idea what the game is really like).

The Jaguar on the other hand will get less of the computer ports, and more console type software with good playability. Cybermorph sounds good, and I'm also eagerly awaiting Raiden (I play this a lot in the arcades).

To sum up, even though the CD-32 may enjoy a larger number of releases right now, I don't think all of them will be worth purchasing, bringing the number of quality titles down around to the numer availiable for the 3DO or Jaguar.

Actually, my opion of the CD-32 has improved over time - but I haven't seen the level of support in America that I have for the Jaguar, and

also another worrysome thing to me is that CD-32 games have different versions of PAL and NTSC games - this could leave American purchasers out in the cold for many releases. (please correct me on this point if I am wrong, this is mainly based on stuff I heard in r.g.v.m).

Just a few thoughts from:
--
---> Kendall Gelner (kendall@rice.edu)

# 3610. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 09:58:30 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec13035830@great-gray.owlnet.rice.edu>
Source record: 19651

In article <1993Dec13.043353.49603@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

)|> )
)|> ) Again, I think this is a moot point. How many of the companies on the
)|> )Jaguar developer list are *ONLY* developing for the Jaguar?
)|> )
)|> ) And what's with this idea that just because a game lies on CD-ROM, it
)|> )must be 100MB+, or it's crap? I just don't get it.
)|>
)|> This is because people keep claiming that the CD is so much better
)|> than the cart - but if a lot of games are only taking up 14mb or so of
)|> CD-ROM space, then they can be released on a cart just as easily.
)
) 14 megabytes >> 6 megabytes...

Well, I was thinking of compressing the graphics to fit it into 6MB or less.

)
)|>
)|> Plus, If I had a CD system, I would only buy games that took real
)|> advantage of the medium - if you just want computer games, then buy a
)|> computer.
)
) Kendall, NOT ALL GAMES have to take all the CD-ROM. This must explain
)what I call the 'multimedia type games.' Games that are poorly designed,
)'just because we got a CD-ROM so we can put all the graphics and sound
)we want.'
)

Some are, but they don't have to be that way. Stuff like Dragon's Lair, or Liberation are examples of what CD games can be.

) Take Turrican: put that on CD-32, add a CD-quality soundtrack and
)that's it. It is a very good action game. Maybe do cinematic sequences,
)but what else you want?
)

Well, I would perhaps like more levels, or more graphics and sound thrown in. Sonic CD is my idea of a good CD port - lots more levels to play in and better sound (I think).

) When you hit options, you see a 3 minutes animation? He he...
)

Well, maybe between levels of something... :-)

) I hope you get my point ;-)
)

I get your point but still disagree with it. Iy somehow leaves me chilly all over to think of so much wasted space on a CD... ;-)

Actually, one other thing they could do is put a bunch of games on one CD - that would seem to be a pretty good use to me.

--
---> Kendall Gelner (kendall@rice.edu)

# 3611. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 10:17:14 UTC
From: tempelma@cs.utwente.nl
Message-ID: <1993Dec13.111714@cs.utwente.nl>
Source record: 19643

In article <1993Dec10.145610.2720@mnemosyne.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> In article <CHHG58.G7M@genesis.nred.ma.us>,
|> Ralph Barbagallo <nugget@genesis.nred.ma.us> wrote:
|> > I know.. I'm a rabid Amiga fan, but a $995 Quadra 605 IS a nice
|> >deal for a nice machine. And I paid $1599 for this A4000/030... *sigh*
|> >
|> >--
|> >Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred
|> ma.us
|> >------------------------------------------------------------------------
|> ------
|> >"Maybe Atari will do well overseas. Jerry Lewis movies do very well ove
|> seas."
|> >Scott Cohen -ZAP!: The Rise and Fall of Atari (1984)
|>
|>
|> I agree, C= has grossly overpriced the A4000 line. They really are
|> ripping off dedicated Amiga users by pricing these machines so high.
|> Still, at least Amiga owners can buy 040 Amigas with expansion slots, eh
|> Falcon owners?

They're selling all A4000's they produce. Wouldn't it be very stupid to lower the prices in that case?

|>
|> Gavan
|>

--
---
Frank Tempelman / Dept. of Computer Science / Knowledge Based Systems Group
University of Twente / The Netherlands / tempelma@cs.utwente.nl from 9 to 5

# 3612. Re: CD-32 Full-Motion Video specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 11:05:50 UTC
From: m93kma@tdb.uu.se
Message-ID: <2ehiae$kbs@corax.udac.uu.se>
Source record: 19644

Peter M. S. Olsen (pet@imada.ou.dk) wrote:
: Heja Kristofer,

: I've seen the Amiga CD32 run with a CD-Video module (FMV) and that's the
: best piece of video I've seen. Both the picture and the sound quality is
: better than anything I've seen before. And beside than, the FMV is using
: less than 5% of the AmigaCD 32's power.

: Simply - The Amiga CD32 will set the new standard for Computer games!

Yes, it's good. In fact, it's so good we don't need to hype it. :)

Regards, Kristofer.

PS - I own an Amiga.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3613. Re: Forgot to add was Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 11:09:04 UTC
From: m93kma@tdb.uu.se
Message-ID: <2ehigg$kbs@corax.udac.uu.se>
Source record: 19645

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
: Kristofer, I do know you can change at least 16 at a time. I don't see
: it taking memory bandwitdh 'as hell' as you say...

I've done a four-digit rotating trip meter entirely in copper instructions,
no bitplanes. The processor didn't even have enough time to update the copper
list. So, my statement is based on experience. (FYI, the digits were pretty
small!)

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3614. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 11:12:01 UTC
From: m93kma@tdb.uu.se
Message-ID: <2ehim1$kbs@corax.udac.uu.se>
Source record: 19646

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
: In a message of 10 Dec 93 00:59:55, Ricardo Hernandez Muchado wrote:
: RH> ATARI's first multitasking trial... Amiga has come a long way in that
: RH> already...

: MultiTOS is a fully preemptive multitasking OS - soon to be Posix compliant. No
: hacks whatsoever!

Well, I don't really care if it's perfect or just under development. I just
think it's great that Atari for once have realised that a great computer
needs a great operating system, and that pre-emptive multitasking is the
way to go!

: If you want to talk about hacks ... lets talk about the Amiga OS ... so-called
: Multitasking ..

I don't think you would want to participate in such a discussion. It wouldn't
do your arguments any good. :)

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

## 3615. Bob Brodie

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 12:44:15 UTC
From: mmariott@acs.ryerson.ca
Message-ID: <2eho2v$ljo@hermes.acs.ryerson.ca>
Source record: 19647

[No readable article body recovered]

# 3616. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 16:16:54 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec13171654@arthur.crpht.lu>
Source record: 19652

```
> GK> The Falcon's DSP at 16Mips (24bit) can decompress an 160x120 MPEG with
> GK> 12FPS.
> GK> So it is quite possible to achieve FMV on the Jaguar.
>
> Both the resolution and the framrate is different from what I've heard, wasn't
> 12fps for compression?
NO!!! Compression is much much longer.
What figures did you have of the player?
>
> I guess I'll have to write Brainstorm .. :-)
The MPEG player is VERY expensive :-))))

Georges
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

# 3617. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 16:40:26 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec13174026@arthur.crpht.lu>
Source record: 19653

```
> SB> pixel MPEG animation at more than 11 fps. A FMV animation is four times
> SB> that
> SB> size, and the Jaguar does not come near the computing performance
> SB> required.
>
> My Falcon has a DSP .. Brainstorm has written an MPEG-1 decoder for it .. 17fps
> at 320*200 TC (May be 160*200, but I think it's 320 .. )
Well let's stay realistic... 160x100 at 12Fps.

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

# 3618. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 16:55:52 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec13175552@arthur.crpht.lu>
Source record: 19654

> Well, firstly the DSP is a Zorro-machine-only card, so it was never
> intended for the A1200. Secondly, I don't think the lack of a DSP is
> much of an issue. I certainly don't miss it.
What you don't know you can't miss :-) I won't want a Falcon without it's DSP.
In fact the DSP was the reason I got the Falcon...
Did you ever do 18 Million 3D rotation calculations per Minute (300000/s) ?

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3619. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 17:05:31 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec13180531@arthur.crpht.lu>
Source record: 19655

[MPEG with Jaguar hardware]
> |> (But you're right about one thing, it CAN'T until someone DOES it ... )
> [another ignorant posting courtesy of Rickard]
>
> Rickard, it is this simple: ATARI THEMSELVES said that their MIPS
> is 55. This is probably even a BEST CASE.
>
> Now, I don't think 55==128, is it?

We had several discussions among Atari-freaks about the possibility to do a modfile player (Paula emulator) on the Falcon's DSP. The opinions were from 'very fast' to 'impossible to do'. I myself estimated the DPS's cpu usage to 50% to emulate Paula. Now, there are emulators wich use only 8% of the DSP and produce a 50Khz 16bit sound in stereo.

First rule:
Never underestimate good coders!

Second rule:
There are no good coders on PC.

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3620. Re: Rickard and Ham8 nonsense was Re: Hey Jag idiots. Read this..

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 17:19:50 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec13181950@arthur.crpht.lu>
Source record: 19657

```
> |> What looks nicer?
> |> A gouraud-shaded 3D polygon animation in HAM8
> |> or
> |> A gouraud-shaded 3D polygon animation in 16bit-color
>
> HAM8, obviously.
>
> |>
> |> What is faster?
> |> A gouraud-shaded 3D polygon animation in HAM8 on A1200 without fastram
> |> or
> |> A gouraud-shaded 3D polygon animation in 16bit-color on F030 without fastram
> |> (with and without using the DSP)
>
> Or a 68030@50Mhz A1200 that costs less than the Falcon in Ham8?

> Before you flame me, think about what you said: I do 3D polygon animations
> in Real 3D.... maybe you were talking about realtime-rendered polygons, but
> then who knows...

Of course I wanted realtime rendered polys! Of course you as an amiga user had
to point somwhere out that it's nicer and faster on Amiga. Especially rendered
pictures are great in HAM8.
But if you want to do realtime 3D...

Georges.

PS: I'm waiting for other people's opinions!!!

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

# 3621. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 17:22:42 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec13182242@arthur.crpht.lu>
Source record: 19658

> 320x200 is 4 times the resolution of 160x120. So 4 times x 2 (to achieve
> 24fps) = 8 times more power than 20 MIPS. That is 160 MIPS- the Jaguar can?
Cetainly not.
But with all that nonsense posted here, am I not allowed to post some crap too?
Seen my post where i get 120MIPS on the Jaguar :-)

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3622. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 17:47:09 UTC
From: mrathwel@herman.cs.uoguelph.ca
Message-ID: <2ei9qt$e7b@nermal.cs.uoguelph.ca>
Source record: 19656
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

Andy - Patrizio (arp@shell.portal.com) wrote:
: mrathwel@herman.cs.uoguelph.ca (Mark Rathwell) writes:
:
: > Lots of seemingly healthy companies go out of business. Look at
: >all of the software company deaths in the 80s (ie. Epyx, Activision,
: >Cinemaware) ... many came as a complete surprise.

: Er, Activision is still alive and well.

: --
: Andy Patrizio | Those too intelligent for politics are doomed
: arp@shell.portal.com | to be governed by someone dumber than them.

Yes .. Activision and Epyx are both in business again ... but it
was my understanding that they closed up for a while and the names were
sold to other people. Both companies were dead! They've just been ressurected.

>> MR <<

# 3623. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 21:16:35 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CHzsFn.8o9@taligent.com>
Source record: 19660
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

In article <primusCHt7HK.Mp9@netcom.com> Robert keng, primus@netcom.com writes:
> John Townsend (John_Townsend@taligent.com) wrote:
>
> : Don't count on it. Atari has already weathered the storm. I think they
> : will show a
> : small profit in the Q4 of 1993 and a larger profit in Q1 of 1994.
>
> : They have downsized their company and cut the operating costs down over
> : the last
> : year. I think they are poised to show a profit soon.
>
> Uh, yeah, with what?!?
>
> As of right now, they only sold A FEW THOUSAND of Jaguars. Only god knows when
> the rest will be released BECAUSE OF THE STINKIN FAULTY SWITCHBOX! And I'd
> suppose TV networks let Atari air their commercials for free, and magazines
> include their ads just for the hell of it?

There have been plenty of companies out there that have relied on 3rd party companies to supply parts for products and have had problems. In this case, the good news is that Atari has taken fast steps to correct the problem. (If you don't believe me, check out CompuServe, look for Don Thomas' post. Don is Director of Atari Customer Relations). The switch box problems are pretty much solved. I don't think that will affect the release of the rest of the product.

Atari is spending its money carefully. Any good company with a clue would do the same. They are running their ads at carefully selected times, in selected markets, and during shows where the target market is watching. If you aren't between 10-17 and male, then you aren't in the target market for video games. Sorry, live with it.

> Profit? What profit? Red ink BIG time... Only a week before christmas.
Unless
> a miracle takes place, Atari won't see any profits till well into next
year,
> probably 2nd/3rd quarter '94.

I suspect that you are wrong about the Red Ink comment. But neither I nor
you can
prove our statements. I guess we will have to wait and see. But,
considering that I
personally know the people there and have been involved with the company
for the
past 5 years, I think I know alittle more about Atari than you do.

> I'd expect both 3DO and Atari stocks to drop well into next year. Atari
has
> fallen more than 42% since it's height while 3DO dropped about 33%
since it's
> height, with Atari hanging around 7 and 3DO at around 31...

3DO at 31? Hello? This morning I showe is at 24 1/2. Atari
is at 7. The bottom
line is that both companies are challenging much larger companies (Sega
and
Nintendo) that have alot of money and huge marketing efforts. It is an
uphill battle for both and a HUGE risk for investors.

>
> --
>
>**********************************************************************
> * Robert Keng * Programmer, Adventurer,
MechWarrior,*
> * AKA "Starblade" * Pilot, and Pandion
knight..........*
> * INet - primus@netcom.com ********BIG fan of David
Eddings*******
> * GEnie - R.KENG * "He who laughs last, laughs
best..."*
>**********************************************************************

-- John Townsend
John_Townsend@taligent.com

"The opinions expressed above are my own. I don't speak for Taligent and
please don't
interpret my comments as Taligent's comments. If you want their opinion,
please ask
them."

# 3624. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 22:43:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0ceffe@troed.ct.se>
Source record: 19671

In a message of 13 Dec 93 12:12:01, Kristofer Maad wrote:

KM> think it's great that Atari for once have realised that a great computer
KM> needs a great operating system, and that pre-emptive multitasking is the
KM> way to go!
KM>
KM> I don't think you would want to participate in such a discussion. It
KM> wouldn't
KM> do your arguments any good. :)

Is the Amiga OS pre-emptive?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3625. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 22:46:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0cf0d2@troed.ct.se>
Source record: 19672

In a message of 13 Dec 93 05:03:06, Ricardo Hernandez Muchado wrote:

RH> [another ignorant posting courtesy of Rickard]

[same goes for Raist attempt to sound smart]

RH> Rickard, it is this simple: ATARI THEMSELVES said that their MIPS
RH> is 55. This is probably even a BEST CASE.
RH>
RH> Now, I don't think 55==128, is it?
RH>
The 128 MIPS figure is a guess, not a very good one either.

MIPS = meaningless ... take this as an example:

(Figures quoted from the Motorola DSP56001 handbook)

The DSP56001 runs at 16MIPS, 96MOPS.

You know the difference between MIPS and MOPS right? No? Ok...

On a normal processor (680x0 for example) one instruction usually means 1-2
operations .. on a RISC (or DSP) that is not the case .. usually one
instruction is between 4-6 operations ..

So, when dealing with GOOD programming, you can easily go WAY above the "MIPS"
figures.

(And if the Falcon's DSP does 96 MOPS .. .ehrm ... I think you get it.)

Please get some information before posting.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3626. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 22:47:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0cf0f8@troed.ct.se>
Source record: 19673

In a message of 13 Dec 93 05:05:29, Ricardo Hernandez Muchado wrote:

RH> |> MultiTOS is a fully preemptive multitasking OS - soon to be Posix
RH> compliant. No
RH> |> hacks whatsoever!
RH>
RH> Yes there are, in the Gx routines I think.

"I think"

Please specify.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3627. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 22:50:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0cf1a8@troed.ct.se>
Source record: 19674

In a message of 13 Dec 93 05:15:08, Ricardo Hernandez Muchado wrote:

RH> |> The JagCD has been ready for months.
RH>
RH> Aha, yep. Proof?

GamePro October. Kinda difficult to show a production unit if it's not ready.

RH> Well, then the A4000 killed the Falcon? What's the difference?

I would like to see some sales-figures on the A4000/040 before answering that one.

RH> BTW, the A1200 indeed has been killing the Falcon. Don't be so
RH> self-deceptive. Or else, if the 3DO dies, I guess you'll say, that
RH> the Jaguar wasn't competing with 3DO right?

It isn't really, at $700 vs $250 they shouldn't be called competitiors. The Jaguar is a games-console, the 3DO think of their machine as an "all in one" unit .. too bad it won't survive really ... :-/

RH> Ah, don't come with that STUPID LAME excuse. People with computers, a
RH> LOT
RH> of them love playing games. ATARI ST ownwers liked their games a lot,
RH> didn't
RH> they (didn't they still do?).

I bought a console when I wanted to play games, I still think that's the way to go.

RH> Where can we start? I made a list of them already.

...and I met them one by one.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 3628. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 22:51:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0cf1d4@troed.ct.se>
Source record: 19675

In a message of 13 Dec 93 05:15:58, Ricardo Hernandez Muchado wrote:

RH> What are they? To my knowledge, there's only one.

On the motherboard, one intended for external processors, one for memory. (This excludes the cartridge/dsp ports)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3629. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 22:52:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0cf22a@troed.ct.se>
Source record: 19676

In a message of 13 Dec 93 05:33:53, Ricardo Hernandez Muchado wrote:

RH> 14 megabytes >> 6 megabytes...

COMPRESSION

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3630. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 22:54:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0cf2c2@troed.ct.se>
Source record: 19677

In a message of 13 Dec 93 17:16:54, Georges Kesseler wrote:

GK> What figures did you have of the player?

I had 320*200TC at 17fps, but the size MIGHT be wrong though, I'm pretty sure
it was 17fps anyway ..

GK> > I guess I'll have to write Brainstorm .. :-)
GK> The MPEG player is VERY expensive :-))))

I know, I would like to see Atari licensing it and releasing it cheaper to
developers ... Space Junk seems to be a game that would need it .. ;)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3631. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 23:09:29 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec13.230929.3269@ida.liu.se>
Source record: 19661

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Dec10.194228.14485@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
>)rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>)>On the CD32, people just copy old games onto a CD.
>)
>) True to some extent with the initial CD32 titles, but the more recent
>)titles are much better. Have a look at Liberation or Microcosm for
>)example - those are *HUGE*. Our own CD32 titles in development are enhanced
>)a great deal from the computer versions, as well (more levels, more graphics,
>)more sound and so on).

>I don't know about Liberation, but Microcosm is a port - it is also
>out for CDI, and I think planned for 3DO.

Port or not, the issue was that CD32 games needn't be "just" A1200
floppy games dumped onto a CD. Neither of those two games are likely
to appear on A500 or A1200.

>Actually, here's what I think will happen with games like Microcosm
>and such - they will be ported to just about any system with a CD
>player (yes, even the Jaguar), because most of the work for those
>large CD-ROM things goes into developing the graphics. <...>

Certainly. That's what I think too. That doesn't mean the games get
worse though.

>I was watching a CDi demo the other day in a mall, and I did see some
>of Microcosm - the FMV stuff looked cool, but does anyone know what
>kind of game this is?

Some sort of shoot-em up inside a human body. I haven't seen it in
person either, but the graphics are supposedly very good.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3632. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 23:17:23 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec13.231723.3499@ida.liu.se>
Source record: 19662

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Dec12.124512.21520@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>) And what's with this idea that just because a game lies on CD-ROM, it
>)must be 100MB+, or it's crap? I just don't get it.

>This is because people keep claiming that the CD is so much better
>than the cart - but if a lot of games are only taking up 14mb or so of
>CD-ROM space, then they can be released on a cart just as easily.

And four times as expensively. CD's cost the same regardless of content
or used capacity. Cartridge manufacturing cost is directly proportional
to the amount of data in the game.

>Plus, If I had a CD system, I would only buy games that took real
>advantage of the medium - if you just want computer games, then buy a
>computer.

What if you want both, then? Buy both? Wouldn't it be nice if you could
buy just one system and play all kinds of games on it?

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3633. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 23:21:01 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec13.232101.3596@ida.liu.se>
Source record: 19663

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>Actually, my opion of the CD-32 has improved over time - but I haven't
>seen the level of support in America that I have for the Jaguar, and
>also another worrysome thing to me is that CD-32 games have different
>versions of PAL and NTSC games - this could leave American purchasers
>out in the cold for many releases. (please correct me on this point
>if I am wrong, this is mainly based on stuff I heard in r.g.v.m).

The PAL and NTSC problem is the same for all systems.

>---> Kendall Gelner (kendall@rice.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3634. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-13 23:52:58 UTC
From: slandrum@ntg.com
Message-ID: <1993Dec13.235258.27498@ntg.com>
Source record: 19659
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

In article <2ei9qt$e7b@nermal.cs.uoguelph.ca> mrathwel@herman.cs.uoguelph.ca (Mark Rathwell) writes:
>Andy - Patrizio (arp@shell.portal.com) wrote:
>: mrathwel@herman.cs.uoguelph.ca (Mark Rathwell) writes:
>:
>: > Lots of seemingly healthy companies go out of business. Look at
>: >all of the software company deaths in the 80s (ie. Epyx, Activision,
>: >Cinemaware) ... many came as a complete surprise.
>
>: Er, Activision is still alive and well.
>
>: --
>: Andy Patrizio | Those too intelligent for politics are doomed
>: arp@shell.portal.com | to be governed by someone dumber than them.
>
> Yes .. Activision and Epyx are both in business again ... but it
>was my understanding that they closed up for a while and the names were
>sold to other people. Both companies were dead! They've just been ressurected.

Neither company died. Both companies ran into serious financial
problems. Epyx filed chapter 11 of the bankruptcy code, which is
a request for protection from creditors during reorganization, NOT
the death of the company. Epyx has been alive ever since it was
first incorporated under the name of Automated Simulations.
--
Stephen H. Landrum VOICE: (415) 813-8909 Domain: slandrum@ntg.com
NTG - A Division of 3DO, 2470 Embarcardero Way, Palo Alto CA 94303
3DO New Developer INFO Line: (415)261-3202 Product INFO Line: (415)261-3454
Panasonic REAL(tm) Interactive Multiplayer info: (800)REAL-3DO/(800)732-5330

# 3635. Re: COMMODORE GOING OUT OF BUSINESS?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 04:29:18 UTC
From: wvolk@activision.com
Message-ID: <C0jmli9O.j508um@activis.activision.com>
Source record: 19669
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy

In article <2ei9qt$e7b@nermal.cs.uoguelph.ca>
(rec.games.video.misc,comp.sys.atari.advocacy), mrathwel@herman.cs.uoguelph.ca (Mark Rathwell) writes:
> Andy - Patrizio (arp@shell.portal.com) wrote:
> : mrathwel@herman.cs.uoguelph.ca (Mark Rathwell) writes:
> :
> : > Lots of seemingly healthy companies go out of business. Look at
> : >all of the software company deaths in the 80s (ie. Epyx, Activision,
> : >Cinemaware) ... many came as a complete surprise.
>
> : Er, Activision is still alive and well.
>
> : --
> : Andy Patrizio | Those too intelligent for politics are doomed
> : arp@shell.portal.com | to be governed by someone dumber than them.
>
> Yes .. Activision and Epyx are both in business again ... but it
> was my understanding that they closed up for a while and the names were
> sold to other people. Both companies were dead! They've just been ressurected.
>
Activision did not die. It was renamed MEDIAGENIC for a time, but
new management in '91 wisely named it back to Activision. They also
saved the the company.... The new management are gaming fanatics.
The Chairman and CEO Bobby Kotick just turned 30.

I've been there since '88.

See the PC WEEK/INSIDE article titled "Busy Going Hollywood" for details.

William Volk

# 3636. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 04:57:22 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CI0Dro.3qK@news.Hawaii.Edu>
Source record: 19665

Kendall Helmstetter Gelner (kendall@great-gray.owlnet.rice.edu) wrote:
:#In article <1993Dec13.043012.27016@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
:#) Well, considering that the ST software is usually a subset of the Amiga
:#)software, then there's even less for the ST right?
:#) Kendall, I don't know what games have you played, but a lot of games
:#)on ALL computer systems suffer from this.

Some Amiga games did originate on the ST, DM is a classic. This was when
the ST were doing very well. Now it seems the games come out first on the
Amiga then drift towards the ST.

:#That's right - most computer only games are rather bad (with some
:#exceptions). That is why I am dubious of the quality of many of the
:#CD-32 games, which seem to be ports from the Amiga. I would feel the
:#same about Jaguar games if they mostly came from the ST or DOS world.

I'm also dubious of the quality of Jaguar games. There will no doubt be
good ones among the numerous bad ones.

:#I know there will be exceptions (there are some games that look good
:#for the CD-32, like Liberation (now that is a CD game! I mean why
:#would you buy some silly port when you could get that for the same
:#price!) or perhaps Microcsom (The CDI demo of this looked cool, but I
:#have no idea what the game is really like).

People will buy ports of a game because: 1) they didn't purchase the game
for another machine, 2) game is enhanced, or 3) no longer have the game and
want to get another copy since it was a good game. Just because a game is
a port doesn't mean it is going to be terrible. Usually the good games get
ported, though there have been some bad games ported. Most developers are
not going to bother porting a game that hasn't done fairly well.

:#The Jaguar on the other hand will get less of the computer ports, and
:#more console type software with good playability. Cybermorph sounds
:#good, and I'm also eagerly awaiting Raiden (I play this a lot in the
:#arcades).

This is only opinion on your part. Until the games actually start coming
out, you won't know what the percentage of new games vs. ported games will
be.

:#To sum up, even though the CD-32 may enjoy a larger number of releases
:#right now, I don't think all of them will be worth purchasing,
:#bringing the number of quality titles down around to the numer
:#availiable for the 3DO or Jaguar.

Let's see, none of the CD32 games that are already released are in my collection of games. So, quite a few might be worth purchasing. I've already set my sights on Pinball Fantasies, Microcosm and quite a few others (haven't seen any of these games as yet but everybody's talking about them).

:#Actually, my opion of the CD-32 has improved over time - but I haven't
:#seen the level of support in America that I have for the Jaguar, and
:#also another worrysome thing to me is that CD-32 games have different
:#versions of PAL and NTSC games - this could leave American purchasers
:#out in the cold for many releases. (please correct me on this point
:#if I am wrong, this is mainly based on stuff I heard in r.g.v.m).

Considering the CD32 hasn't been released for America is no surprise that the level of support (developers) is lower than the Jaguar. Though the level of support worldwide for the CD32 in comparison to the level of support for the Jaguar is overwhelming.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3637. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 05:04:58 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CI0E4A.3uu@news.Hawaii.Edu>
Source record: 19664

Georges Kesseler (kesseler@arthur.crpht.lu) wrote:

:#In fact the DSP was the reason I got the Falcon...
:#Did you ever do 18 Million 3D rotation calculations per Minute (300000/s) ?

Having a DSP is nice, I seriously wish that the Amiga had one built-in
instead of having it as a third party product.

After all this talk of DSP, I'm beginning to wonder if it really is all
that great. The NeXT had a DSP and what happened to it? I keep hearing
about the DSP on the Falcons but, I've yet to hear of a single commercial
program that actually uses it. None of the games seem to use it. The DSP
doesn't seem to have the amount of support that all the hype/expectation
that is being placed upon it.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3638. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 05:26:27 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CI0F43.475@news.Hawaii.Edu>
Source record: 19666

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#In a message of 11 Dec 93 05:01:13, Jimmy Chan wrote:
:#JC> HAHAHA. So, now you're admitting some Jaguar games will be ports? What
:#JC> happened to your statement that ALL Jaguar games will be NEW?

:#<puke> ... I said that all Jaguar games will be written *FOR THE JAGUAR* .. Do
:#you have serious problems reading that?

I have problems with people who twist what they post. You had specifically
said that the Jaguar games will not be ports, hence all Jaguar games have
to be games that are not released on other machines. This means NEW games.

:#JC> Let's see a re-write (i.e. port) of a software onto a new machine has a
:#JC> possibilitiy of added features sounds like what I said with A1200 games
:#JC> ported to CD32. Ported games will possibly have added features.

:#Don't even TRY to tell me that A1200 games are being RE-WRITTEN for the CD32
:#... the correct name is COPIED ...

Try ported. Not exactly re-written as Stefan said but modified or ported.
Let's see if I copy a 5 MB game from an A1200 game and I come out with a
110 MB game, that's copied? Gee, I wonder what's the other 105 MB.

:#JC> Stefan said they were informed by Atari. Why don't you get some
:#JC> "official"
:#JC> information then from Atari. All I keep hearing from you is hype. Where
:#JC> are your "official" statements? Where's the "official" statement that

:#The official statement as of Brodie's latest roundtable is "summertime", that
:#can be anything from June to August ..

Let's see I can get a CD games console now, but the Jaguar CD won't be out
til "summertime"? About 6-8 months too late.

:#JC> ALL games on the Jaguar will be NEW and not just ported?

:#You really must be STUPID.

Is that the best you can come up with? I usually consider people that
resort to name-calling to be people with either little intelligence or very
childish. Which do you fit?

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

# 3639. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 05:33:53 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CI0FGI.4C5@news.Hawaii.Edu>
Source record: 19667

Kendall Helmstetter Gelner (kendall@great-gray.owlnet.rice.edu) wrote:
:#I get your point but still disagree with it. Iy somehow leaves me
:#chilly all over to think of so much wasted space on a CD... ;-)

:#Actually, one other thing they could do is put a bunch of games on
:#one CD - that would seem to be a pretty good use to me.

In the list I posted, there was one company that was bundling its series of
3 games. (Lotus racing games, I believe it was)

I don't really know why you're worried about CD wastage. Laserdiscs also
waste space and so do some music CDs.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3640. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 09:16:03 UTC
From: <>
Message-ID: <2ek08j$545@info2.rus.uni-stuttgart.de>
Source record: 19668

In article <CI0F43.475@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>I have problems with people who twist what they post. You had specifically
>said that the Jaguar games will not be ports, hence all Jaguar games have
>to be games that are not released on other machines. This means NEW games.

Sure. And alle humans will be friends. The sun will also shine at night now.
All Jaguar games will be absolutely new games with totally new ideas...
Stupid! No one has ever asserted such thing, nore is anything of the above
reasonable.
As you (should) know: for example all Accolade-titles for the Jaguar will
be ports of their games, but all will be entirely new written. Do you
imagine why? Well, there are 5 processors never used in any preceding
system and the 68000 is NOT the main CPU.

>:#JC> ALL games on the Jaguar will be NEW and not just ported?
>
>:#You really must be STUPID.

Yeah. Right he is.

Ciao, Heiko.

+---------------------------------------------------------------------------+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---------------------------------------------------------------------------+

# 3641. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 14:12:20 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec14151221@arthur.crpht.lu>
Source record: 19670

> Having a DSP is nice, I seriously wish that the Amiga had one built-in
> instead of having it as a third party product.
>
> After all this talk of DSP, I'm beginning to wonder if it really is all
> that great. The NeXT had a DSP and what happened to it? I keep hearing
> about the DSP on the Falcons but, I've yet to hear of a single commercial
> program that actually uses it. None of the games seem to use it. The DSP
> doesn't seem to have the amount of support that all the hype/expectation
> that is being placed upon it.
Do you really think that in 6 months people will be able to use a totally
new CPU with a totally new concept?
It's not easy to get into DSP stuff, but it is worth the effort.
And there are DSPapplications out there. They use it mostly for sound effects.
But some demos already show what is possible in non-sound domains...

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

# 3642. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 14:25:34 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CI142M.K6s@barclays.co.uk>
Source record: 19678

In article <KESSELER.93Dec14151221@arthur.crpht.lu>, kesseler@arthur.crpht.lu (Georges Kesseler) writes:
|> > Having a DSP is nice, I seriously wish that the Amiga had one built-in
|> > instead of having it as a third party product.
|> >
|> > After all this talk of DSP, I'm beginning to wonder if it really is all
|> > that great. The NeXT had a DSP and what happened to it? I keep hearing
|> > about the DSP on the Falcons but, I've yet to hear of a single commercial
|> > program that actually uses it. None of the games seem to use it. The DSP
|> > doesn't seem to have the amount of support that all the hype/expectation
|> > that is being placed upon it.
|> Do you really think that in 6 months people will be able to use a totally
|> new CPU with a totally new concept?
|> It's not easy to get into DSP stuff, but it is worth the effort.
|> And there are DSPapplications out there. They use it mostly for sound effects.
|> But some demos already show what is possible in non-sound domains...
The DSP is used for JPEG unpacking in quite a few graphics progs and in many
music progs including PD ones.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+

# 3643. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 14:53:19 UTC
From: shsmatth@reading.ac.uk
Message-ID: <shsmatth.755880799@reading>
Source record: 19679

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>In article <1993Dec13.043353.49603@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>)|> )
>)|> ) Again, I think this is a moot point. How many of the companies on the
>)|> )Jaguar developer list are *ONLY* developing for the Jaguar?
>)|> )
>)|> ) And what's with this idea that just because a game lies on CD-ROM, it
>)|> )must be 100MB+, or it's crap? I just don't get it.
>)|>
>)|> This is because people keep claiming that the CD is so much better
>)|> than the cart - but if a lot of games are only taking up 14mb or so of
>)|> CD-ROM space, then they can be released on a cart just as easily.
>)
>) 14 megabytes >> 6 megabytes...

>Well, I was thinking of compressing the graphics to fit it into 6MB or
>less.

>)
>)|>
>)|> Plus, If I had a CD system, I would only buy games that took real
>)|> advantage of the medium - if you just want computer games, then buy a
>)|> computer.

The whole point really is that the big sellers will be games - the
multimedia 'Experiences' will only be a fraction of the sales. From
a games point of view the media has little to offer - other than
increased space. There is no guarantee they will do anything useful
with it..
I do not think that games will suddenly change to
being adventures of a lifetime or whatever - just more levels to
guide Sonic around... with prettier sound.

>)
>) Kendall, NOT ALL GAMES have to take all the CD-ROM. This must explain
>)what I call the 'multimedia type games.' Games that are poorly designed,
>)'just because we got a CD-ROM so we can put all the graphics and sound
>)we want.'
>)

>Some are, but they don't have to be that way. Stuff like Dragon's
>Lair, or Liberation are examples of what CD games can be.

Can't imagine why anyone would say that Dragon's Lair was a good
example. It's an example of gameplay, lasting interest and real
fun being sacrificed for piles of graphics and some hype selling
you a sub standard GAME (?). More likely you look at the pretty
graphics a few times - complete the game and leave it on the shelf
for evermore...

Too much storage space encourages crap programming practice (Look
at the unjustified size of some PC games), a tendancy to overuse
flash graphics and sound at the expense of gameplay, and of course
in the case of CD gives the manufacturers something NOT that much
better to hype and sell at a vast profit...
Alot of really great games produced over the last few years have not
required vast memory space... I don't know about you but alot of the
games I come back to time and time again are in fact fairly simple but
well designed - with an addictive quality. Sure some flight sims etc
require a large graphics storage medium, but more often than not this
is only because the producer could not be bothered to implement any
compression techniques on the data...
Anyway - CD is not so superior to Cartidges particularly with respect
to the production of decent games... in many ways it may be detrimental...

Much Sound + Much Graphics != Great Game

BUT it sure can shift alot of units before anyone is brave enough to
admit they have been conned!

>) Take Turrican: put that on CD-32, add a CD-quality soundtrack and
>)that's it. It is a very good action game. Maybe do cinematic sequences,
>)but what else you want?
>)

It was a great game before CD....

>Well, I would perhaps like more levels, or more graphics and sound
>thrown in. Sonic CD is my idea of a good CD port - lots more levels
>to play in and better sound (I think).

Still a great game.... costs more for very little effort on the part
of the producer. In fact CD's are probably cheaper for them to
produce..? Cynical! - Who, ME?

>) When you hit options, you see a 3 minutes animation? He he...
>)

>Well, maybe between levels of something... :-)

>) I hope you get my point ;-)
>)

>I get your point but still disagree with it. Iy somehow leaves me
>chilly all over to think of so much wasted space on a CD... ;-)

Sod the waste of space - can I have a great game?

>Actually, one other thing they could do is put a bunch of games on
>one CD - that would seem to be a pretty good use to me.

Yep, Worthwhile once their useful shelflife as an individual product
is over... People go and buy it again!

>--
>---> Kendall Gelner (kendall@rice.edu)

I think Atari's decision to stick with Carts for the Jag at first is
fair enough - though they may have to jump on the CD bandwagon pretty
quick in order to get a good market share. They are obviously hoping
to shift enough units at first on the mines bigger than yours 64bit
thing... But that can't last forever...
Seem's like the Jag will be a good product though - all they have to
do is influence people to buy it.!

Later,
Colin.

--
**********************************************************************
*Colin Matthews - Cybernetics Dept - Reading University - UK - RG6 2AY *
*cybcpm@cyber.reading.ac.uk *
**********************************************************************

# 3644. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 15:53:53 UTC
From: shsmatth@reading.ac.uk
Message-ID: <shsmatth.755884433@reading>
Source record: 19680

jimmy@Hawaii.Edu (Jimmy Chan) writes:

>Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
>:#In a message of 11 Dec 93 05:01:13, Jimmy Chan wrote:
>:#JC> HAHAHA. So, now you're admitting some Jaguar games will be ports? What
>:#JC> happened to your statement that ALL Jaguar games will be NEW?

>:#<puke> ... I said that all Jaguar games will be written *FOR THE JAGUAR* .. Do
>:#you have serious problems reading that?

>I have problems with people who twist what they post. You had specifically
>said that the Jaguar games will not be ports, hence all Jaguar games have
>to be games that are not released on other machines. This means NEW games.

I guess what is mean't is that all games will be newly developed for the
jags architecture etc. They will hardly not port popular games to the
Jaguar - That would seriously shoot you in the foot. I Guess the point is
that simple A1200 games will be ported to the CD-32 with nothing much added.
Sensible considering the size of the software base available...

>:#JC> Let's see a re-write (i.e. port) of a software onto a new machine has a
>:#JC> possibilitiy of added features sounds like what I said with A1200 games
>:#JC> ported to CD32. Ported games will possibly have added features.

>:#Don't even TRY to tell me that A1200 games are being RE-WRITTEN for the CD32
>:#... the correct name is COPIED ...

>Try ported. Not exactly re-written as Stefan said but modified or ported.
>Let's see if I copy a 5 MB game from an A1200 game and I come out with a
>110 MB game, that's copied? Gee, I wonder what's the other 105 MB.

The fact is that most games would have changed beyond recognition if that
105Mb was usefully used... Fact is - It isn't usefully used. And also I
would seriously doubt that the full capacity of the CD would be used
anyway in most cases. You would have to make some serious changes to fill
up 105Mb.... Or alot of pointless ones...

>:#JC> Stefan said they were informed by Atari. Why don't you get some
>:#JC> "official"
>:#JC> information then from Atari. All I keep hearing from you is hype. Where
>:#JC> are your "official" statements? Where's the "official" statement that

>:#The official statement as of Brodie's latest roundtable is "summertime", that
>:#can be anything from June to August ..

>Let's see I can get a CD games console now, but the Jaguar CD won't be out
>til "summertime"? About 6-8 months too late.

It will only make a difference on the Mine is Bigger than Yours front...
but this maybe easily offset by some well directed 64bit marketing initially,
but in the end atari will be forced to jump on the CD bandwagon.

>:#JC> ALL games on the Jaguar will be NEW and not just ported?

>:#You really must be STUPID.

>Is that the best you can come up with? I usually consider people that
>resort to name-calling to be people with either little intelligence or very
>childish. Which do you fit?

NO COMMENT on the above.... never even needed to argue about it - just apply
a minimal amount of common sense.

>--
>====================jimmy@uhunix.uhcc.hawaii.edu=======================

Colin.

--
**************************************************************************
*Colin Matthews - Cybernetics Dept - Reading University - UK - RG6 2AY *
*cybcpm@cyber.reading.ac.uk *
**************************************************************************

# 3645. PCW review - Jag/3D0

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 16:18:06 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CI19A7.1M7@newcastle.ac.uk>
Source record: 19681

Just read a review in PCW comparing the Jaguar & the 3D0 - Jag wins.

This was a 'leading edge' type of article on the next generation of games consoles. Say's that the 3D0, whilst being technologically good, has naff games, where-as the games they tested on the Jag. were WILD.

(Comment: CD32 wasn't even considered in the running due to it's already out of date spec....., so they didn't bother to review it)

Flame Flame Flame Flame

Craig.

# 3646. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 18:04:23 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CI1E7C.Dqn@news.Hawaii.Edu>
Source record: 19543

Iain.Laskey@barclays.co.uk wrote:
:#In article <KESSELER.93Dec14151221@arthur.crpht.lu>, kesseler@arthur.crpht.lu (Georges Kesseler) writes:
:#|> Do you really think that in 6 months people will be able to use a totally
:#|> new CPU with a totally new concept?
:#|> It's not easy to get into DSP stuff, but it is worth the effort.
:#|> And there are DSPapplications out there. They use it mostly for sound effects.
:#|> But some demos already show what is possible in non-sound domains...
:#The DSP is used for JPEG unpacking in quite a few graphics progs and in many
:#music progs including PD ones.

Someone did email me that Chagall uses it. It's good to see that at least one program does utilize it but, I'd been expecting a lot more uses for it. I keep seeing a slew of things that might be possible but, there still seems to be a lack of software to put the DSP through its paces.

6 months should have been enough time for development, more than enough since developers had Falcon development manuals months in advance of the actual Falcon release, right?

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

# 3647. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 18:15:42 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CI1Eq7.DxG@news.Hawaii.Edu>
Source record: 19545

Heiko Hartmann (higgi@yeti.faveve.uni-stuttgart.de.) wrote:
:#Sure. And alle humans will be friends. The sun will also shine at night now.
:#All Jaguar games will be absolutely new games with totally new ideas...
:#Stupid! No one has ever asserted such thing, nore is anything of the above
:#reasonable.
:#As you (should) know: for example all Accolade-titles for the Jaguar will
:#be ports of their games, but all will be entirely new written. Do you
:#imagine why? Well, there are 5 processors never used in any preceding
:#system and the 68000 is NOT the main CPU.

So, you mean all games on the Nintendo, Gameboy, Genesis, etc. are not ports? According to your definitions all of those games are NEW. That means all games coming from the Clone market into the 68000 market are new by your reasoning also and not ports. New ideas doesn't mean diddly if those games were already done on other machines, which to me is defined as ported.

Do you know what CPU stands for? You can keep harping about the other processors all you want but I can't believe a graphics processor is the CPU, why don't we keep mixing up computer terminology some more while we are at it.

:#>:#You really must be STUPID.

:#Yeah. Right he is.

In that classification I guess you're just as informed as Rickard. It's a good thing that not all Atari advocates are like the two of you.

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

# 3648. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 18:18:02 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CI1Eu2.DzI@news.Hawaii.Edu>
Source record: 19542

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#Is the Amiga OS pre-emptive?

Sure is. Since the first release of the Amiga OS with the A1000.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3649. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 18:30:29 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CI1FEu.E6E@news.Hawaii.Edu>
Source record: 19544

Colin P. Matthews (shsmatth@reading.ac.uk) wrote:
:#I guess what is mean't is that all games will be newly developed for the
:#jags architecture etc. They will hardly not port popular games to the
:#Jaguar - That would seriously shoot you in the foot. I Guess the point is
:#that simple A1200 games will be ported to the CD-32 with nothing much added.
:#Sensible considering the size of the software base available...

What is meant and what was said by Rickard was different things entirely.
He said Jaguar games will NOT be ports. I agree with your view except
maybe with the last sentence. There will be some game ported from the
A1200 -> CD32 with not much added, like the Lotus stuff with is a bundle
package with no enhancements if I recall, but most others will have things
added to differing degrees. The amount added is debatable as to what will
be good and what's just fluff.

:#The fact is that most games would have changed beyond recognition if that
:#105Mb was usefully used... Fact is - It isn't usefully used. And also I
:#would seriously doubt that the full capacity of the CD would be used
:#anyway in most cases. You would have to make some serious changes to fill
:#up 105Mb.... Or alot of pointless ones...

Adding a CD soundtrack would be considered useful to some. Adding extra
levels, more graphics, etc might be considered also useful to others. The
amount added will vary as I've always implied.

:#It will only make a difference on the Mine is Bigger than Yours front...
:#but this maybe easily offset by some well directed 64bit marketing initially,
:#but in the end atari will be forced to jump on the CD bandwagon.

No, the difference is that Atari had a chance to actually make something of
the Jaguar if they had put the CD drive on it. Releasing it without a CD
drive is bad enough but having to wait at least 6 more months for a CD
drive, why?

:#NO COMMENT on the above.... never even needed to argue about it - just apply
:#a minimal amount of common sense.

Was only being applied to Rickard since when he can't seem to debate about
it he resorts to a very immature state.

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

# 3650. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 20:20:05 UTC
From: pd@mbuc.bio.cam.ac.uk
Message-ID: <1993Dec14.202005.18286@infodev.cam.ac.uk>
Source record: 19547

jimmy@Hawaii.Edu (Jimmy Chan) writes:
>I have problems with people who twist what they post.

I have problems with people who complain about things they have never seen or used before. (I am not saying you are one of these people...)
ie Jaguar is better than 3DO, 3DO is better than Jaguar etc etc etc

>:#JC> Let's see a re-write (i.e. port) of a software onto a new machine has a
>:#JC> possibilitiy of added features sounds like what I said with A1200 games
>:#JC> ported to CD32. Ported games will possibly have added features.

>:#Don't even TRY to tell me that A1200 games are being RE-WRITTEN for the CD32
>:#... the correct name is COPIED ...

A game is rewritten to run on the available hardware. In your example, "extras" such as better graphics are added to make it different enough for people to want to buy it, and because the machine is capable of better graphics.
The same game on two or more platforms is "copied" because they are the same game, whether or not the versions are simply ported or written from scratch independently of each other. A case of misunderstood meanings I think...

>Try ported. Not exactly re-written as Stefan said but modified or ported.
>Let's see if I copy a 5 MB game from an A1200 game and I come out with a
>110 MB game, that's copied? Gee, I wonder what's the other 105 MB.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
1. Just because a game is on a CD it doesn't mean the CD is full up
Just think how 3-4 games can be put on one cartridge when they were originally released separately.

2. Maybe it's the extra graphics + sound. This must take up a lot of space.
How much difference it makes and what it adds to the game is debateable but it depends on the quality.
ie a good, playable game _can_ have crap graphics or sound.
also, good, fancy graphics and sound doesn't necessarily mean a good game.

>Let's see I can get a CD games console now, but the Jaguar CD won't be out
>til "summertime"? About 6-8 months too late.

Err, too late for what? (I hope I am not missing something...)
You could get a MegaCD, but it won't come close to jaguar or 3DO.
You could get a 3DO if you have the extra cash to spare.
Or you could get a jaguar now and play cartridge games until the CD comes out.
Seeing as there have been CD units on show, it probably means developers have access to everything they need to make games available for when the CD unit is finally on sale. Isn't this the most important thing?
Why buy a CD player when there is nothing to use it for?

>--
>====================jimmy@uhunix.uhcc.hawaii.edu=======================

Note that I have never programmed anything in my life (I would like to though).
and all of the above could be wrong.
It is my personal opinion.

Phil
(E-mail pd@mbuc.bio.cam.ac.uk)

--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

# 3651. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 20:54:36 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec14.205436.26355@ida.liu.se>
Source record: 19683

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 13 Dec 93 12:12:01, Kristofer Maad wrote:

>KM> think it's great that Atari for once have realised that a great computer
>KM> needs a great operating system, and that pre-emptive multitasking is the
>KM> way to go!
>KM>
>KM> I don't think you would want to participate in such a discussion. It
>KM> wouldn't do your arguments any good. :)

>Is the Amiga OS pre-emptive?

Sure is, and has always been like that.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3652. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 22:44:44 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec14164444@great-gray.owlnet.rice.edu>
Source record: 19686

In article <CI0Dro.3qK@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
)Kendall Helmstetter Gelner (kendall@great-gray.owlnet.rice.edu) wrote:
):#In article <1993Dec13.043012.27016@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
):#) Well, considering that the ST software is usually a subset of the Amiga
):#)software, then there's even less for the ST right?
):#) Kendall, I don't know what games have you played, but a lot of games
):#)on ALL computer systems suffer from this.
)
)Some Amiga games did originate on the ST, DM is a classic. This was when
)the ST were doing very well. Now it seems the games come out first on the
)Amiga then drift towards the ST.
)

Yes, I do think the ST game market has declined. It's not dead yet,
though.

):#That's right - most computer only games are rather bad (with some
):#exceptions). That is why I am dubious of the quality of many of the
):#CD-32 games, which seem to be ports from the Amiga. I would feel the
):#same about Jaguar games if they mostly came from the ST or DOS world.
)
)I'm also dubious of the quality of Jaguar games. There will no doubt be
)good ones among the numerous bad ones.

Well, of the games announced so far for the Jaguar, the ones I am most
interested in are Cybermorph, Raiden, and of course AvP. I agree that
Cresent galaxy seems to have poor gameplay, but Humans looks good (if
you like that kind of game). So far, only one that really sems to
have poor gameplay! That's pretty good so far.

I think that if you get a whole bunch of computer ports, that
you'll get a lot more poor games - computers just plain have a lot
more games with poor gameplay. Some of these games even sell well, if
they have enough flash - and those will be ported too.

)
):#I know there will be exceptions (there are some games that look good
):#for the CD-32, like Liberation (now that is a CD game! I mean why
):#would you buy some silly port when you could get that for the same
):#price!) or perhaps Microcsom (The CDI demo of this looked cool, but I
):#have no idea what the game is really like).
)
)People will buy ports of a game because: 1) they didn't purchase the game
)for another machine, 2) game is enhanced, or 3) no longer have the game and
)want to get another copy since it was a good game. Just because a game is

)a port doesn't mean it is going to be terrible. Usually the good games get
)ported, though there have been some bad games ported. Most developers are
)not going to bother porting a game that hasn't done fairly well.
)

The danger I see is that too many games will just be put onto the CD
with little enhancement at all.

):#The Jaguar on the other hand will get less of the computer ports, and
):#more console type software with good playability. Cybermorph sounds
):#good, and I'm also eagerly awaiting Raiden (I play this a lot in the
):#arcades).
)
)This is only opinion on your part. Until the games actually start coming
)out, you won't know what the percentage of new games vs. ported games will
)be.
)

From the initial list, it looks pretty good so far!

Actually, I'd also differentiate between ports of arcade/console games
(which have good gameplay), and computer games (which tend to have
poor gameplay). So I really don't consider stuff like Raiden a "port"
as such, because it was already in the same realm (stand alone game
machine).

):#To sum up, even though the CD-32 may enjoy a larger number of releases
):#right now, I don't think all of them will be worth purchasing,
):#bringing the number of quality titles down around to the numer
):#availiable for the 3DO or Jaguar.
)
)Let's see, none of the CD32 games that are already released are in my
)collection of games. So, quite a few might be worth purchasing. I've
)already set my sights on Pinball Fantasies, Microcosm and quite a few
)others (haven't seen any of these games as yet but everybody's talking
)about them).
)

From the list I saw, an awful lot of the games were ones I wouldn't be
interested in...

):#Actually, my opion of the CD-32 has improved over time - but I haven't
):#seen the level of support in America that I have for the Jaguar, and
):#also another worrysome thing to me is that CD-32 games have different
):#versions of PAL and NTSC games - this could leave American purchasers
):#out in the cold for many releases. (please correct me on this point
):#if I am wrong, this is mainly based on stuff I heard in r.g.v.m).
)
)Considering the CD32 hasn't been released for America is no surprise that
)the level of support (developers) is lower than the Jaguar. Though the
)level of support worldwide for the CD32 in comparison to the level of
)support for the Jaguar is overwhelming.

)

Well, I meant stuff like press coverage and so on - even before the
Jaguar or 3DO were released, they had good press coverage of their
machines on different programs. Why hasn't Commodore been trying
to get coverage like that.

--
---> Kendall Gelner (kendall@rice.edu)

# 3653. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 22:46:56 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec14164656@great-gray.owlnet.rice.edu>
Source record: 19685

In article <CI0E4A.3uu@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
)Georges Kesseler (kesseler@arthur.crpht.lu) wrote:
)
):#In fact the DSP was the reason I got the Falcon...
):#Did you ever do 18 Million 3D rotation calculations per Minute (300000/s) ?
)
)Having a DSP is nice, I seriously wish that the Amiga had one built-in
)instead of having it as a third party product.
)
)After all this talk of DSP, I'm beginning to wonder if it really is all
)that great. The NeXT had a DSP and what happened to it? I keep hearing
)about the DSP on the Falcons but, I've yet to hear of a single commercial
)program that actually uses it. None of the games seem to use it. The DSP
)doesn't seem to have the amount of support that all the hype/expectation
)that is being placed upon it.

A lot of smapling type programs use the DSP, and a commercial voice
mail package uses the DSP as well I believe.

The DSP has lived up to my expectations - except for not getting a DSP
modem yet. Perhaps I'll write one myself...

--
---> Kendall Gelner (kendall@rice.edu)

# 3654. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 22:51:50 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec14165150@great-gray.owlnet.rice.edu>
Source record: 19587

In article <CI0F43.475@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
)Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
):#In a message of 11 Dec 93 05:01:13, Jimmy Chan wrote:
):#JC> HAHAHA. So, now you're admitting some Jaguar games will be ports? What
):#JC> happened to your statement that ALL Jaguar games will be NEW?
)
):#<puke> ... I said that all Jaguar games will be written *FOR THE JAGUAR* .. Do
):#you have serious problems reading that?
)
)I have problems with people who twist what they post. You had specifically
)said that the Jaguar games will not be ports, hence all Jaguar games have
)to be games that are not released on other machines. This means NEW games.

Many Jaguar games will not be ports (from the PC world) - from the
initial list of games, it looks like a lot are new or translated
arcaded and console stuff. You get a lot higher hit rate on qulity
with these games.

)
):#JC> Let's see a re-write (i.e. port) of a software onto a new machine has a
):#JC> possibilitiy of added features sounds like what I said with A1200 games
):#JC> ported to CD32. Ported games will possibly have added features.
)
):#Don't even TRY to tell me that A1200 games are being RE-WRITTEN for the CD32
):#... the correct name is COPIED ...
)
)Try ported. Not exactly re-written as Stefan said but modified or ported.
)Let's see if I copy a 5 MB game from an A1200 game and I come out with a
)110 MB game, that's copied? Gee, I wonder what's the other 105 MB.
)

But how many games are really doing just this, and how many games have
just minor improvments?

):#JC> Stefan said they were informed by Atari. Why don't you get some
):#JC> "official"
):#JC> information then from Atari. All I keep hearing from you is hype. Where
):#JC> are your "official" statements? Where's the "official" statement that
)
):#The official statement as of Brodie's latest roundtable is "summertime", that
):#can be anything from June to August ..
)
)Let's see I can get a CD games console now, but the Jaguar CD won't be out
)til "summertime"? About 6-8 months too late.
)

Too late for what? In the meantime the Jaguar will be out for ~$200, a good price point to invade homes, and sell a lot of units - then even if only 50% of the machine owners get CD-ROM's, you wiould still have a large user base of CD-ROM owners. That's the main advantage I see to a seperate CD-ROm, is that it lets the base console have a lot better market penetration.

<rest deleted>

--
---> Kendall Gelner (kendall@rice.edu)

# 3655. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-14 22:53:56 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec14165356@great-gray.owlnet.rice.edu>
Source record: 19588

In article <CI0FGI.4C5@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
)Kendall Helmstetter Gelner (kendall@great-gray.owlnet.rice.edu) wrote:
):#I get your point but still disagree with it. Iy somehow leaves me
):#chilly all over to think of so much wasted space on a CD... ;-)
)
):#Actually, one other thing they could do is put a bunch of games on
):#one CD - that would seem to be a pretty good use to me.
)
)In the list I posted, there was one company that was bundling its series of
)3 games. (Lotus racing games, I believe it was)
)
)I don't really know why you're worried about CD wastage. Laserdiscs also
)waste space and so do some music CDs.

but not on the order of 14MB out of 500 - how many CD's are out with 4
seconds of song?

The least they can do is throw some other interesting stuff on the CD.

--
---> Kendall Gelner (kendall@rice.edu)

# 3656. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-15 01:56:33 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CI2029.Kr1@news.Hawaii.Edu>
Source record: 19682

Phillip Davey (pd@mbuc.bio.cam.ac.uk) wrote:
:#jimmy@Hawaii.Edu (Jimmy Chan) writes:
:#>I have problems with people who twist what they post.

:#I have problems with people who complain about things they have never seen or
:#used before. (I am not saying you are one of these people...)
:#ie Jaguar is better than 3DO, 3DO is better than Jaguar etc etc etc

I've never claimed any console is better than the other. It's just a
matter of what features that are included and what's not. Features such as
a CD drive.

:#A game is rewritten to run on the available hardware. In your example, "extras"
:#such as better graphics are added to make it different enough for people to
:#want to buy it, and because the machine is capable of better graphics.
:#The same game on two or more platforms is "copied" because they are the same
:#game, whether or not the versions are simply ported or written from scratch
:#independently of each other. A case of misunderstood meanings I think...

Copied means that something is duplicated exactly with nothing added.
While ported means that a software is modified to run on another platform.

If someone has different meanings, please feel free to post it.

Rickard had stated before that Jaguar games will not be ports. I'm holding
him to his words.

:#>Try ported. Not exactly re-written as Stefan said but modified or ported.
:#>Let's see if I copy a 5 MB game from an A1200 game and I come out with a
:#>110 MB game, that's copied? Gee, I wonder what's the other 105 MB.
:# ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
:#1. Just because a game is on a CD it doesn't mean the CD is full up
:#Just think how 3-4 games can be put on one cartridge when they were originally
:#released separately.

I have stated in a couple of previous posts that there was at least one
company including a bundle package of games, Lotus racing games (I think).
There were 3 in the series. I've never said there wasn't something like this
being done.

:#2. Maybe it's the extra graphics + sound. This must take up a lot of space.
:#How much difference it makes and what it adds to the game is debateable but it
:#depends on the quality.
:#ie a good, playable game _can_ have crap graphics or sound.
:#also, good, fancy graphics and sound doesn't necessarily mean a good game.

I've always held this point of view. I can include previous postings which
I've always stated that the amount of "added stuff" is debatable and
doesn't always mean good. Same goes for less. But, if you add extras to
an already good game, it will be a little hard to make it any worse, though
it is possible, and you have a better chance of making an already good game
better.

:#>Let's see I can get a CD games console now, but the Jaguar CD won't be out
:#>til "summertime"? About 6-8 months too late.
:#Err, too late for what? (I hope I am not missing something...)

It's too late for my purchasing requirements.

:#You could get a MegaCD, but it won't come close to jaguar or 3DO.

No doubt.

:#You could get a 3DO if you have the extra cash to spare.

Only if it comes down drastically in price, by about $100-$300.

:#Or you could get a jaguar now and play cartridge games until the CD comes out.
:#Seeing as there have been CD units on show, it probably means developers have
:#access to everything they need to make games available for when the CD unit is
:#finally on sale. Isn't this the most important thing?
:#Why buy a CD player when there is nothing to use it for?

The earlier the CD player is out the earlier games will be released for it.
My requirement of a game console that I plan to buy was that it had to have a
CD player for it. I've mentioned this a couple of times, ask Kendall.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3657. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-15 02:20:29 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec14202029@great-gray.owlnet.rice.edu>
Source record: 19592

In article <CI1E7C.Dqn@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
)Iain.Laskey@barclays.co.uk wrote:
):#In article <KESSELER.93Dec14151221@arthur.crpht.lu>, kesseler@arthur.crpht.lu (Georges Kesseler) writes:
):#|> Do you really think that in 6 months people will be able to use a totally
):#|> new CPU with a totally new concept?
):#|> It's not easy to get into DSP stuff, but it is worth the effort.
):#|> And there are DSPapplications out there. They use it mostly for sound effects.
):#|> But some demos already show what is possible in non-sound domains...
):#The DSP is used for JPEG unpacking in quite a few graphics progs and in many
):#music progs including PD ones.
)
)Someone did email me that Chagall uses it. It's good to see that at least one
)program does utilize it but, I'd been expecting a lot more uses for it. I
)keep seeing a slew of things that might be possible but, there still
)seems to be a lack of software to put the DSP through its paces.
)
)6 months should have been enough time for development, more than enough
)since developers had Falcon development manuals months in advance of the
)actual Falcon release, right?

Well, what else do you want? I think sample transformation, JPEG and
MPEG processing, voice mail, plus interesting demo use is pretty darn
good so far. In fact I think the only area I haven't seen much done
in is the software modem - which would be kind of cool.

--
---> Kendall Gelner (kendall@rice.edu)

# 3658. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-15 02:40:38 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec14204038@great-gray.owlnet.rice.edu>
Source record: 19593

In article <shsmatth.755880799@reading> shsmatth@reading.ac.uk (Colin P. Matthews) writes:
<some stuff deleted>
)>)
)>)|>
)>)|> Plus, If I had a CD system, I would only buy games that took real
)>)|> advantage of the medium - if you just want computer games, then buy a
)>)|> computer.
)
)The whole point really is that the big sellers will be games - the
)multimedia 'Experiences' will only be a fraction of the sales. From
)a games point of view the media has little to offer - other than
)increased space. There is no guarantee they will do anything useful
)with it..

Actually, I kinda see the Experiences picking up steam eventually.
They interest me, anyway.

)I do not think that games will suddenly change to
)being adventures of a lifetime or whatever - just more levels to
)guide Sonic around... with prettier sound.
)

That's exactly what I want - more levels, better graphics and sound.
I'll get some of that with the increased cart size of the Jaguar, more
of it with the Jag CD.

)>)
)>) Kendall, NOT ALL GAMES have to take all the CD-ROM. This must explain
)>)what I call the 'multimedia type games.' Games that are poorly designed,
)>)'just because we got a CD-ROM so we can put all the graphics and sound
)>)we want.'
)>)
)
)>Some are, but they don't have to be that way. Stuff like Dragon's
)>Lair, or Liberation are examples of what CD games can be.
)
)Can't imagine why anyone would say that Dragon's Lair was a good
)example. It's an example of gameplay, lasting interest and real
)fun being sacrificed for piles of graphics and some hype selling
)you a sub standard GAME (?). More likely you look at the pretty
)graphics a few times - complete the game and leave it on the shelf
)for evermore...

Well, I liked it when it was in the arcades - although it was too
expensive to play much. but it was enjoyable... My desire to buy a
3DO is even a bit stronger now that I read about the DL adaptation...

though the huge price keeps me at bay!

)
)Too much storage space encourages crap programming practice (Look
)at the unjustified size of some PC games), a tendancy to overuse
)flash graphics and sound at the expense of gameplay, and of course
)in the case of CD gives the manufacturers something NOT that much
)better to hype and sell at a vast profit...

It's ok to be a little loose with space if you have enough to go
around - it's not called wasetful programming, it's called allocation
of time to worthwhile efforts. A CD game developer doesn't have to
care as much about how to cram graphics in the game. The only reason
some PC game sizes are considered unjustified is that you use the HD
for something eles vesides the game.

)Alot of really great games produced over the last few years have not
)required vast memory space... I don't know about you but alot of the
)games I come back to time and time again are in fact fairly simple but
)well designed - with an addictive quality. Sure some flight sims etc
)require a large graphics storage medium, but more often than not this
)is only because the producer could not be bothered to implement any
)compression techniques on the data...

That is true - that's why a lot of great cart games can be released in
addition to the CD ones for the Jaguar. :-) I think my favorite games
ever are Dungeon Master, Oids, and perhaps Civilization.

Just imagine a CD version of DM III or something - now that would be
fantasic!

)Anyway - CD is not so superior to Cartidges particularly with respect
)to the production of decent games... in many ways it may be detrimental...
)
)Much Sound + Much Graphics != Great Game
)
)BUT it sure can shift alot of units before anyone is brave enough to
)admit they have been conned!

The CD does allow the production of good games with a lot of stuff
though. That's the stuff that belongs on CD. The simpler games can
go on a cart. I even see a future for combined cart+CD games.

)
)
)>) Take Turrican: put that on CD-32, add a CD-quality soundtrack and
)>)that's it. It is a very good action game. Maybe do cinematic sequences,
)>)but what else you want?
)>)
)
)It was a great game before CD....
)

I never said anything about Turrican!

)
)>Well, I would perhaps like more levels, or more graphics and sound
)>thrown in. Sonic CD is my idea of a good CD port - lots more levels
)>to play in and better sound (I think).
)
)Still a great game.... costs more for very little effort on the part
)of the producer. In fact CD's are probably cheaper for them to
)produce..? Cynical! - Who, ME?
)

I don't know if it cost them a lot less - they had to add the extra
levels. That's what makes the CD games end up with the same price as
the carts - it's all in the development costs.

)
)>) When you hit options, you see a 3 minutes animation? He he...
)>)
)
)>Well, maybe between levels of something... :-)
)
)>) I hope you get my point ;-)
)>)
)
)>I get your point but still disagree with it. Iy somehow leaves me
)>chilly all over to think of so much wasted space on a CD... ;-)
)
)Sod the waste of space - can I have a great game?
)

Sure! That's all I want too.

)>Actually, one other thing they could do is put a bunch of games on
)>one CD - that would seem to be a pretty good use to me.
)
)Yep, Worthwhile once their useful shelflife as an individual product
)is over... People go and buy it again!
)

Well, that is a good point. Actually, come to think of it, I don't
want to buy a collection of games that no-one wants... That's what
ends up in those packs anyway.

)>--
)>---> Kendall Gelner (kendall@rice.edu)
)
)
)I think Atari's decision to stick with Carts for the Jag at first is
)fair enough - though they may have to jump on the CD bandwagon pretty
)quick in order to get a good market share. They are obviously hoping
)to shift enough units at first on the mines bigger than yours 64bit
)thing... But that can't last forever...

)Seem's like the Jag will be a good product though - all they have to
)do is influence people to buy it.!
)

I myself will be a Jag owner (soon, I hope - damn those fools at FAO Sw.!!)

I think you have the impression that I dislike the Jag or something -
At times I felt like I was arguing against myself! I just see a place
for CD games and a place for cart games. That's why I'll buy the Jag
CD too when it comes out. In the meantime, there are more Jaguar
games coming out that look good than I can afford anyway, so I won't
have an availiablity problem.

--
---> Kendall Gelner (kendall@rice.edu)

# 3659. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-15 05:00:48 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec14230048@great-gray.owlnet.rice.edu>
Source record: 19595

In article <CI1FEu.E6E@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
<some stuff chopped away>
):#The fact is that most games would have changed beyond recognition if that
):#105Mb was usefully used... Fact is - It isn't usefully used. And also I
):#would seriously doubt that the full capacity of the CD would be used
):#anyway in most cases. You would have to make some serious changes to fill
):#up 105Mb.... Or alot of pointless ones...
)
)Adding a CD soundtrack would be considered useful to some. Adding extra
)levels, more graphics, etc might be considered also useful to others. The
)amount added will vary as I've always implied.
)
):#It will only make a difference on the Mine is Bigger than Yours front...
):#but this maybe easily offset by some well directed 64bit marketing initially,
):#but in the end atari will be forced to jump on the CD bandwagon.
)
)No, the difference is that Atari had a chance to actually make something of
)the Jaguar if they had put the CD drive on it. Releasing it without a CD
)drive is bad enough but having to wait at least 6 more months for a CD
)drive, why?
)

The Jaguar is something, and 6 months is not a long time to wait.

When the CD come out, then the Jaguar will enjoy an advantage that
other systems do not - a cheap entry system, with CD as an add-on
later when you can afford one.

Also, as I've said before, there are some games that only need cart
sized space anyway, and there are games that need a CD-ROM's storage -
you can have both with the Jaguar.

--
---> Kendall Gelner (kendall@rice.edu)

# 3660. COMMODORE GOING OUT O

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-15 05:01:00 UTC
From: paul.nazaroff@canrem.com
Message-ID: <60.3438.5323.0N18E6C7@canrem.com>
Source record: 19596

NN> Epyx is still around too... They just aren't as big as they
NN> once were (due to the Lynx fiasco). Remember Chip's Challenge for
NN> Windows?

Ok, so it'a Atari's fault that EPYX isn't doing very well...

Get real.

News of the Jaguar is spreading like wildfire.

The CD32 OTOH, has been around longer, but heard less of.

Atari CREATED the videogame.

They are taking back what's rightfully theirs.

If the CD32 wants competition, look to the 3DO, not the Jag. The Jag
outperforms the CD32 in about every area.

Right now, I think that everyone will agree that C= and Atari are in
about the same shape financially. If the CD32 has sold as many as
everybody claims and is as good as everybody claims, then why isn't C=
making leaps and bounds over Atari?

All you Amiga users go whine somewhere else.

---+++ James Nazaroff +++---

---
* MMST 2.99 UnRegistered save energy, stop being brilliant

# 3661. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-15 09:17:41 UTC
From: <>
Message-ID: <2emknl$1jok@info2.rus.uni-stuttgart.de>
Source record: 19684

In article <CI1Eq7.DxG@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>Heiko Hartmann (higgi@yeti.faveve.uni-stuttgart.de.) wrote:
>:#As you (should) know: for example all Accolade-titles for the Jaguar will
>:#be ports of their games, but all will be entirely new written. Do you
>:#imagine why? Well, there are 5 processors never used in any preceding
>:#system and the 68000 is NOT the main CPU.
>
>So, you mean all games on the Nintendo, Gameboy, Genesis, etc. are not
>ports? According to your definitions all of those games are NEW. That
>means all games coming from the Clone market into the 68000 market are new
>by your reasoning also and not ports. New ideas doesn't mean diddly if
>those games were already done on other machines, which to me is defined as
>ported.

I see, you don't want to understand...
Many games for the CD32 will be just the A1200 games with some added
graphics and sound. The code remains unchanged, the game itself remains
unchanged. Look at the PC-market, all those CD-games are simply copies of
the Disk-games with more sound (or speech) and some graphics (finally there
is one exception: Rebell Assault is what I call a NEW CD-game).

All games for Gameboy, Genesis, SNES etc. must be totally new written.
That's not the case with A1200 to CD32 ports.

Another example: Many ST-games are ported from the Amiga in these days (well
there was a time this was vice versa). The "kernel" code of these games is
taken over without any changes. Most games don't use the special ST-Hardware
and were weak. That's the point.

>Do you know what CPU stands for? You can keep harping about the other
>processors all you want but I can't believe a graphics processor is the
>CPU, why don't we keep mixing up computer terminology some more while we
>are at it.

Oh, I don't want to start this discussion again...

Ciao, Heiko.

+-----------------------------------------------------------------------------+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+-----------------------------------------------------------------------------+

# 3662. Re: CD-32 Full-Motion Video specs

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-15 13:04:35 UTC
From: ep93dha@t.hfb.se
Message-ID: <1993Dec15.130435.13212@t.hfb.se>
Source record: 19589

```
: Simply - The Amiga CD32 will set the new standard for Computer games!

Ha ha ha ha, your sense of humor is GREAT!

/
/ Daniel
```

# 3663. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-15 14:15:04 UTC
From: m93kma@tdb.uu.se
Message-ID: <2en658$3o1@corax.udac.uu.se>
Source record: 19590

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
: In a message of 13 Dec 93 12:12:01, Kristofer Maad wrote:

: KM> think it's great that Atari for once have realised that a great computer
: KM> needs a great operating system, and that pre-emptive multitasking is the
: KM> way to go!
: KM>
: KM> I don't think you would want to participate in such a discussion. It
: KM> wouldn't
: KM> do your arguments any good. :)

: Is the Amiga OS pre-emptive?

_YES_ _IT_ _IS_!!! Isn't it time you all woke up? That's the main reason
for choosing Amiga over a Mac or an Atari ST (at least in my opinion). And
the GUI looks nice too. Every computer that multitasks pre-emptively is
worth a second look!

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

# 3664. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-15 14:23:45 UTC
From: m93kma@tdb.uu.se
Message-ID: <2en6lh$3o1@corax.udac.uu.se>
Source record: 19591

Heiko Hartmann (higgi@yeti.faveve.uni-stuttgart.de.) wrote:
: All games for Gameboy, Genesis, SNES etc. must be totally new written.
: That's not the case with A1200 to CD32 ports.

Perhaps. But have a look at the very old Turrican II, which runs on an A500.
I don't think Sonic or Mario has anything like it in them. So, just because
games are written from scratch on the other games consoles, it does not
necessarily mean that the games will be better than the average (ported?)
CD-32 game.

--
Name: Kristofer Maad |
Snail: Karlsrog. 1:95 | "The satisfaction in making a 'crash-proof'
752 38 Uppsala | system screw up completely almost makes
Phone: 018-50 59 12 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

## 3665. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-15 16:49:07 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CI35Dw.FMr@nsc.nsc.com>
Source record: 19594

This is just a reply to some of the Jaguar gripes and so on:

The Faulty Switchbox problem is no longer a problem. Atari has shipped more units to this area (Santa Clara/San Jose). It sucks that the company that provided the switchbox did not do an adequate job. However, Atari has probably done some of the best customer-support that they have ever done, in dealing with the problem.

I just got mine yesterday. Nice machine. It is sitting right next to my Sega Genesis (and it looks quite a bit more menacing).

I guess there is still only one game (Cybermorph). It is not a very have game, but is nice to look at (and more involved that it at first appears). The shading and rendering is very nice. (Not amazing, but better by far than Genesis/SNES). I think that the game shows some of the power on the Jag, as it does the graphics fairly quickly and smoothly.

The picture for the "Crescent Galaxy" game on the back box looks unbelieveable. It looks like a ray-tracing. The other pictures all look like real screen shots, so I suspect that this game is going to be a visual masterpiece.

The case looks nice. Has a cart slot on top, a power button on front, and two controller inputs on front (15 pin VGA type connectors). On the back is the RF out, the power connector, and a DSP and A/V output (card edge style).

Guess thats it. You people probably have heard this stuff anyhow, although I have not seen much besides bickering here (of course . . )

Overall, I am very impressed by Atari. The machine is very nice, looks good, the packaging is good. The only thing I am dissapointed by is the fact that the users guide does not list specifications of the machine (or sufficiently push the power it has). (Although the box does do some of this).

Thats all...

- mike

# 3666. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-15 23:15:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d0f9a7e@troed.ct.se>
Source record: 19598

In a message of 14 Dec 93 06:26:27, Jimmy Chan wrote:

JC> I have problems with people who twist what they post. You had
JC> specifically
JC> said that the Jaguar games will not be ports, hence all Jaguar games have
JC> to be games that are not released on other machines. This means NEW
JC> games.

*LIE*

Please quote me saying that, if you can't, you're in my kill file.

JC> Try ported. Not exactly re-written as Stefan said but modified or ported.
JC> Let's see if I copy a 5 MB game from an A1200 game and I come out with a
JC> 110 MB game, that's copied? Gee, I wonder what's the other 105 MB.

..and how many CD32 games as of today uses 105Mb? (Hint, negative numbers)

JC> Let's see I can get a CD games console now, but the Jaguar CD won't be out
JC> til "summertime"? About 6-8 months too late.

Let's see, I have a 64bit system with 32bit graphics, 16bit sound, special
hardware dedicated to effects like morphing, skewing, gouraud shading etc on
order ...

What has the CD32 got?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3667. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 09:25:35 UTC
From: <>
Message-ID: <2ep9if$tal@info2.rus.uni-stuttgart.de>
Source record: 19597

In article <2en6lh$3o1@corax.udac.uu.se>,
Kristofer Maad <m93kma@tdb.uu.se> wrote:
>Heiko Hartmann (higgi@yeti.faveve.uni-stuttgart.de.) wrote:
>: All games for Gameboy, Genesis, SNES etc. must be totally new written.
>: That's not the case with A1200 to CD32 ports.
>
>Perhaps. But have a look at the very old Turrican II, which runs on an A500.
>I don't think Sonic or Mario has anything like it in them. So, just because

Yes, Turrican II is great (even the version for the ST :-) but I think
there a LOT of more Action-games in this style on SNES and Mega Drive.

>games are written from scratch on the other games consoles, it does not
>necessarily mean that the games will be better than the average (ported?)
>CD-32 game.

Yes, you are absolutely right. That is not the point of my post.

Ciao, Heiko.

+--------------------------------------------------------------------------+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--------------------------------------------------------------------------+

# 3668. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 15:05:47 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.150547.50361@rchland.ibm.com>
Source record: 19599

In article <KENDALL.93Dec13034148@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Dec13.043012.27016@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> )In article <KENDALL.93Dec11030527@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> )|> In article <1993Dec10.155714.5423@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan
Moran) writes:
|> )|> )In article <2d011052@troed.ct.se>,
|> )
|> )[stuff deleted]
|> )
|> )|> My opinion of this game too - but there are other things under
|> )|> development.
|> )|>
|> )|> Your last comment (nice gfx, but NO GAME) applies to 99% of Amiga
|> )|> games I've played (Killer Game Show for instance - yech!), and thus
|> )|> 99% of CD-32 software.
|> )
|> ) Well, considering that the ST software is usually a subset of the Amiga
|> )software, then there's even less for the ST right?
|> )
|> ) Kendall, I don't know what games have you played, but a lot of games
|> )on ALL computer systems suffer from this.
|>
|> That's right - most computer only games are rather bad (with some
|> exceptions). That is why I am dubious of the quality of many of the
|> CD-32 games, which seem to be ports from the Amiga. I would feel the
|> same about Jaguar games if they mostly came from the ST or DOS world.

You don't get it do you? Most recent computer only games are
actually good. Actually, just before the S-NES came about, the
Amiga even had better games than the 'game consoles', I was just
referring to the fact that SOME computer games in ALL platforms
are bad.

But know, don't tell me that CinemaWare games (Rocket Ranger,
It Came From the Desert, etc.), Dungeon Master (FTL), Eye of the
Beholder (SSI/EOA), Ultima VII (Origin), Wing Commander (Origin),
Legend of Kyrandia (Virgin), etc. are bad.

Right now the Jaguar doesn't even have enough games, so you don't
know how many would come from the ST or Dos or even the Amiga world.

AND BTW, if the Jaguar was made into a computer, your argument
is totally pointless (actually, it already is).

[stuff deleted]

|> Just a few thoughts from:
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3669. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 15:07:52 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.150752.13364@rchland.ibm.com>
Source record: 19600

In article <KENDALL.93Dec13034148@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Dec13.043012.27016@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> )In article <KENDALL.93Dec11030527@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> )|> In article <1993Dec10.155714.5423@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan
Moran) writes:
|> )|> )In article <2d011052@troed.ct.se>,
|> )

[stuff deleted]

|> To sum up, even though the CD-32 may enjoy a larger number of releases
|> right now, I don't think all of them will be worth purchasing,
|> bringing the number of quality titles down around to the numer
|> availiable for the 3DO or Jaguar.

The Jaguar doesn't have more than two titles right now, what are you talking
about. As for 3DO, almost the same goes.

|>
|> Actually, my opion of the CD-32 has improved over time - but I haven't
|> seen the level of support in America that I have for the Jaguar, and
|> also another worrysome thing to me is that CD-32 games have different
|> versions of PAL and NTSC games - this could leave American purchasers
|> out in the cold for many releases. (please correct me on this point
|> if I am wrong, this is mainly based on stuff I heard in r.g.v.m).

Maybe. It depends. I can play European games usually on my machine.
Now, the main problem would be getting a monitor, and in that regard
you are right.

|>
|> Just a few thoughts from:
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3670. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 15:10:43 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.151043.10626@rchland.ibm.com>
Source record: 19601

In article <KENDALL.93Dec13035830@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <1993Dec13.043353.49603@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> )|> )
|> )|> ) Again, I think this is a moot point. How many of the companies on the
|> )|> )Jaguar developer list are *ONLY* developing for the Jaguar?
|> )|> )
|> )|> ) And what's with this idea that just because a game lies on CD-ROM, it
|> )|> )must be 100MB+, or it's crap? I just don't get it.
|> )|>
|> )|> This is because people keep claiming that the CD is so much better
|> )|> than the cart - but if a lot of games are only taking up 14mb or so of
|> )|> CD-ROM space, then they can be released on a cart just as easily.
|> )
|> ) 14 megabytes >> 6 megabytes...
|>
|> Well, I was thinking of compressing the graphics to fit it into 6MB or
|> less.

Game graphics are usually compressed originally anyway.

|>
|> )
|> )|>
|> )|> Plus, If I had a CD system, I would only buy games that took real
|> )|> advantage of the medium - if you just want computer games, then buy a
|> )|> computer.
|> )
|> ) Kendall, NOT ALL GAMES have to take all the CD-ROM. This must explain
|> )what I call the 'multimedia type games.' Games that are poorly designed,
|> )'just because we got a CD-ROM so we can put all the graphics and sound
|> )we want.'
|> )
|>
|> Some are, but they don't have to be that way. Stuff like Dragon's
|> Lair, or Liberation are examples of what CD games can be.

How's liberation? Have you seen it? I am curious because all of a sudden
I am hearing a lot of good things about it ;-)

|>
|> ) Take Turrican: put that on CD-32, add a CD-quality soundtrack and
|> )that's it. It is a very good action game. Maybe do cinematic sequences,
|> )but what else you want?

|> )
|>
|> Well, I would perhaps like more levels, or more graphics and sound
|> thrown in. Sonic CD is my idea of a good CD port - lots more levels
|> to play in and better sound (I think).

I agree ;-)

|>
|> ) When you hit options, you see a 3 minutes animation? He he...
|> )
|>
|> Well, maybe between levels of something... :-)

Yep. ;-) I guess we don't want a 5 minute multimedia show just
to see the high scores ;-)

|>
|> ) I hope you get my point ;-)
|> )
|>
|> I get your point but still disagree with it. Iy somehow leaves me
|> chilly all over to think of so much wasted space on a CD... ;-)
|>
|> Actually, one other thing they could do is put a bunch of games on
|> one CD - that would seem to be a pretty good use to me.

That's a good idea (all Turricans ;-) )

|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3671. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 15:13:42 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.151342.21005@rchland.ibm.com>
Source record: 19602

In article <KESSELER.93Dec13180531@arthur.crpht.lu>, kesseler@arthur.crpht.lu (Georges Kesseler) writes:
|> [MPEG with Jaguar hardware]
|> > |> (But you're right about one thing, it CAN'T until someone DOES it ... )
|> > [another ignorant posting courtesy of Rickard]
|> >
|> > Rickard, it is this simple: ATARI THEMSELVES said that their MIPS
|> > is 55. This is probably even a BEST CASE.
|> >
|> > Now, I don't think 55==128, is it?
|>
|> We had several discussions among Atari-freaks about the possibility to do a
|> modfile player (Paula emulator) on the Falcon's DSP. The opinions were from
|> 'very fast' to 'impossible to do'. I myself estimated the DPS's cpu usage
|> to 50% to emulate Paula. Now, there are emulators wich use only 8% of the
|> DSP and produce a 50Khz 16bit sound in stereo.
|>
|> First rule:
|> Never underestimate good coders!
|>
|> Second rule:
|> There are no good coders on PC.

You don't get it, do you? It's not a question of underestimating a good coder.
It is a question of saying something like:

"My old ATARI 2600 can surely do full screen animation in 160x200 with
video type images"

No matter how good the coders are, you have a limitation.

MPEG is not forgiving at all :-\

|>
|> Georges.
|> --
|> Georges Kesseler
|> Office: kesseler@crpht.lu
|> Private: kesseler@restena.lu
|> IRC: Gunstick

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3672. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 15:19:20 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.151920.40295@rchland.ibm.com>
Source record: 19603

In article <2d0ceffe@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 13 Dec 93 12:12:01, Kristofer Maad wrote:
|>
|> KM> think it's great that Atari for once have realised that a great computer
|> KM> needs a great operating system, and that pre-emptive multitasking is the
|> KM> way to go!
|> KM>
|> KM> I don't think you would want to participate in such a discussion. It
|> KM> wouldn't
|> KM> do your arguments any good. :)
|>
|> Is the Amiga OS pre-emptive?

Guys, check this out! This from a person that 'has programmed on the Amiga?'

What did you program in? AmigaBasic? AmigaLogo?

Almost EVERYBODY that has an Amiga knows the machine has pre-emptive multitasking....

|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
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\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3673. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 15:22:39 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.152239.38121@rchland.ibm.com>
Source record: 19604

In article <2d0cf0d2@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 13 Dec 93 05:03:06, Ricardo Hernandez Muchado wrote:
|>
|> RH> [another ignorant posting courtesy of Rickard]
|>
|> [same goes for Raist attempt to sound smart]
|>
|> RH> Rickard, it is this simple: ATARI THEMSELVES said that their MIPS
|> RH> is 55. This is probably even a BEST CASE.
|> RH>
|> RH> Now, I don't think 55==128, is it?
|> RH>
|> The 128 MIPS figure is a guess, not a very good one either.
|>
|> MIPS = meaningless ... take this as an example:

Spare me the speech. I very well know that, but I am using your
own 'ATARI bible specs.' I'm glad you mention this, because
this means that probably the '55 MIPS' Atari figure is just more hype.

|>
|> (Figures quoted from the Motorola DSP56001 handbook)
|>
|> The DSP56001 runs at 16MIPS, 96MOPS.
|>
|> You know the difference between MIPS and MOPS right? No? Ok...
|>
|> On a normal processor (680x0 for example) one instruction usually means 1-2
|> operations .. on a RISC (or DSP) that is not the case .. usually one
|> instruction is between 4-6 operations ..
|>
|> So, when dealing with GOOD programming, you can easily go WAY above the "MIPS"
|> figures.

What about if some pople took that into account for doing their mark?

|>
|> (And if the Falcon's DSP does 96 MOPS .. .ehrm ... I think you get it.)

Well, then imagine, if the Falcon can't do mpeg well on 160x200, try
to imagine the Falcon in the 320(x2)x200.

|>
|> Please get some information before posting.

I got my information, thank you very little. You are the one
who dreams about '68030 w/ a 16-bit crippled data-path with burst mode'
of which you have proved nothing (and you have a Falcon and *supposedly*
you are a programmer...)

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3674. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 15:23:31 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.152331.21030@rchland.ibm.com>
Source record: 19605

In article <2d0cf0f8@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 13 Dec 93 05:05:29, Ricardo Hernandez Muchado wrote:
|>
|> RH> |> MultiTOS is a fully preemptive multitasking OS - soon to be Posix
|> RH> compliant. No
|> RH> |> hacks whatsoever!
|> RH>
|> RH> Yes there are, in the Gx routines I think.
|>
|> "I think"
|>
|> Please specify.

Ask those that mentioned it here already. I don't remember exactly,
and this came from fellow ATARI people that post here like you and me.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3675. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 15:27:13 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.152713.27514@rchland.ibm.com>
Source record: 19606

In article <2d0cf1a8@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 13 Dec 93 05:15:08, Ricardo Hernandez Muchado wrote:
|>
|> RH> |> The JagCD has been ready for months.
|> RH>
|> RH> Aha, yep. Proof?
|>
|> GamePro October. Kinda difficult to show a production unit if it's not ready.

Oh yeah, SURE.... I forgot about THAT... so I guess that when ATARI had the ST CD-ROM it was already ready, as also was the pen computer, as also were the PC clones ATARI was showing in a booth at a CES (which never came out).

Yep, Rickard, thanks for enlightening me. NOT!

|>
|> RH> Well, then the A4000 killed the Falcon? What's the difference?
|>
|> I would like to see some sales-figures on the A4000/040 before answering that
|> one.

HA! The A4000 probably has sold at least twice the amount. Remember two that it doesn't matter, people chose the Amiga platform of which there are different affordable models (read A1200).

|>
|> RH> BTW, the A1200 indeed has been killing the Falcon. Don't be so
|> RH> self-deceptive. Or else, if the 3DO dies, I guess you'll say, that
|> RH> the Jaguar wasn't competing with 3DO right?
|>
|> It isn't really, at $700 vs $250 they shouldn't be called competitiors. The
|> Jaguar is a games-console, the 3DO think of their machine as an "all in one"
|> unit .. too bad it won't survive really ... :-/

Well, saying that or not doesn't change it. IT DOES COMPETE. Now think about this: Why do you think 3DO/Panasonic are advertising against the Super Nintendo in their commercial? If this is a $700 vs $90 , imagine how easy to compete is for $700 vs $250...

|>
|> RH> Ah, don't come with that STUPID LAME excuse. People with computers, a
|> RH> LOT
|> RH> of them love playing games. ATARI ST ownwers liked their games a lot,
|> RH> didn't
|> RH> they (didn't they still do?).

```
|>
|> I bought a console when I wanted to play games, I still think that's the way to
|> go.
```

Maybe because your poor ST couldn't do better...

```
|>
|> RH> Where can we start? I made a list of them already.
|>
|> ....and I met them one by one.
|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
-------------------------------------------------------------------------
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>>> New internet address: raist@vnet.ibm.com <<<<
```

# 3676. Re: Jaguar is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 15:28:34 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.152834.50360@rchland.ibm.com>
Source record: 19607

In article <2d0cf1d4@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 13 Dec 93 05:15:58, Ricardo Hernandez Muchado wrote:
|>
|> RH> What are they? To my knowledge, there's only one.
|>
|> On the motherboard, one intended for external processors, one for memory. (This
|> excludes the cartridge/dsp ports)

Well, I guess when he talked about the A4000 he excluded the 'memory port.'
Video Slot, CPU slot and Zorro slots.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3677. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 15:29:10 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.152910.33268@rchland.ibm.com>
Source record: 19608

In article <2d0cf22a@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 13 Dec 93 05:33:53, Ricardo Hernandez Muchado wrote:
|>
|> RH> 14 megabytes >> 6 megabytes...
|>
|> COMPRESSION

A 14 MEGABYTE PC/COMPUTER GAME IS ALREADY COMPRESSED (99% of the time)

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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|>

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>>> New internet address: raist@vnet.ibm.com <<<<

# 3678. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 15:29:58 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.152958.11374@rchland.ibm.com>
Source record: 19609

In article <2d0cf2c2@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 13 Dec 93 17:16:54, Georges Kesseler wrote:
|>
|> GK> What figures did you have of the player?
|>
|> I had 320*200TC at 17fps, but the size MIGHT be wrong though, I'm pretty sure
|> it was 17fps anyway ..

Make that 160x100 probably....

|>
|> GK> > I guess I'll have to write Brainstorm .. :-)
|> GK> The MPEG player is VERY expensive :-))))
|>
|> I know, I would like to see Atari licensing it and releasing it cheaper to
|> developers ... Space Junk seems to be a game that would need it .. ;)
|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
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# 3679. Re: COMMODORE GOING OUT O

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 15:34:02 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.153402.38085@rchland.ibm.com>
Source record: 19610

In article <60.3438.5323.0N18E6C7@canrem.com>, paul.nazaroff@canrem.com (Paul Nazaroff) writes:
|> NN> Epyx is still around too... They just aren't as big as they
|> NN> once were (due to the Lynx fiasco). Remember Chip's Challenge for
|> NN> Windows?
|>
|> Ok, so it'a Atari's fault that EPYX isn't doing very well...

Yes. A lawsuit by ATARI over the Lynx.

|>
|> Get real.
|>
|> News of the Jaguar is spreading like wildfire.
|>
|> The CD32 OTOH, has been around longer, but heard less of.
|>
|> Atari CREATED the videogame.
|>
|> They are taking back what's rightfully theirs.
|>
|> If the CD32 wants competition, look to the 3DO, not the Jag. The Jag
|> outperforms the CD32 in about every area.
|>
|> Right now, I think that everyone will agree that C= and Atari are in
|> about the same shape financially. If the CD32 has sold as many as
|> everybody claims and is as good as everybody claims, then why isn't C=
|> making leaps and bounds over Atari?

Actually they are. CD-32 has sold far more (than the Jag.) and the
A1200 has sold far more than the Falcon.

|>
|> All you Amiga users go whine somewhere else.

Yawn.

|>
|> ---+++ James Nazaroff +++---
|>
|>
|>
|>
|>
|> ---
|> * MMST 2.99 UnRegistered save energy, stop being brilliant

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3680. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 15:38:26 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.153826.52299@rchland.ibm.com>
Source record: 19611

In article <2d0f9a7e@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 14 Dec 93 06:26:27, Jimmy Chan wrote:
|>
|> JC> I have problems with people who twist what they post. You had
|> JC> specifically
|> JC> said that the Jaguar games will not be ports, hence all Jaguar games have
|> JC> to be games that are not released on other machines. This means NEW
|> JC> games.
|>
|> *LIE*
|>
|> Please quote me saying that, if you can't, you're in my kill file.

Well, you indeed said that Jaguar games will not be ports. Maybe
the last part of his sentence is just a conclusion.

|>
|> JC> Try ported. Not exactly re-written as Stefan said but modified or ported.
|> JC> Let's see if I copy a 5 MB game from an A1200 game and I come out with a
|> JC> 110 MB game, that's copied? Gee, I wonder what's the other 105 MB.
|>
|> ...and how many CD32 games as of today uses 105Mb? (Hint, negative numbers)

He he... what about Microcosm?

|>
|> JC> Let's see I can get a CD games console now, but the Jaguar CD won't be out
|> JC> til "summertime"? About 6-8 months too late.
|>
|> Let's see, I have a 64bit system with 32bit graphics, 16bit sound, special
|> hardware dedicated to effects like morphing, skewing, gouraud shading etc on
|> order ...
|>
|> What has the CD32 got?

True, Jag has some advantages... doesn't gurantee success though.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
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// >>> I LOVE IT <<<< My comments are my own, not of my employer
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>>> New internet address: raist@vnet.ibm.com <<<<

## 3681. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 16:51:03 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2eq3ln$qp@sol.ctr.columbia.edu>
Source record: 19612

```
} |>
} |> RH> |> MultiTOS is a fully preemptive multitasking OS - soon to be Posix
} |> RH> compliant. No
} |> RH> |> hacks whatsoever!
} |> RH>
} |> RH> Yes there are, in the Gx routines I think.
}
} Ask those that mentioned it here already. I don't remember exactly,
} and this came from fellow ATARI people that post here like you and me.
}
```

What the hell have the Gx (graphics ?) routines got to do with POSIX compliance ? They're 2 completely different things. POSIX defines standards for portability between completely different architectures, defining intermediate level routines (eg: directory reading etc.) which aren't covered in libC. Graphics aren't touched upon.

Simon.
--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 3682. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 18:11:17 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.181117.17837@rchland.ibm.com>
Source record: 19613

In article <2eq3ln$qp@sol.ctr.columbia.edu>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
|> } |>
|> } |> RH> |> MultiTOS is a fully preemptive multitasking OS - soon to be Posix
|> } |> RH> compliant. No
|> } |> RH> |> hacks whatsoever!
|> } |> RH>
|> } |> RH> Yes there are, in the Gx routines I think.
|> }
|> } Ask those that mentioned it here already. I don't remember exactly,
|> } and this came from fellow ATARI people that post here like you and me.
|> }
|>
|> What the hell have the Gx (graphics ?) routines got to do with POSIX
|> compliance ? They're 2 completely different things. POSIX defines
|> standards for portability between completely different architectures,
|> defining intermediate level routines (eg: directory reading etc.)
|> which aren't covered in libC. Graphics aren't touched upon.

And what the hell what I was saying has to do against being POSIX compliant? I was talking about the multitasking on MultiTos.

Thanks.

|>
|> Simon.
|> --
|> _____________________________________________________________________
|> \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
|> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
|> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
---------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3683. Crescent Galax. reviews

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 18:51:11 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.185111.30274@rchland.ibm.com>
Source record: 19614

[from comp.rec.v.misc.]

Article: 11460 of rec.games.video.misc
Path: yktnews.watson.ibm.com!watnews.watson.ibm.com!newsgate.watson.ibm.com!uunet!europa.eng.gtefsd.com!howland.reston.ans.net!news.cac.psu.edu!psuvm!cunyvm!cunyvm
Organization: City University of New York/ University Computer Center
Date: Tue, 14 Dec 1993 22:08:58 EST
From: <H46CC@CUNYVM.CUNY.EDU>
Message-ID: <93348.220858H46CC@CUNYVM.CUNY.EDU>
Newsgroups: rec.games.video.misc
Subject: Re: Atari Jaguar Games
References: <9312141922.AA04205@cs.utexas.edu>
Lines: 58

In article <9312141922.AA04205@cs.utexas.edu>, tony@vtplace.idde.saci.org (Tony 'Pizza Man' Maxwell) says:
>
>So has anyone seen any new ones yet? I keep hearing that Cresent Galaxy and
>Raiden should be out any day. Anyone know?
>
>Thanks
>
>Tony
>--
I have Crescent Galaxy. I just picked it up today... SO far I am unimpressed.
I thought that CG would be a game like Gates of Zendacon for the Lynx. That was
a game that didn't recieve rave reviews but that had a depth of play that made
it fun once you got into it... so far CG DOESN'T.
I've played CG for all of 30 min. and so far it seems extremely easy. There ar
e five planets. (the planet shown in the commercials with the city is the final
planet) You can choose any of four planets and need to complete the four plane
ts before moving on to the final planet. SO far I have beaten two of the planet
s and I believe that I will finish the game by friday or saturday.
The graphics in the game are NICE. In fact, if the TGA files uploaded were don
e in their real resolution, then the graphics are at MAX rez on the Jag ( the C
Upid enemy that was uploaded took up the whole screen in the rez it was capture
d at, in the game, it takes up less than half the screen!). Again there is NO s
ound in terms of music... I liked that fact in Cybermorph... in Crescent Galaxy
it's annoying. There SHOULD be some really GREAT music, but in this even the s
ound isn't that good (so far not even a digitized word)...
I know that there will be some to take this as an opportunity to slam the Jag.
.. Oh well, that's too bad because this game is NOT an indication of the best t
he Jag can do. As Atari said themselves, it's only a 512k game (they claim that
all their first games will be 512k) and if this is true, a lack of music and d
igitized sound is understandable... ( in fact, Jag-basshers will probably jump

on me for saying the 512k is the size of the game)
Let me say though that Cybermorph is GREAT... gameplay, and fun factor are the
re... Also Let me say that I have played both the Laseractive and the 3DO... Cr
ash and BUrn didn't impress me... not because of the game or gameplay, but beca
use I don't really like driving games... the graphics are nice and all but... A
nd so far, the BEST LOOKING game is Pyramid Patrol for the Laseractive... The s
ystem generated graphics are terrible, but the spooled video looks REAL nice an
d is relatively smooth... I'd buy that for $300 or $400 but it's over $1000!
One game I can't wait to see though is Madden on the 3DO... looks to be the mo
st impressive game next to Park Place's 3D football for 3DO and Jag (although s
ome people have said that 3D football is terrible)... and I can't wait for a ga
me that comes across all the new platforms so that a true comparison of the gam
es and the systems can be made (Like Zool 2 will be released for both CD32 and
Jaguar... then we can compare them).
Enough of this talking... let me go. Gotta write two papers. One by tomorrow a
nd one for thursday.

Jarius Jenkins
jenk0973@css1s0.engr.ccny.cuny.edu
h46cc@cunyvm.cuny.edu
mits@qcunix.acc.qc.edu
galan on IRC.
>Internet: tony@vtplace.idde.saci.org
>
>"The Sauce Defines the Pizza"
>------------------------------------------------------------------------------
>

------------------ AND ------------

Article: 11526 of rec.games.video.misc
Path: yktnews.watson.ibm.com!watnews.watson.ibm.com!newsgate.watson.ibm.com!uunet!gatech!h
owland.reston.ans.net!agate!biosci!oracle!unrepliable!bounce
Newsgroups: rec.games.video.misc
From: jppettit@cardshark.us.oracle.com (John Pettit)
Subject: Just got Crescent Galaxy...
Message-ID: <1993Dec15.200001.12918@oracle.us.oracle.com>
Sender: usenet@oracle.us.oracle.com (Oracle News Poster)
Nntp-Posting-Host: cardshark.us.oracle.com
Reply-To: jppettit@cardshark.us.oracle.com (John Pettit)
Organization: Oracle Corp., Redwood Shores CA
Date: Wed, 15 Dec 1993 20:00:01 GMT
X-Disclaimer: This message was written by an unauthenticated user
at Oracle Corporation. The opinions expressed are those
of the user and not necessarily those of Oracle.
Lines: 38

Well, FAO Schwartz called last night with 25 copies of Crescent Galaxy,
so I had no choice but to
run (well, drive) up there and pick up a copy. Anyway, here are my
impressions...

Overview: Side scrolling shooter along the lines of ThunderForce 3, etc.
You start off with a choice
of four levels -- each of which has a space level where you shoot
alot of asteroids, and a planetside
level where you shoot alot of bizarre things (like CyberCherubs,
for example). You ship is equipped
with upgradable shots and bombs (unlimited) and 12 types of
special weapons. The special weapon
that is selected can be cycled through using the OPTION button,
or you can press the appropriate
keypad button to select it.

Sound: Poor. The music is, well, annoying. On the positive side, you can
turn it off (or down, even). The
sound effects are for the most part pretty uninspired.

Graphics: Good. At times, excellent. The bosses are nicely rendered
bitmaps, although a few more frames
of animation would have helped on a number of them.

Control: Decent. The ship doesn't quite leap to your commands, but it is
not sluggish either. Choosing the
special weapon is tricky as the icon showing which is selected is
fairly small (on a 25inch TV) and
they are hard to distinguish.

Gameplay: Decent. The difficulty level is average.

Overall: Probably worth having, but nothing special. It won't keep me
from playing Cybermorph.

-- John

---

_____
**********

CUT HERE 8x-----------

Well, here we got, two reviews. I already knew that the game
will be 'crappy.' Looks like ATARI needs to do a 'killer game'
that definitively proves the Jaguar is better.

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

## 3684. ALL CD-32 games Amiga ports?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 18:53:10 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.185310.16126@rchland.ibm.com>
Source record: 19616

[this one just proof to Rickard]

--------------------8x CUT HERE

Article: 11420 of rec.games.video.misc
Newsgroups: rec.games.video.misc
Path: yktnews.watson.ibm.com!watnews.watson.ibm.com!newsgate.watson.ibm.com!news.ans.net!europa.eng.gtefsd.com!howland.reston.ans.net!pipex!uknet!cix.compulink.co.uk!dmansell
From: dmansell@cix.compulink.co.uk ("Dave Mansell")
Subject: New CD32 release
Message-ID: <CI1vJz.B4F@cix.compulink.co.uk>
Organization: Citadel Software Limited
Date: Wed, 15 Dec 1993 00:19:11 GMT
X-News-Software: Ameol
Lines: 12

Another new CD32 title was released in the UK today, and guess who its
from:

Labyrinth, Adventure. with 1800 high-res images and 25Mb of sound and
music - From Electronic Arts.

UK list price 26 pounds (40 US$), expect to pay about 17UKP (25 US$)

----------------------------------------
Dave Mansell - Citadel Software Ltd
"Oook"
----------------------------------------

---------------------------------------
**************************************

Yes, Rickard, this must be another of those 3-4 Amiga disk games
right? he he...

--------------------------------------------------------------------------
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>>> New internet address: raist@vnet.ibm.com <<<<

## 3685. Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 18:55:03 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec16.185503.27456@rchland.ibm.com>
Source record: 19615

Well, so far from what I have read and heard from a friend
of mine that played with it (hopefully I'll be able to contact
a guy around here that HAS IT):

* Nice controllers- are comfortable

* Nice design (case)

* Seems to have the power- the games, although not good, show
some potential

---

Just wanted to post this, don't want people to think I
am against the Jaguar or something.

--
---
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3686. What's an Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-16 21:23:59 UTC
From: IO91624@MAINE.MAINE.EDU
Message-ID: <93350.162359IO91624@MAINE.MAINE.EDU>
Source record: 19618

They are like Nintendo machines, right? I notice in this group that Atari is targeting their marketing at 10-17 year olds. A posting in another Atari group says that Nintendo is a major competitor.

I suppose they must have good graphics and sound for the games. Are they good for anything else? They use 68000 chips. Are they compatible with Macs?

There can't be much software for them. Do they run Unix? Maybe you could compile the various freeware packages for them then, if they have a C compiler.

What about parts, upgrades? Must be very hard to find. They don't even sell Ataris around here. What do you do if your Atari needs service?

[Snicker, snicker. Ahem.]

What do they sell for?

Flames delightfully anticipated. Advocate your Atari, I'm listening.

Jeffrey L. Hayes IO91624@MAINE.MAINE.EDU

Elite opinion holds that a balanced budget amendment would place Congress in a straitjacket. Popular opinion holds that that's the point.

# 3687. Third Party Games for the Jag

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 00:14:20 UTC
From: mrathwel@herman.cs.uoguelph.ca
Message-ID: <2eqtks$o8t@nermal.cs.uoguelph.ca>
Source record: 19617

This has been a very interesting Debate to observe. I'd like to get a new game system in the future and am leaning towards a Jaguar. I confess, I am an Atari fan, but I also confess that I'm leary about pumping more money into them. Their tale of video game screw ups begins before the Lynx. I have an unsupported Atari 7800 system which Atari doesn't even sell games for anymore. After watching them spend a paltry $300,000 advertising it, announcing vapour-games left right and centre, discontinuing their support magazine, scaring away third party developers and being rude to me, I'm really suspicious.

However, the Jag has gotten off to a good start, and Atari seems to have seriously looked at their past mistakes. I'm seeing more Jag ads in the test market phase then I ever saw for the 7800 and the promise of real developers is there.

I'd like to know if the Jag third party developers have actually announced any games. A company can claim third party support, but if those developers don't make any games, a machine is screwed. Have any of these Thirty or so developers said what they're making for the JAG? If I see some good titles, I will be convinced.

Cheers:
>> Mark <<

# 3688. Re: What's an Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 02:03:34 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93350.210334STIRRE31@MAINE.MAINE.EDU>
Source record: 19619

Hello Jeff,
I thought it would be good for me to answer your questions
because I am an Atari at UMO. First, yes, you are right,
there is no support around here. There used to be a local
dealer in Portland, but they went out of business.
In fact, I bought my Atari STe from a dealer in California.
And since Ataris never break :) , I won't need to get it
repaired. Well, okay, if it breaks, I'll get my Amiga
dealer to fix it (local) or send it to an Atari dealer.
Although the local support is not spectacular, there is
a lot of software for the Atari, mostly because it was
the most popular computer in Europe during the 80's.
The Ataris are based on the same microprocessors as the
Macs are. Moreover, there are ways to emulate the Mac
on the ST. All in all, the Atari ST is a fine computer.
A lot of Amiga advocates on this channel put down the
ST, but that can be expected on advocacy.
The reason there is a lot of talk of Nintendo lately
is because Atari has just released thhe world's first
64-bit game system, the Jaguar, which will be available
here (yes, here in Maine) early next year. it will be
available at Toys 'R' Us, Kay Bee, Electronics Boutique,
etc. So, go check it out.... you will be impressed (or
so I hear). HHopefully, Atari's new Jaguar will crush
the Super Nintendo.
Back to the computers.... yes, Atari still makes 'em.
The current model is the Falcon '030 based on the
Motorola 68030 microprocessor and has Digital Signal
Processing (the first affordable computer to have it).
The Falcon is an incredible computer, IMO. To get
more info, get an issue of Current Notes or ST Informer
(I recommend ST Informer).
Yes, I love Atari computers (I think that they are superior
to te competition). If you get a chance to use one, take
it. They are nice machines. And, yes, you can run Unix
shells on them, but you'd probably rather use the ST's
operating system, GEM (it is muchh better than Windows
and System 7, IMO).
If you want more info, e-mail me! Yes, I'm biased, but
you wanted advocacy!
-scott tirrell
(stirre31@maine.maine.edu)

# 3689. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 04:24:37 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CI5w91.L6s@news.Hawaii.Edu>
Source record: 19620

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#In a message of 14 Dec 93 06:26:27, Jimmy Chan wrote:
:#JC> I have problems with people who twist what they post. You had
:#JC> specifically
:#JC> said that the Jaguar games will not be ports, hence all Jaguar games have
:#JC> to be games that are not released on other machines. This means NEW
:#JC> games.

:#*LIE*

**********

From an earlier post:

Article 3616 of comp.sys.atari.advocacy:
From: rickard_troedsson@troed.ct.se (Rickard Troedsson)
Newsgroups: comp.sys.atari.advocacy
Subject: Re: CD-32 is the next Edsel

In a message of 04 Dec 93 05:41:01, Jimmy Chan wrote:
JC> So, I wonder how many catridge based Jaguar games will be ported to CD.
JC> Same thing applies.

Definitely not! All cartridge games are SPECIFICALLY written FOR THE JAGUAR,
and they are NEW.

**********

I guess you lie. Ball is in your court.

:#Please quote me saying that, if you can't, you're in my kill file.

Please, put me in your kill file. Then I don't have to respond to your
bogus remarks, you can't seem to remember your own posting.

:#JC>Try ported. Not exactly re-written as Stefan said but modified or ported.
:#JC>Let's see if I copy a 5 MB game from an A1200 game and I come out with a
:#JC>110 MB game, that's copied? Gee, I wonder what's the other 105 MB.

:#..and how many CD32 games as of today uses 105Mb? (Hint, negative numbers)

Gee, quite a few them come with CD soundtracks, how much space do you
think that takes up? What about extra levels, better graphics, animation
sequences, etc. or are you saying that you've actually seen the CD32 games
without these? Okay, Rickard, name me one game on CD32 that can fit on 3-4
disks as you like to say. You must have some proof to your claims, right?
Or are you just blowing smoke? Now, remember it has to have everything the
CD includes to fit onto 3-4 disks.

If you can't answer this, please include yourself in your killfile..8-).

:#JC>Let's see I can get a CD games console now, but the Jaguar CD won't be out
:#JC>til "summertime"? About 6-8 months too late.

:#Let's see, I have a 64bit system with 32bit graphics, 16bit sound, special
:#hardware dedicated to effects like morphing, skewing, gouraud shading etc on
:#order ...

:#What has the CD32 got?

Software, CD drive, software, keyboard, software, drives, software, HD,
software, developer support, software, an operating system, software...etc.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3690. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 04:30:28 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CI5wIt.LBK@news.Hawaii.Edu>
Source record: 19621

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
:#In article <2d0f9a7e@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson)
writes:
:#|> *LIE*
:#|>
:#|> Please quote me saying that, if you can't, you're in my kill file.

:# Well, you indeed said that Jaguar games will not be ports. Maybe
:#the last part of his sentence is just a conclusion.

Ricardo, don't you find Rickard's selective memory amazing..8-).

:#|> ...and how many CD32 games as of today uses 105Mb? (Hint, negative numbers)

:# He he... what about Microcosm?

I wonder if Rickard has actually seen the amount of information that is on
one of those CDs. I think he's making up stuff again.

I'm wondering how much ROM Cybermorph is. Can anyone with a Jaguar check?
Does it say, most or all SNES and Genesis catridges say how much ROM it
contains. I just curious to see if they are using all 50-60 Megabits.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3691. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 04:49:59 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CI5xFC.LoH@news.Hawaii.Edu>
Source record: 19622

Heiko Hartmann (higgi@yeti.faveve.uni-stuttgart.de.) wrote:
:#I see, you don't want to understand...
:#Many games for the CD32 will be just the A1200 games with some added
:#graphics and sound. The code remains unchanged, the game itself remains
:#unchanged. Look at the PC-market, all those CD-games are simply copies of
:#the Disk-games with more sound (or speech) and some graphics (finally there
:#is one exception: Rebell Assault is what I call a NEW CD-game).

Yes, many games will be A1200 games. And why not seeing as the Amiga CD32
is just an A1200 with CD drive and Akiko, minus other pheripherals on the
A1200. I've said this. What do you expect, rewrite the A1200 games
specifically for the CD32? There are also CD32 games that are will not have
an A1200 release. Such a game is Defender of the Crown 2. I don't think
you have even look carefully at the PC market. Not ALL the CD games are
available on disk, there are quite a few stuff that doesn't come on disks,
many of the new releases are CD only.

:#All games for Gameboy, Genesis, SNES etc. must be totally new written.
:#That's not the case with A1200 to CD32 ports.

Like Stefan said, they are not being rewritten. Mostly modified.

Since the Genesis uses a 68000, 68000 games get ported easier. The
graphics might have to be reworked and some other stuff but, in general the
code is very similar. Not sure about the others though since they use a
different chip. Hence, the games are not TOTALLY re-written. New means
you are starting from scratch with no previous stuff to draw from. You are
mincing terminology again. How, can you say new written, re-written
yes/maybe, new written no.

Jaguar has a 68000, guess what.

:#Another example: Many ST-games are ported from the Amiga in these days (well
:#there was a time this was vice versa). The "kernel" code of these games is
:#taken over without any changes. Most games don't use the special ST-Hardware
:#and were weak. That's the point.

Amigas and ST use the 68000 series. Moot point.

:#Oh, I don't want to start this discussion again...

Oh?

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3692. Re: What's an Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 10:39:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CI6DLz.KJF@barclays.co.uk>
Source record: 19623

In article <93350.162359IO91624@MAINE.MAINE.EDU>, <IO91624@MAINE.MAINE.EDU> writes:
|> They are like Nintendo machines, right? I notice in this group that Atari
|> is targeting their marketing at 10-17 year olds. A posting in another Atari
|> group say that Nintendo is a major competitor.
I must admit, I first thought this might be a windup. You have really never heard of Atari? Atari were the original video game firm who started back in the early 70's with pong and later on (late 70's) released the 2600 console which used multichannel sound & color graphics to produce some damned playable games via carts. This machine sold like hot cakes and still sells even now - 15 odd years after it was released. After the console they released the 400/800 8bit home computers that were aimed at Apple IIs market and did quite well for a number of years. They were still sold until the late 80's AFAIK. In 1985 Atari released the ST series which is still sold now in an updated form and was originaly based around an 8mhz 68000 with hires mono and 2 color graphics modes. It was later enhanced upto 4096 colors, stereo sound and sample hardware. It was a competitor to the Apple Mac in theory and originally was supported by Microsoft, Wordperfect and some other industry heavies who released software for it. It had MIDI ports and became the industry standard for MIDI computing and is used in just about every studio. There is masses of good quality software for it - word processing, document processing, DTP, databases, Spreadsheets, art/graphics, music, programming languages, retouching software and much more as well as tons of games. The ST is now in it's twilight years although there are still a lot out there and new software is being released. The ST is well known and used in Europe where it has it's largest market share. Most shops and many mail order places sell hardware & software for it. You can add upto 12Mb RAM, hard disks, optical, flopticals, scanners, genlocks, TCP/IP networking, big screen monitors and hires 24bit graphics boards, samplers and whatever else you want. Earlier this year the Falcon was released which is a 68030 based machine with a DSP on board as well as a fully programmable graphics subsystem which can support upto 65000 colors on screen and goes upto some quite high reses depending on video bandwidth - I have had mine at 1400x600 - the monitor didn't like it though. It also has on board CD quality sampling and is now being reasonably well supported with digitisers, color scanners, graphics software and some awesome music software as well as a few games etc. It has not been the big hit everyone hoped for but is still selling well enough.
Now they have released the Jaguar which is a 64bit killer games system with superb specs (55 MIPS!) and is looking to give the Nintendo/Sega stranglehold a run for their money. 250 dollars for the console & 1 game. It has great hardware with several highy speed RISC chips and all the reviews so far have been good with many saying it beats the 3DO in game uqlity. It's early days though as it's only been ut a month or so.

|> I suppose they must have good graphics and sound for the games. Are they
|> good for anything else? They use 68000 chips. Are they compatible with

|> Macs?
You can get Mac emulators for the ST series and one is coming out aparantly for the Falcon that runs Mac stuff in color. The ST had good graphics in its day but is rather limited by todays standard. Ditto the sound.

|> There can't be much software for them. Do they run Unix? Maybe you could
|> compile the various freeware packages for them then, if they have a C com-
|> piler.
There are many good C compiler both commercial & PD. The majority of the GNU stuff has been ported and there are also various alternative OS's including Mirage, Minix and some others. Unix was released for the TT (a 68030 ST with enhancements) that was BSD with X but it was only mono, came pre-installed on a HD and was expensive. It's not sold now AFAIK. The current OS, MultiTOS is very Unix like internally and has pre-emptive multitasking, shared code segments, pipes and more.

|> What about parts, upgrades? Must be very hard to find. They don't even
|> sell Ataris around here. What do you do if your Atari needs service?
Add external floppies, flopticals, hard disks, scanners, digitisers, RAM upto 12Mb on an ST, 256MB on a TT, virtual RAM support, printers, anything really.

|> What do they sell for?
In the UK there are various ST packages with 1MB of RAM for 199GBP or 512K for about 140GBP. Falcons cost around 600GBP-800GBP and Jags 200GBP (250 dollars). Most add-ons are 3rd party.

|> Flames delightfully anticipated. Advocate your Atari, I'm listening.
In the US, the Atari market is all but gone. In Europe, particularly UK/Germany, it's still doing OK but not as well as it was. The Jag looks to have a great future and the Falcon may yet happen with the right software - Cubase Audio could certainly sell a few.

|> Jeffrey L. Hayes IO91624@MAINE.MAINE.EDU

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+

# 3693. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 13:12:52 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2esb8k$5vb@sol.ctr.columbia.edu>
Source record: 19624

```
} |> } |> RH> |> MultiTOS is a fully preemptive multitasking OS - soon to be Posix
} |> } |> RH> compliant. No
} |> } |> RH> |> hacks whatsoever!
} |> } |> RH>
} |> } |> RH> Yes there are, in the Gx routines I think.
} |> }
} |> } Ask those that mentioned it here already. I don't remember exactly,
} |> } and this came from fellow ATARI people that post here like you and me.
} |> }
} |> What the hell have the Gx (graphics ?) routines got to do with POSIX
} |> compliance ? They're 2 completely different things. POSIX defines
} |> standards for portability between completely different architectures,
} |> defining intermediate level routines (eg: directory reading etc.)
} |> which aren't covered in libC. Graphics aren't touched upon.
}
} And what the hell what I was saying has to do against being POSIX
} compliant? I was talking about the multitasking on MultiTos.
```

Hmm - I think you mean that your post wasn't anything to do with hacks in the Gx routines. In that case, sorry! It isn't particularly clear, though, it looks as though you're agreeing with the Gx comment.

The only thing I can think of that is a 'hack' and needs sorting out is the 'tfork' call (threaded fork). Forking on a 68k is tricky, because any addresses on the stack are absolute addresses. That means you can't just "copy all program space, instantiate new program, and jump to execute point", because things'll point back to the old program.

Minix gets round this by copying all the program space to the original location every time a contect witch happens. As you can imagine, this can be slow. HyC came up with an idea involving compiler support for this sort of thing, but that would need gcc to be modified. Anyway, tfork isn't that important - it will be sorted out soon enough for me.

[of course, on a 030+ this is taken care of much better]

Simon.

# 3694. ****ATARI JAGUAR'S FOR SALE****

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 14:51:45 UTC
From: bscross@hubcap.clemson.edu
Message-ID: <1993Dec17.145145.13102@hubcap.clemson.edu>
Source record: 19625

I have a few BRAND NEW Atari Jaguar's to sell. I am asking $300/ea.
This may seem a little high, but these systems are hard to find.
If interested, send email with a voice number where I can reach you.
Thanks!

--Brian Cross bscross@cs.clemson.edu

# 3695. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 15:16:15 UTC
From: ockeloen@fys.ruu.nl
Message-ID: <1993Dec17.151615.29146@fys.ruu.nl>
Source record: 19627

In <2d0cf0d2@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 13 Dec 93 05:03:06, Ricardo Hernandez Muchado wrote:

>RH> Rickard, it is this simple: ATARI THEMSELVES said that their MIPS
>RH> is 55. This is probably even a BEST CASE.
>RH>
>RH> Now, I don't think 55==128, is it?
>RH>
>The 128 MIPS figure is a guess, not a very good one either.

>MIPS = meaningless ... take this as an example:

>(Figures quoted from the Motorola DSP56001 handbook)

>The DSP56001 runs at 16MIPS, 96MOPS.

>You know the difference between MIPS and MOPS right? No? Ok...

Sure ... both numbers are used to impress the hell out of the user in
chapter one of these dsp books ...
Mips is almost no indication of speed, mops is even more fun because
they define a operation and then add all the numbers op again giving you
a neat and very unreal number.

for example im working on a multi-dsp system using the TMS320C40 core
(believe me it wins from the 56001 ;-) ) it tells you this in chapter
one :

CPU & DMA PERFORMANCE

CPU - 8 OPS/Cycle = 200 MOPS
* 2 Data Accesses = 60 MOPS
* 1 FP Mulu = 25 MOPS
* 2 Addr. Reg. mod= 60 MOPS
* 1 FP ALU Oper. = 25 MOPS
* 1 Loop Counter = 25 MOPS
* 1 Branch = 25 MOPS

DMA - 3 OPS/Cycle = 75 Mops

* 1 Data Access = 25 MOPS
* 1 Addr. Access = 25 MOPS
* 1 Transfer coun. = 25 MOPS
---
275 MOPS

DATA THROUGPUT

Global Port = 100 Mbytes/sec
Local Port = 100 Mbytes/sec
6 Com. ports = 120 Mbytes/sec
---
Total I/O = 320 Mbytes/sec.

Now produce me a peace of code longer then 20 lines that does something
usefull and uses all these modes ;-).
Second problem is that branch/intrups will happen and working around
these (using delayed jumps for example) is not that easy.

>On a normal processor (680x0 for example) one instruction usually means 1-2
>operations .. on a RISC (or DSP) that is not the case .. usually one
>instruction is between 4-6 operations ..

Im not sure if you look at all the modes possible on a 68020-68040 i can
think of a very high MOPS number compared to the MIPS number.

what about this : Move.l 8(a0)+,(8,a1) or Movem.l a0-a6/d0-d7,(a7)+ ?

see...

>So, when dealing with GOOD programming, you can easily go WAY above the "MIPS"
>figures.

It depends on your routines and how you made them.

>(And if the Falcon's DSP does 96 MOPS .. .ehrm ... I think you get it.)

In _NO_ way can you keep this rate up for more than 1 or 2 instructions
if this was the case they would make mips==mops ;-)

>Please get some information before posting.

Atleast its clear to me why you all believe the first specs of the jag,
its in the books so it _must_ be true right ?

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+

Greetings,

Daniel, Who still has about one hour of DSP/C40 asm code to optimize
before the weekend kicks in.

# 3696. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 15:16:52 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2esih5INNlcn@tom.rz.uni-passau.de>
Source record: 19626

In article <1993Dec16.152713.27514@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> Oh yeah, SURE.... I forgot about THAT... so I guess that when ATARI
>had the ST CD-ROM it was already ready, as also was the pen computer, as also
>were the PC clones ATARI was showing in a booth at a CES (which never came out).

You seem to think these units never existed, right? In that case, you are wrong. Atari always seems to produce WORKING prototypes or small numbers of these products. I know someone who owns an Atari CD-ROM (CDAR504), I have seen an Atari Transputer Workstation, and I know Atari has sold several PC clones.
The only thing I haven't heard of too much is the pen computer, and, IMHO, Atari were right when they decided not to produce it (proof: Newton).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
---------------------------------------------------------------------- /
- Star Trek: Our Generation - _
- To boldly kill rats where no man has killed rats before.... - _)

# 3697. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 18:13:29 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec17.181329.44475@rchland.ibm.com>
Source record: 19628

In article <CI5wIt.LBK@news.Hawaii.Edu>, jimmy@Hawaii.Edu (Jimmy Chan) writes:
|> Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
|> :#In article <2d0f9a7e@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> :#|> *LIE*
|> :#|>
|> :#|> Please quote me saying that, if you can't, you're in my kill file.
|>
|> :# Well, you indeed said that Jaguar games will not be ports. Maybe
|> :#the last part of his sentence is just a conclusion.
|>
|> Ricardo, don't you find Rickard's selective memory amazing..8-).

It must be some kind of patented technology. Maybe that's what
the Falcon also uses ;-)

|>
|> :#|> ...and how many CD32 games as of today uses 105Mb? (Hint, negative numbers)
|>
|> :# He he... what about Microcosm?
|>
|> I wonder if Rickard has actually seen the amount of information that is on
|> one of those CDs. I think he's making up stuff again.

Of course he is. His almost like Marc Barrett. The difference is
that Rickard loves ATARI and Marc hates C=.

|>
|> I'm wondering how much ROM Cybermorph is. Can anyone with a Jaguar check?

Someone already mentioned something around 1 meg ROM or something like
that.

|> Does it say, most or all SNES and Genesis catridges say how much ROM it
|> contains. I just curious to see if they are using all 50-60 Megabits.

The SNES at the most today has a 20 mega-bit cart-> Street Fighter II Turbo.
The Genesis is 24 mega-bits-> Street Fighter Special Champion Edition.

The Jaguar early realeases is not even there... $COST$ ;-)

|>
|> --
|> ====================jimmy@uhunix.uhcc.hawaii.edu=======================
|>
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3698. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 18:21:15 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec17.182115.15710@rchland.ibm.com>
Source record: 19629

In article <2esih5INNlcn@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <1993Dec16.152713.27514@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> > Oh yeah, SURE.... I forgot about THAT... so I guess that when ATARI
|> >had the ST CD-ROM it was already ready, as also was the pen computer, as also
|> >were the PC clones ATARI was showing in a booth at a CES (which never came out).
|>
|> You seem to think these units never existed, right? In that case, you are
|> wrong. Atari always seems to produce WORKING prototypes or small numbers
|> of these products.

Buddy, spare me your speech about ATARI, okay? I might even now more
about their things more than you. I was an ATARIAN way back since 1979.

The 'clone machine' they had-> ATARI never wanted to pop in a floppy
in their CES... Gee I wonder why.

About the CD-ROM, yes, looks like they had one. But my whole point
is that 'ATARI had many things ready' and NEVER released them.

Now, I believe they'll release the Jaguar CD-ROM, but as to WHEN,
$PRICE$, and 'developers developing on it' I reserve the right to
believe it when I see it.

|> I know someone who owns an Atari CD-ROM (CDAR504),
|> I have seen an Atari Transputer Workstation, and I know Atari has sold
|> several PC clones.

Not the ones they showed and promised so much at the CES though.
About the CD-ROM, I mean, the one you know, is it 'in house' ATARI developer
or what-> ATARI didn't release it, and that's my whole point.

|> The only thing I haven't heard of too much is the pen computer, and, IMHO,
|> Atari were right when they decided not to produce it (proof: Newton).

Proof: Newton? Did you know that the Newton has sold decently well?
Did you know Apple is in a $1 million contract (trial/validation) with
the Defense Department for medical/doctor apps? And if they want it,
it means $$$$ BIG MONEY$$$$$? Did you know that?

|>
|> Weregoose
|>
|> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
|> ------------------------------------------------------------------------ /
|> - Star Trek: Our Generation - _

|> - To boldly kill rats where no man has killed rats before.... - _)
|>

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3699. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 18:25:08 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec17.182508.11938@rchland.ibm.com>
Source record: 19630

Thanks Daniel... again, the truth goes against Rickard...
--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3700. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 20:07:49 UTC
From: jagman@lakes.trenton.sc.us
Message-ID: <qRXPec2w165w@lakes.trenton.sc.us>
Source record: 19632

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> Well, so far from what I have read and heard from a friend
> of mine that played with it (hopefully I'll be able to contact
> a guy around here that HAS IT):
>
> * Nice controllers- are comfortable
>
> * Nice design (case)
>
> * Seems to have the power- the games, although not good, show
> some potential
>
> ------------------------------------------------
>
> Just wanted to post this, don't want people to think I
> am against the Jaguar or something.
>
> --
> ------------------------------------------------------------------------
> Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

Well, that is definetely a laugh!! :-). I got my Jaguar in a few days ago and I agree with your friend except for the comment on the games not being good. Cybermorph is a very good game and the more you play it the better you like it. It is very complex and is a combination strategy and shoot-em-up game. Those who play it only 10 or so minutes and give up on it could come up with the conclusion that it is a so-so game. Cresent Galaxy on the other hand, is a so-so game as far as playability, but it has tremendous 24 bit grahpics. The screen are awesome. I wish somebody would have combined Cybermorph with CG, then we would have had an extremely playable game tremdous graphics.

Ken

# 3701. COMMODORE GOING OUT O

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 20:51:00 UTC
From: paul.nazaroff@canrem.com
Message-ID: <60.3475.5323.0N18EA5F@canrem.com>
Source record: 19631

RICARDO@RCHLAND.VNET.IBM.COM writes:

AA> Actually they are. CD-32 has sold far more (than the Jag.) and the
AA> A1200 has sold far more than the Falcon.

Actually, I was talking financially... Atari stock rose from 1/2 to 14 in a few months and is not sitting at 6 1/8. All due to speculation on the Jag. I doubt the CD32 caused that much of a fuhror.

How long has the Jag been "officially out?" Less than a month. 55,000 machines sold in less than a month is pretty damn good. You will see that by the end of next year, the Jag will have sold much more than the CD32...

AA> > All you Amiga users go whine somewhere else.
AA>
AA> Yawn.

Oh that's right, the PC users got tired of your whining long before you came here.

You all claim about products not delivered by Atari. Well where's the protable Amiga, or the Emplant Falcon030 emulator?

---+++ James Nazaroff +++---

---
* MMST 2.99 UnRegistered Black holes are where the Deity divided by zero.

## 3702. ALL CD-32 games Amiga ports?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 22:25:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d1231e4@troed.ct.se>
Source record: 19633

In a message of 16 Dec 93 19:53:10, Ricardo Hernandez Muchado wrote:

RH> Another new CD32 title was released in the UK today, and guess who its
RH> from:
RH>
RH> Labyrinth, Adventure. with 1800 high-res images and 25Mb of sound and
RH> music - From Electronic Arts.
RH>
RH> UK list price 26 pounds (40 US$), expect to pay about 17UKP (25 US$)

Why didn't you include the article about it being VERY "crappy" as you did with
Crescent Galaxy?

Biased?

Oh no ...

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3703. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-17 22:29:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d1232c2@troed.ct.se>
Source record: 19634

In a message of 17 Dec 93 05:24:37, Jimmy Chan wrote:

JC> JC> So, I wonder how many catridge based Jaguar games will be ported to
JC> CD.
JC> JC> Same thing applies.
JC>
JC> Definitely not! All cartridge games are SPECIFICALLY written FOR THE
JC> JAGUAR,
JC> and they are NEW.

Ripped out of its content, sure.

All cartridge games are specifically written for the Jaguar - do you expect a
SNES game to work? (A500 games work on the CD32, that's why I'm bringing it up)

They are NEW, they have been written -93 or (soon) -94, whereas games for the
CD32 might've been written -86.

Easy.

JC> without these? Okay, Rickard, name me one game on CD32 that can fit on
JC> 3-4
JC> disks as you like to say. You must have some proof to your claims, right?

Ouch, I think you went too far here .. I won't START listing them, don't wanna
embarass you.

JC> :#Let's see, I have a 64bit system with 32bit graphics, 16bit sound,
JC> special
JC> :#hardware dedicated to effects like morphing, skewing, gouraud shading
JC> etc on
JC> :#order ...
JC>
JC> :#What has the CD32 got?
JC>
JC> Software, CD drive, software, keyboard, software, drives, software, HD,
JC> software, developer support, software, an operating system, software...etc.

LAUGHTER

So had my SNES, I sold it anyway.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3704. Re: What's an Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-18 07:36:02 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Dec18013602@flammulated.owlnet.rice.edu>
Source record: 19557

In article <93350.162359IO91624@MAINE.MAINE.EDU> <IO91624@MAINE.MAINE.EDU> writes:
They are like Nintendo machines, right? I notice in this group that Atari
is targeting their marketing at 10-17 year olds. A posting in another Atari
group says that Nintendo is a major competitor.
---

Just another Amiga looser, who can't distinguish game machines from
computers. Strike 1!

I suppose they must have good graphics and sound for the games. Are they
good for anything else? They use 68000 chips. Are they compatible with
Macs?
---

My Falcon has a 68030. The Jaguar has a bunch of other chips,
rendering it more powerful than anything you can dream of. Strike 2!

There can't be much software for them. Do they run Unix? Maybe you could
compile the various freeware packages for them then, if they have a C com-
piler.

What about parts, upgrades? Must be very hard to find. They don't even
sell Ataris around here. What do you do if your Atari needs service?
---

I run GnuEmacs and write POSIX compliant stuff using GnuC/C++.
Atari's do not break (:-)), so therefore there is no need for service.
Strike 3! Yourrrrrre Outr!

[Snicker, snicker. Ahem.]
---
[Mars, Mars. Ahem]

What do they sell for?
---
The cost depends on which model you want to buy. ;-)

Flames delightfully anticipated. Advocate your Atari, I'm listening.
---

You misunderstand - the Atari is perfection, you must attempt to
proove to me that whatever unworthy system you own (Amgia, Cray, SGI,
etc.) is even good enough to lick the soles of Atari's boots. So far
you have, of course, failed. Whatever machine you own is now rendered
irrelevant. Unless, of course, you own an Atari - but Atari owners do
not post the silly drivel you seem so fond of.

--
---> Kendall Gelner (kendall@rice.edu)

# 3705. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-18 07:38:51 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Dec18013851@flammulated.owlnet.rice.edu>
Source record: 19565

In article <1993Dec16.152910.33268@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
In article <2d0cf22a@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 13 Dec 93 05:33:53, Ricardo Hernandez Muchado wrote:
|>
|> RH> 14 megabytes >> 6 megabytes...
|>
|> COMPRESSION

A 14 MEGABYTE PC/COMPUTER GAME IS ALREADY COMPRESSED (99% of the time)
---

I would doubt that the compression used would be as effective as JPEG
- take DOOM for instance, there is no way that the graphics are
compressed using JPEG - load time is too quick.

--
---> Kendall Gelner (kendall@rice.edu)

# 3706. Re: What's an Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-18 07:44:18 UTC
From: jagman@lakes.trenton.sc.us
Message-ID: <J1Tqec1w165w@lakes.trenton.sc.us>
Source record: 19635

<IO91624@MAINE.MAINE.EDU> writes:

> They are like Nintendo machines, right? I notice in this group that Atari
> is targeting their marketing at 10-17 year olds. A posting in another Atari
> group says that Nintendo is a major competitor.
>
> I suppose they must have good graphics and sound for the games. Are they
> good for anything else? They use 68000 chips. Are they compatible with
> Macs?
>
> There can't be much software for them. Do they run Unix? Maybe you could
> compile the various freeware packages for them then, if they have a C com-
> piler.
>
> What about parts, upgrades? Must be very hard to find. They don't even
> sell Ataris around here. What do you do if your Atari needs service?
>
> [Snicker, snicker. Ahem.]
>
> What do they sell for?
>
> Flames delightfully anticipated. Advocate your Atari, I'm listening.
>
> Jeffrey L. Hayes IO91624@MAINE.MAINE.EDU
>
> Elite opinion holds that a balanced budget amendment would place Congress
> in a straitjacket. Popular opinion holds that that's the point.

I don't feel a need to advocate my Atari/Jaguar to you. I don't
want to make you jealous since you obvioulsy own an Amiga :-)

Ken

# 3707. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-18 12:50:40 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec18.125040.7160@ida.liu.se>
Source record: 19539

jimmy@Hawaii.Edu (Jimmy Chan) writes:

>I'm wondering how much ROM Cybermorph is. Can anyone with a Jaguar check?
>Does it say, most or all SNES and Genesis catridges say how much ROM it
>contains. I just curious to see if they are using all 50-60 Megabits.

Cybermorph is a 4Mbit game. In proper terms, that's a measly 512
kilobytes!

>====================jimmy@uhunix.uhcc.hawaii.edu=======================

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3708. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-18 15:24:00 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2ev7agINNne7@tom.rz.uni-passau.de>
Source record: 19636

In article <1993Dec17.182115.15710@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> The 'clone machine' they had-> ATARI never wanted to pop in a floppy
>in their CES... Gee I wonder why.

I am still wondering, WHAT PC clone was it they presented on WHAT CES?
I mean, they always had their clones on the Atari Messe and on the CeBit,
but obviously people were more interested in their 68k machines.

>|> I know someone who owns an Atari CD-ROM (CDAR504),
>|> I have seen an Atari Transputer Workstation, and I know Atari has sold
>|> several PC clones.
>
> Not the ones they showed and promised so much at the CES though.
>About the CD-ROM, I mean, the one you know, is it 'in house' ATARI developer
>or what-> ATARI didn't release it, and that's my whole point.

Atari obviously gave it to dealers, the guy I know bought it from a dealer
when they threw out all Atari hardware (they then concentrated on Apple
and PC and closed some months ago...).

>|> The only thing I haven't heard of too much is the pen computer, and, IMHO,
>|> Atari were right when they decided not to produce it (proof: Newton).
>
> Proof: Newton? Did you know that the Newton has sold decently well?
>Did you know Apple is in a $1 million contract (trial/validation) with
>the Defense Department for medical/doctor apps? And if they want it,
>it means $$$$ BIG MONEY$$$$$? Did you know that?

Do you know that the Newton is laughed at by major magazines all over the
world? Do you know that the Newton does NOT do what it is supposed to do,
i.e. reading written text in a fast and reliable way (a written 'Newton'
became 'Clinton' during tests etc.)? Do you know that from monday to
friday one can win a Newton over here, just watching ST:TNG and having
a Videotext capable TV set?
Now, that's NOT what I call a major success, but I am sure your opinion
is as valid as mine...

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
---------------------------------------------------------------------- /
- Star Trek: Our Generation - _
- To boldly kill rats where no man has killed rats before.... - _)

# 3709. Re: COMMODORE GOING OUT O

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-18 17:14:54 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2evdqeINNppk@tom.rz.uni-passau.de>
Source record: 19537

In article <60.3475.5323.0N18EA5F@canrem.com> paul.nazaroff@canrem.com (Paul Nazaroff) writes:
>You all claim about products not delivered by Atari. Well where's the
>protable Amiga, or the Emplant Falcon030 emulator?
^^^^^^^^^^^^^^^^^^^^^^^^^^
This one is really good :-). None of the existing Amigas is able to emulate
a Falcon.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
---------------------------------------------------------------------------- /
- Star Trek: Our Generation - _
- To boldly kill rats where no man has killed rats before.... - _)

# 3710. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-18 18:33:26 UTC
From: cs93294@assn020.cs.ualberta.ca
Message-ID: <2evidm$odv@scapa.cs.ualberta.ca>
Source record: 19538

In article <2d1232c2@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>JC> Software, CD drive, software, keyboard, software, drives, software, HD,
>JC> software, developer support, software, an operating system, software...etc.
>
>LAUGHTER

hmm the way that came out it sounds like the only thing up the CD32 has on the Jag is software and a CD, one of which will be out next year and the other of which is being contrinually added to. Operating system? what do you need it for (I don't mean that as a flame, I would really like to know)? To my knowledge (albeit a bit limited when it comes to gaming systyems and their operating systems), I did not think that SNES or SEGA had an OS.. or maybe they did...? Anyway I don't think atari wanted the Jag with an OS, they actually listed it as one of their positive points.

>
--
|\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

# 3711. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-18 19:15:37 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CI8w63.8AJ@genesis.nred.ma.us>
Source record: 19549

The Newton is just the first generation of technology. (I can't
belive this...I'm standing up for APPLE!) If Atari actually came out
with the STylus (or whatever they were going to call it) then maybe they
would have had a jump on the competition and maybe would have had better
tech by the time the competition came out with their pads. Oh well...
at least the Jag is a decent machine, and they should make a wad of cash
on it... (they got my $249 today).

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
A T A R I J A G U A R
6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

# 3712. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-18 19:21:16 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CI8wFH.8CG@genesis.nred.ma.us>
Source record: 19550

Cybermorph is pretty good, but I don't like how the mountains
kind of pop out at you etc. Overall the graphics are VERY fluid... nice
shading too.

My only problem with my Jaguar is that after a few minutes of
playing the sound starts buzzing and screeching etc... the store told me
I could swap it with a new one once they get a new one in... Good system
though. Can't wait to see what they come up with... I mean... look what they
squeezed out of systems like the P.C. Engine and the original Amiga500s...
the Jag should be capable of some AMAZING stuff. Right now I just have to
wait for Alien vs. Predator and Kasumi Ninja.

BTW, is this some proprietary controller interface on the jag? Instead
of a standard DB9 it has an extra row of pins inbetween the top 5 and
bottom 4. I thought the Falcon and ST used standard DB9 ports??? People say
they have used Jag controllers in the Falcon and ST, but how would they fit
with the extra row of pins? All we need now is a joystick with 6 FIRE
buttons. And just what IS that hissing noise that comes out of the Jag?!

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
A T A R I J A G U A R
6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

# 3713. Re: Third Party Games for the Jag

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-18 19:50:33 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec18135033@great-gray.owlnet.rice.edu>
Source record: 19574

In article <2eqtks$o8t@nermal.cs.uoguelph.ca> mrathwel@herman.cs.uoguelph.ca (Mark Rathwell) writes:
) This has been a very interesting Debate to observe. I'd like to
)get a new game system in the future and am leaning towards a Jaguar. I
)confess, I am an Atari fan, but I also confess that I'm leary about
)pumping more money into them. Their tale of video game screw ups begins
)before the Lynx. I have an unsupported Atari 7800 system which Atari
)doesn't even sell games for anymore. After watching them spend a paltry
)$300,000 advertising it, announcing vapour-games left right and centre,
)discontinuing their support magazine, scaring away third party developers
)and being rude to me, I'm really suspicious.

Well, they seem to really mean it this time - they've spent $4 Million
or so just in the test markets for advertising, and have $40 Million
lined up for national advertising next year.

)
) However, the Jag has gotten off to a good start, and Atari seems
)to have seriously looked at their past mistakes. I'm seeing more Jag ads
)in the test market phase then I ever saw for the 7800 and the promise of
)real developers is there.
)

I think the Jag has enough "real" developers now, that there should be
a number of good games to choose from later on.

) I'd like to know if the Jag third party developers have actually
)announced any games. A company can claim third party support, but if those
)developers don't make any games, a machine is screwed. Have any of these
)Thirty or so developers said what they're making for the JAG? If I see
)some good titles, I will be convinced.
)

Well, DOOM (a pc game) is going to be ported. Also a bunch of sports
games (not interesting to me), and Battlewheels (a great Car Wars like
game) is going to be ported too. Oh, also Beyond Zork for he Jag CD.
I think there are others, but that's all I can think of for now.

--
---> Kendall Gelner (kendall@rice.edu)

# 3714. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-18 19:52:47 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec18135247@great-gray.owlnet.rice.edu>
Source record: 19573

In article <CI5wIt.LBK@news.Hawaii.Edu> jimmy@Hawaii.Edu (Jimmy Chan) writes:
)Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
):#In article <2d0f9a7e@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson)
writes:
):#|> *LIE*
):#|>
):#|> Please quote me saying that, if you can't, you're in my kill file.
)
):# Well, you indeed said that Jaguar games will not be ports. Maybe
):#the last part of his sentence is just a conclusion.
)
)Ricardo, don't you find Rickard's selective memory amazing..8-).
)
):#|> ...and how many CD32 games as of today uses 105Mb? (Hint, negative numbers)
)
):# He he... what about Microcosm?
)
)I wonder if Rickard has actually seen the amount of information that is on
)one of those CDs. I think he's making up stuff again.
)
)I'm wondering how much ROM Cybermorph is. Can anyone with a Jaguar check?
)Does it say, most or all SNES and Genesis catridges say how much ROM it
)contains. I just curious to see if they are using all 50-60 Megabits.

Cybermorph. like most of Atari's first games, has only 512K ROM. AvP
an Raiden have more, I believe...

--
---> Kendall Gelner (kendall@rice.edu)

# 3715. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-18 22:31:06 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CI957v.Cut@freenet.carleton.ca>
Source record: 19540

In a previous article, y91stebo@odalix.ida.liu.se (Stefan Boberg) says:

>jimmy@Hawaii.Edu (Jimmy Chan) writes:
>
>>I'm wondering how much ROM Cybermorph is. Can anyone with a Jaguar check?
>>Does it say, most or all SNES and Genesis catridges say how much ROM it
>>contains. I just curious to see if they are using all 50-60 Megabits.
>
> Cybermorph is a 4Mbit game. In proper terms, that's a measly 512
>kilobytes!

REALLY? WOW! If that is the case then the Jag really is an
incredible machine if it can fit that sort of an awesome game on a 512 KB
cartidge. Think of what can be done with a 2MB cart!! I am definately
going to get a Jaguar.

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada **

# 3716. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-18 22:50:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d138926@troed.ct.se>
Source record: 19548

```
In a message of 18 Dec 93 13:50:40, Stefan Boberg wrote:

SB> Cybermorph is a 4Mbit game. In proper terms, that's a measly 512
SB> kilobytes!

...which ofcoz we all know is PLENTY for a game made up of filled polygons ...

So what do you say Stefan, is the CD32 capable of a CyberMorph clone? :-D

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 3717. COMMODORE GOING OUT O

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 04:52:00 UTC
From: paul.nazaroff@canrem.com
Message-ID: <60.3511.5323.0N18ECF8@canrem.com>
Source record: 19536

```
TG> > You all claim about products not delivered by Atari. Well where's
TG> > the protable Amiga, or the Emplant Falcon030 emulator?
TG> ^^^^^^^^^^^^^^^^^^^^^^^^^
TG> This one is really good :-). None of the existing Amigas is able to
TG> emulate a Falcon.
TG>
TG> Weregoose

Yeah, but the producers of Emplant have kept saying there will be one...

Pfffffttt, Yeah right. Just how do they intend on emulating the DSP?
(another nifty thing that C= promised and never delivered)

---+++ James Nazaroff +++---

---
* MMST 2.99 UnRegistered Insanity - it's only a state of mind
```

# 3718. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 05:26:17 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <Cl9oFu.C1F@genesis.nred.ma.us>
Source record: 19551

I'm not surprised it's all stuffed into 512k. After all, most
of the game consists of various polygon objects...those don't take up
too much memory since they're mostly math calculations. Plus, all
that Jaguar ultra compression stuff. I sure wish they built composite
output into the thing so I wouldn't have to wait for the damn cable...
but oh well. NICE system overall (even though mine is defective).

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
A T A R I J A G U A R
6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

# 3719. Re: ****ATARI JAGUAR'S FOR SALE****

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 05:35:27 UTC
From: Matt Verhoff <MVERHOFF@delphi.com>
Message-ID: <931219.02127.MVERHOFF@delphi.com>
Source record: 19541

I admire a person with good business sense.
See an chance to make some money, take it!

## 3720. Re: What's an Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 07:13:38 UTC
From: Jim Steingrobe <STEINY@delphi.com>
Message-ID: <931219.08018.STEINY@delphi.com>
Source record: 19546

I hear that the Atari is fading in England too. Is that true? You cannot believe everything that you read.

# 3721. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 10:46:27 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2f1be3$5r9@darkstar.UCSC.EDU>
Source record: 19552

In <CI8wFH.8CG@genesis.nred.ma.us> nugget@genesis.nred.ma.us (Ralph Barbagallo) writes:
> BTW, is this some proprietary controller interface on the jag? Instead
>of a standard DB9 it has an extra row of pins inbetween the top 5 and
>bottom 4. I thought the Falcon and ST used standard DB9 ports??? People say
>they have used Jag controllers in the Falcon and ST, but how would they fit
>with the extra row of pins? All we need now is a joystick with 6 FIRE
>buttons. And just what IS that hissing noise that comes out of the Jag?!

The Jag controller uses the same interface as the STE/Falcon extended joystick
ports to the left of the machine (in front of the cart port) Most people
don't think about them since Atari never came out with anything to actually
USE those ports! :)

~Chris
>--
>Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
>------------------------------------------------------------------------------
> A T A R I J A G U A R
> 6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

# 3722. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 11:20:25 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec19.112025.24794@ida.liu.se>
Source record: 19554

ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
>In a previous article, y91stebo@odalix.ida.liu.se (Stefan Boberg) says:

>> Cybermorph is a 4Mbit game. In proper terms, that's a measly 512
>>kilobytes!

> REALLY? WOW! If that is the case then the Jag really is an
>incredible machine if it can fit that sort of an awesome game on a 512 KB
>cartidge. Think of what can be done with a 2MB cart!! I am definately
>going to get a Jaguar.

Well, after all it is a vector-graphics game. Those aren't really known
to use a lot of memory. Frontier for the Amiga is around 600K, for example.
When you start using bitmapped graphics and throw in some music (which is
absent from CM), things start to expand.

>** Computer Engineering Jack Kitowicz **
>** @ Carleton University ac382@freenet.carleton.ca **

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3723. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 11:24:32 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Dec19.112432.24897@ida.liu.se>
Source record: 19555

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 18 Dec 93 13:50:40, Stefan Boberg wrote:

>SB> Cybermorph is a 4Mbit game. In proper terms, that's a measly 512
>SB> kilobytes!

>...which ofcoz we all know is PLENTY for a game made up of filled polygons ...

I don't know about plenty, but it's pretty normal at least.

>So what do you say Stefan, is the CD32 capable of a CyberMorph clone? :-D

I haven't seen CyberMorph in action, but I'd say it's capable of it,
albeit you'd probably notice more slowdown. I think `Inferno' by DiD is
similar to CyberMorph, and that should be released soon. We'll see then
how well the CD32 can handle 3D games. I don't expect any miracles though,
seeing as the CD32 doesn't have any fast-mem.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

# 3724. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 14:38:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d146778@troed.ct.se>
Source record: 19568

In a message of 18 Dec 93 20:15:37, Ralph Barbagallo wrote:

RB> at least the Jag is a decent machine, and they should make a wad of cash
RB> on it... (they got my $249 today).
RB>
RB> Ralph A.Barbagallo III_Only AMIGA Makes it
Possible!_nugget@genesis.nred.ma.RB>
---------------------------------------------------------------------------RB>
A T A R I J A G U A R
RB> 6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M
RB>

Way to go Ralph!

"Only AMIGA Makes it Possible!"

"A T A R I J A G U A R"

Haven't thought of a change somewhere? :-D

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3725. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 14:40:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d1467d2@troed.ct.se>
Source record: 19569

In a message of 18 Dec 93 20:21:16, Ralph Barbagallo wrote:

RB> squeezed out of systems like the P.C. Engine and the original Amiga500s...
RB> the Jag should be capable of some AMAZING stuff. Right now I just have to
RB> wait for Alien vs. Predator and Kasumi Ninja.
RB>
RB> BTW, is this some proprietary controller interface on the jag? Instead
RB> of a standard DB9 it has an extra row of pins inbetween the top 5 and
RB> bottom 4. I thought the Falcon and ST used standard DB9 ports??? People
RB> say

On the side of the Falcon and STE there are two additional analog 15pin
joystick ports .. those are the same as the Jaguar ones ..

(The reason the Falcon has seen very little games is because Atari FORCED all
developers to use those ports, and since the controllers haven't been available
... well .. I think you get it .. )

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
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+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 3726. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 14:41:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d146804@troed.ct.se>
Source record: 19570

```
In a message of 19 Dec 93 11:46:27, Christopher Taylor Oates wrote:
CT> fit
CT> >with the extra row of pins? All we need now is a joystick with 6 FIRE
CT> >buttons. And just what IS that hissing noise that comes out of the Jag?!
CT>
CT> The Jag controller uses the same interface as the STE/Falcon extended
CT> joystick
CT> ports to the left of the machine (in front of the cart port) Most people
CT> don't think about them since Atari never came out with anything to

Hehe .. atleast one of them is used to feed my BlowUp030 with power here .. ;)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 3727. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 18:16:55 UTC
From: sml@valkyre.mfltd.co.uk
Message-ID: <2f25qn$dvr@icebox.mfltd.co.uk>
Source record: 19553

In article <1993Dec16.151043.10626@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <KENDALL.93Dec13035830@great-gray.owlnet.rice.edu>, kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>|> Some are, but they don't have to be that way. Stuff like Dragon's
>|> Lair, or Liberation are examples of what CD games can be.
>
> How's liberation? Have you seen it? I am curious because all of a sudden
>I am hearing a lot of good things about it ;-)

Jerky. Very. Nice game, shame the graphics couldn't have been a bit faster.
Now take DOOM (soon to be ported to the Jag) for example...

Shaun.

# 3728. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 20:57:12 UTC
From: cs93294@assn020.cs.ualberta.ca
Message-ID: <2f2f78$c14@scapa.cs.ualberta.ca>
Source record: 19556

In article <2f25qn$dvr@icebox.mfltd.co.uk> sml@mfltd.co.uk writes:
>
>In article <1993Dec16.151043.10626@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
>>In article <KENDALL.93Dec13035830@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>
>>|> Some are, but they don't have to be that way. Stuff like Dragon's
>>|> Lair, or Liberation are examples of what CD games can be.
>>
>> How's liberation? Have you seen it? I am curious because all of a sudden
>>I am hearing a lot of good things about it ;-)
>
>Jerky. Very. Nice game, shame the graphics couldn't have been a bit faster.
>Now take DOOM (soon to be ported to the Jag) for example...
>
> Shaun.
>

you're right about that. I just played DOOM on a 486DX2 66 and it was very
good. Actually it made me get a good case of motion sickness. Of course you
know the games are getting realistic when that happens. Of course when the
Jaguar picks this up you won't need to spend $4000-$5000 on a machine to run
doom, instead you can get a machine to play it on for a mere $250.. actually
very tempting considering many software packages alone sell for more than
that.. :)

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

# 3729. Re: COMMODORE GOING OUT O

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 21:00:31 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec19.210031.13379@rchland.ibm.com>
Source record: 19558

In article <60.3475.5323.0N18EA5F@canrem.com>, paul.nazaroff@canrem.com (Paul Nazaroff) writes:
|> RICARDO@RCHLAND.VNET.IBM.COM writes:
|>
|> AA> Actually they are. CD-32 has sold far more (than the Jag.) and the
|> AA> A1200 has sold far more than the Falcon.
|>
|> Actually, I was talking financially... Atari stock rose from 1/2 to 14
|> in a few months and is not sitting at 6 1/8. All due to speculation on
|> the Jag. I doubt the CD32 caused that much of a fuhror.

Remember the CD-32 hasn't been released in the US officially yet.

|>
|> How long has the Jag been "officially out?" Less than a month. 55,000
|> machines sold in less than a month is pretty damn good.

How many do you think C= has sold in CD-32's? It is a big number too.

|> You will see
|> that by the end of next year, the Jag will have sold much more than the
|> CD32...

We'll see. It could happen either way.

|> AA> > All you Amiga users go whine somewhere else.
|> AA>
|> AA> Yawn.
|>
|> Oh that's right, the PC users got tired of your whining long before you
|> came here.

|>
|> You all claim about products not delivered by Atari. Well where's the
|> protable Amiga, or the Emplant Falcon030 emulator?

Commodore NEVER announced either the Emplant Falcon030 emulator or
the portable Amiga. And I the Emplant Falcon030 emulator has never
been announced, to my knowledge.

ATARI, on the other hand, in the products I mentioned, they were
announced indeed.. Again, some people around here think I know nothing
about ATARI... how wrong. I hack the 8-bit ATARI *big* time. I submitted
to COMPUTE! magazine a multi-color character editor that was very cool
and powerful, enabling people to make redefined multicolor characters
for games and taking advantage of the extra color register (register 3)
wich was available on the bit where you join all the missiles into one

player-sprite (Compute! rejected the submission though).

No, I am not the guy who usually likes talking without knowing
what he is talking about (Rickard and Ham8 flames is a good example of this).
When I am corrected, I admit it and I give thanks (like I did to Chris recently).

So spare me the speech, ok?

|>
|> ---+++ James Nazaroff +++---
|>
|>
|>
|> ---
|> * MMST 2.99 UnRegistered Black holes are where the Deity divided by zero.

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

## 3730. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 21:02:47 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec19.210247.32639@rchland.ibm.com>
Source record: 19559

In article <qRXPec2w165w@lakes.trenton.sc.us>, jagman@lakes.trenton.sc.us (Ken Stevens) writes:
|> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|>
|> > Well, so far from what I have read and heard from a friend
|> > of mine that played with it (hopefully I'll be able to contact
|> > a guy around here that HAS IT):
|> >
|> > * Nice controllers- are comfortable
|> >
|> > * Nice design (case)
|> >
|> > * Seems to have the power- the games, although not good, show
|> > some potential
|> >
|> > ---------------------------------------------------
|> >
|> > Just wanted to post this, don't want people to think I
|> > am against the Jaguar or something.
|> >
|> > --
|> Well, that is definetely a laugh!! :-). I got my Jaguar in a few
|> days ago and I agree with your friend except for the comment on the
|> games not being good. Cybermorph is a very good game and the more
|> you play it the better you like it.

Could be, I admit some games are like that. That's why I want
to play it, but so far the overall reaction to it (the majority) is
that it is bad.

|> It is very complex and is a
|> combination strategy and shoot-em-up game. Those who play it only
|> 10 or so minutes and give up on it could come up with the
|> conclusion that it is a so-so game. Cresent Galaxy on the other
|> hand, is a so-so game as far as playability, but it has tremendous
|> 24 bit grahpics. The screen are awesome.

It lacks frames for the animation of the objects. I don't blame the
Jaguar, I know it can do better. ATARI has to come out with good
polished titles... I'm looking forward to Alien VS Predator.

|> I wish somebody would
|> have combined Cybermorph with CG, then we would have had an
|> extremely playable game tremdous graphics.
|>

|> Ken

--
---
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// >>> I LOVE IT <<<< My comments are my own, not of my employer
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>>> New internet address: raist@vnet.ibm.com <<<<

# 3731. Re: ALL CD-32 games Amiga ports?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 21:03:58 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec19.210358.13498@rchland.ibm.com>
Source record: 19560

In article <2d1231e4@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 16 Dec 93 19:53:10, Ricardo Hernandez Muchado wrote:
|>
|> RH> Another new CD32 title was released in the UK today, and guess who its
|> RH> from:
|> RH>
|> RH> Labyrinth, Adventure. with 1800 high-res images and 25Mb of sound and
|> RH> music - From Electronic Arts.
|> RH>
|> RH> UK list price 26 pounds (40 US$), expect to pay about 17UKP (25 US$)
|>
|> Why didn't you include the article about it being VERY "crappy" as you did with
|> Crescent Galaxy?
|>
|> Biased?
|>
|> Oh no ...

No Rickard, I am not. I just heard of the announcement. When people start posting and put it down, then I'll coment about that. If it is good, I'll say that too.

Have you played the game, since 'you seem to know?'

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
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\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3732. Re: ALL CD-32 games Amiga ports?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 21:04:59 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec19.210459.32765@rchland.ibm.com>
Source record: 19561

In article <2d1231e4@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 16 Dec 93 19:53:10, Ricardo Hernandez Muchado wrote:
|>
|> RH> Another new CD32 title was released in the UK today, and guess who its
|> RH> from:
|> RH>
|> RH> Labyrinth, Adventure. with 1800 high-res images and 25Mb of sound and
|> RH> music - From Electronic Arts.
|> RH>
|> RH> UK list price 26 pounds (40 US$), expect to pay about 17UKP (25 US$)
|>

[Rickard BS deleted]

Just wanted to add, little kid who thinks is in the 'know', that this proves that not all games 'are Amiga ports' AS YOU HAVE SAID.

Now shut up, and get more informed before you post.

|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---
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// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3733. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 21:09:03 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec19.210903.1602@rchland.ibm.com>
Source record: 19563

In article <2d1232c2@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 17 Dec 93 05:24:37, Jimmy Chan wrote:
|>
|> JC> JC> So, I wonder how many catridge based Jaguar games will be ported to
|> JC> CD.
|> JC> JC> Same thing applies.
|> JC>
|> JC> Definitely not! All cartridge games are SPECIFICALLY written FOR THE
|> JC> JAGUAR,
|> JC> and they are NEW.
|>
|> Ripped out of its content, sure.

Nope. You implied they will 'look Jaguar alike' since 'they are New.'

|>
|> All cartridge games are specifically written for the Jaguar - do you expect a
|> SNES game to work? (A500 games work on the CD32, that's why I'm bringing it up)
|>
|> They are NEW, they have been written -93 or (soon) -94, whereas games for the
|> CD32 might've been written -86.
|>
|> Easy.

And that doesn't guarantee that the games will truly either:

1. Take advantage of the Jaguar extensively

2. Even improve some of the graphics.

Proof? There are a couple of Electronics Arts games that are ported
from the Genesis to the S-NES without reworking the graphics.

Same from EGA PC games to Amiga (not anymore, thanks God).

|>
|> JC> without these? Okay, Rickard, name me one game on CD32 that can fit on
|> JC> 3-4
|> JC> disks as you like to say. You must have some proof to your claims, right?
|>
|> Ouch, I think you went too far here .. I won't START listing them, don't wanna
|> embarass you.

Ah, I see. Yep, when asked for proof I just 'run and hide.'

Rickard, you are pathetic. Why don't you admit you were wrong? It's easy,
I did it to Chris.

Instead of gaining a bad reputation, you are more admired. And viceversa
when you don't admit you are wrong.

|>
|> JC> :#Let's see, I have a 64bit system with 32bit graphics, 16bit sound,
|> JC> special
|> JC> :#hardware dedicated to effects like morphing, skewing, gouraud shading
|> JC> etc on
|> JC> :#order ...
|> JC>
|> JC> :#What has the CD32 got?
|> JC>
|> JC> Software, CD drive, software, keyboard, software, drives, software, HD,
|> JC> software, developer support, software, an operating system, software...etc.
|>
|> LAUGHTER
|>
|> So had my SNES, I sold it anyway.

No, the SNES didn't have CD-drive, will not expand into a keyboard, drives
and other things.

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>

--
---------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3734. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 21:16:06 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec19.211606.49287@rchland.ibm.com>
Source record: 19562

In article <2ev7agINNne7@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <1993Dec17.182115.15710@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> > The 'clone machine' they had-> ATARI never wanted to pop in a floppy
|> >in their CES... Gee I wonder why.
|>
|> I am still wondering, WHAT PC clone was it they presented on WHAT CES?
|> I mean, they always had their clones on the Atari Messe and on the CeBit,
|> but obviously people were more interested in their 68k machines.

The first time they showed them up.... and ATARI never wanted anybody
to try in a floppy. The clones were actually never released as ATARI
specified. ATARI stock went up at this announcement, and it went down
as a lot of p*ssed off stockholders didn't see the product materialize
later on.

Read the WalStreet Journal....

|>
|> >|> I know someone who owns an Atari CD-ROM (CDAR504),
|> >|> I have seen an Atari Transputer Workstation, and I know Atari has sold
|> >|> several PC clones.
|> >
|> > Not the ones they showed and promised so much at the CES though.
|> >About the CD-ROM, I mean, the one you know, is it 'in house' ATARI developer
|> >or what-> ATARI didn't release it, and that's my whole point.
|>
|> Atari obviously gave it to dealers, the guy I know bought it from a dealer
|> when they threw out all Atari hardware (they then concentrated on Apple
|> and PC and closed some months ago...).

AHa, yeah right. Is that why maybe you friend is the only one who has
it? I don't call a release of perhaps 100 CD-ROMS a release.

|>
|> >|> The only thing I haven't heard of too much is the pen computer, and, IMHO,
|> >|> Atari were right when they decided not to produce it (proof: Newton).
|> >
|> > Proof: Newton? Did you know that the Newton has sold decently well?
|> >Did you know Apple is in a $1 million contract (trial/validation) with
|> >the Defense Department for medical/doctor apps? And if they want it,
|> >it means $$$$ BIG MONEY$$$$$? Did you know that?
|>
|> Do you know that the Newton is laughed at by major magazines all over the
|> world?

BUT it HAS sold. Magazines can laugh all they want, or applying your
logic, don't you know how many magazines laugh or even ignore ATARI?

|> Do you know that the Newton does NOT do what it is supposed to do,
|> i.e. reading written text in a fast and reliable way (a written 'Newton'
|> became 'Clinton' during tests etc.)?

I have use one several times here, a friend of mine bought it. It's not
perfect, but it does a decent job. It also 'learns' your writting
with time. Did you know that?

|> Do you know that from monday to
|> friday one can win a Newton over here, just watching ST:TNG and having
|> a Videotext capable TV set?

So? That doesn't mean anything.

|> Now, that's NOT what I call a major success, but I am sure your opinion
|> is as valid as mine...

Bullshit. Have you actually USED a Newton?

What I told you about the military defense department is true,
if the Newton was so bad, why they would even consider it?

The Newton concept has been respected by major computing
publications, which applaud Apple for the effort (BYTE)

Magazines have laughed about many concepts before, which
they later on become a success (and viceversa). *TONS*
of magazines have laughed at ATARI around the world, yet
you advocate it. Something's wrong with your logic,
only you do self-deception.

|>
|> Weregoose
|>
|> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
|> ------------------------------------------------------------------------ /
|> - Star Trek: Our Generation - _
|> - To boldly kill rats where no man has killed rats before.... - _)
|>

--
---------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3735. Re: COMMODORE GOING OUT O

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 21:17:02 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec19.211702.27074@rchland.ibm.com>
Source record: 19564

In article <2evdqeINNppk@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <60.3475.5323.0N18EA5F@canrem.com> paul.nazaroff@canrem.com (Paul Nazaroff) writes:
|> >You all claim about products not delivered by Atari. Well where's the
|> >protable Amiga, or the Emplant Falcon030 emulator?
|> ^^^^^^^^^^^^^^^^^^^^^^^^^
|> This one is really good :-). None of the existing Amigas is able to emulate
|> a Falcon.

All the existing Amigas can emulate the ST. None of the ATARI
computers can emulate an Amiga. How's that?

The Emplant-Falcon hasn't been announced, so it's a moot point anyway.

|>
|> Weregoose
|>
|> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
|> ------------------------------------------------------------------------ /
|> - Star Trek: Our Generation - _
|> - To boldly kill rats where no man has killed rats before.... - _)
|>

--
---------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
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\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3736. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 21:20:14 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec19.212014.44299@rchland.ibm.com>
Source record: 19566

In article <2evidm$odv@scapa.cs.ualberta.ca>, cs93294@assn020.cs.ualberta.ca (Stuart David A) writes:
|> In article <2d1232c2@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> >JC> Software, CD drive, software, keyboard, software, drives, software, HD,
|> >JC> software, developer support, software, an operating system, software...etc.
|> >
|> >LAUGHTER
|>
|> hmm the way that came out it sounds like the only thing up the CD32 has on
|> the Jag is software and a CD, one of which will be out next year and the
|> other of which is being contrinually added to. Operating system? what do you
|> need it for (I don't mean that as a flame, I would really like to know)? To
|> my knowledge (albeit a bit limited when it comes to gaming systyems and
|> their operating systems), I did not think that SNES or SEGA had an OS.. or
|> maybe they did...? Anyway I don't think atari wanted the Jag with an OS,
|> they actually listed it as one of their positive points.

Having an OS is good and bad. It helps to make developers games faster
like say, role-playing type games. You don't have to reinvent the wheel
regarding managing icons on a screen, windows, objects, text, etc.

In other situations, it's good to have no OS (action games that require
precise control of everything).

CD-32 also has a good price. I think the important thing to remember
is that CD-32 can make very good action/role-playing games, the Jaguar
can make 3D stuff better.

So, it's not like the CD-32 can't do some type of games, but more
like the Jaguar can have another game-area which can be done better.

Considering the price of the CD-32 however, it becomes an advantage
of its own.

No flames, I like the Jaguar and the CD-32.

|>
|> >
|> --
|> |\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
|> | L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|> |<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____|

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD

// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3737. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 21:21:21 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec19.212121.44360@rchland.ibm.com>
Source record: 19567

In article <1993Dec18.125040.7160@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> jimmy@Hawaii.Edu (Jimmy Chan) writes:
|>
|> >I'm wondering how much ROM Cybermorph is. Can anyone with a Jaguar check?
|> >Does it say, most or all SNES and Genesis catridges say how much ROM it
|> >contains. I just curious to see if they are using all 50-60 Megabits.
|>
|> Cybermorph is a 4Mbit game. In proper terms, that's a measly 512
|> kilobytes!

Which kind of points at why probably ATARI will not make
6 megabyte cartridges for a long time. If this little game
raised the cost of the Jaguar, imagine a ROM with 12 times more
capacity!

($100? $120?)

|>
|> >====================jimmy@uhunix.uhcc.hawaii.edu========================
|>
|> --
|> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
|> Applied Physics and Electrical Engineering Student, Linkoping University
|> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
|> ========== Disclaimer: I only speak for myself, not Team 17. ============

--
---------------------------------------------------------------------------
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// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3738. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 22:30:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d14d60c@troed.ct.se>
Source record: 19579

In a message of 19 Dec 93 12:24:32, Stefan Boberg wrote:

SB> >So what do you say Stefan, is the CD32 capable of a CyberMorph clone? :-D
SB>
SB> I haven't seen CyberMorph in action, but I'd say it's capable of it,
SB> albeit you'd probably notice more slowdown. I think `Inferno' by DiD is
SB> similar to CyberMorph, and that should be released soon. We'll see then
SB> how well the CD32 can handle 3D games. I don't expect any miracles though,
SB> seeing as the CD32 doesn't have any fast-mem.

I hope you mean MUCH slowdown ... gouraud shading DOES take some time to do ...

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3739. Re: What's an Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 22:50:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec19.225016.14320@rchland.ibm.com>
Source record: 19571

In article <KENDALL.93Dec18013602@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> In article <93350.162359IO91624@MAINE.MAINE.EDU> <IO91624@MAINE.MAINE.EDU> writes:

[stuff deleted]

|> You misunderstand - the Atari is perfection, you must attempt to
|> proove to me that whatever unworthy system you own (Amgia, Cray, SGI,
|> etc.) is even good enough to lick the soles of Atari's boots. So far
|> you have, of course, failed. Whatever machine you own is now rendered
|> irrelevant. Unless, of course, you own an Atari - but Atari owners do
|> not post the silly drivel you seem so fond of.

He he.... ah, Kendall, c'mon, you are better than this.

|>
|> --
|> ---> Kendall Gelner (kendall@rice.edu)

--
---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3740. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 22:50:28 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CIB0s5.HFA@genesis.nred.ma.us>
Source record: 19583

My problem with Cybermoprh is the fact that the horizon is so
close to the ship. HUUUUUGE mountains just pop right out of the screen
when you are 2 inches away from the thing (well not that close). I wish
they would have used some sort of mist or fog to hide this. Other than
that, it's a cool game... ESPECIALLY the gourad shading and the light
sourcing on the ship.

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
A T A R I J A G U A R
6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

# 3741. ATARI JAGUAR Nice Review

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-19 22:52:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Dec19.225216.1583@rchland.ibm.com>
Source record: 19572

Guys check rec.games.video.misc:

---------8x CUT HERE

Where: BUSOP.CIT.WAYNE.EDU, anonymous FTP. Directory (cd) PUB/PSELECT/JAGUAR.

What: Screenshots (admittedly low-rez) of Cybermorph; full multi-angle
shots of the Jaguar system, controller, and cartridge, as compared to
the Genesis and Super NES peripherals; Screenshots of the Jaguar opening
screens.

All in GIF format. Text files describe folder contents, nothing is
compressed in any way.

Why: To accompany my earlier post, the comprehensive Jaguar and Cybermorph
review, which will be available in the REVIEWS folder of the same site.

I can and will not send these files through mail, sorry.

Enjoy!

- Jer Horwitz

---

I just downloaded all that stuff and definitively
Jer Horwitz deserves a big standing ovation for a job
well done.

Check it out, Images and all!

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

# 3742. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 02:10:58 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2f31ji$kb6@darkstar.UCSC.EDU>
Source record: 19575

In <1993Dec19.211606.49287@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> The first time they showed them up.... and ATARI never wanted anybody
>to try in a floppy. The clones were actually never released as ATARI
>specified. ATARI stock went up at this announcement, and it went down
>as a lot of p*ssed off stockholders didn't see the product materialize
>later on.

Interesting, since I've seen Atari PC compatables for sale (besides Portfolio) There were 2 generations of them. THe first looked like the old megas, and the second were the "ABC" brand Machines. It's the second type that I've seen. They were in off-white cases that looked like ordinary PC cases. There was even a tower unit!

~Chris

>------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

## 3743. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 02:13:45 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2f31op$kbb@darkstar.UCSC.EDU>
Source record: 19576

In <2d146804@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>Hehe .. atleast one of them is used to feed my BlowUp030 with power here .. ;)

Well, yeah, same thing for ScreenBlaster, but I was referring to Atari using
them (i.e. coming out with joysticks...) As you said, no joysticks means
no games for the Falcon.

~Chris
>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3744. Re: COMMODORE GOING OUT O

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 02:16:10 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2f31ta$kfd@darkstar.UCSC.EDU>
Source record: 19577

In <1993Dec19.211702.27074@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

>In article <2evdqeINNppk@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:

> All the existing Amigas can emulate the ST. None of the ATARI
>computers can emulate an Amiga. How's that?

COuld it be that nobody wants to? The ST has DOS & Mac emulators, for those people who feel the need for that. I've never heard an ST person say "if only I could emulate an Amiga on my ST my life would be complete..." :)

~Chris
> The Emplant-Falcon hasn't been announced, so it's a moot point anyway.

>|>
>|> Weregoose
>|>
>|> - guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
>|> ------------------------------------------------------------------------ /
>|> - Star Trek: Our Generation - _
>|> - To boldly kill rats where no man has killed rats before.... - _)
>|>

>--
>------------------------------------------------------------------------
>Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
> // >>> I LOVE IT <<<< My comments are my own, not of my employer
> \X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
> >>> New internet address: raist@vnet.ibm.com <<<<
>
>

# 3745. Re: ****ATARI JAGUAR'S FOR SALE****

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 07:20:12 UTC
From: zand@divsun.unige.ch
Message-ID: <1993Dec20.072012.3453@news.unige.ch>
Source record: 19578

May I ask for how much you got them for...

Tris

# 3746. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 10:00:20 UTC
From: zcam1121@rpool4.rus.uni-stuttgart.de
Message-ID: <2f3t3k$1c0k@info2.rus.uni-stuttgart.de>
Source record: 19453

In article <1993Dec19.112432.24897@ida.liu.se>,
Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
> I haven't seen CyberMorph in action, but I'd say it's capable of it,

Don't look at it! It may hurt you! ;-)
I'm sure you have never seen any Jaguar game nor the Jaguar itself. For this,
you are talking a bit to often about it.

>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.

Worried about your job? -> Change to Atari! :-)

Ciao, Heiko.

+-----------------------------------------------------------------------------+
| Heiko Hartmann | MEMBERS OF |
| Internet: zcam1121@rpool9.rus.uni-stuttgart.de | GOOD TASTE (Taste-Ware) |
+-----------------------------------------------------------------------------+

# 3747. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 11:52:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d159210@troed.ct.se>
Source record: 19493

In a message of 19 Dec 93 22:09:03, Ricardo Hernandez Muchado wrote:

RH> And that doesn't guarantee that the games will truly either:

I agree! But it's MUCH more *LIKELY* that Jaguar games will get added features since they HAVE TO be rewritten. On the CD32 a developer can just copy an old game and release it as "32 bit power" with no added features, do you get me now?

RH> No, the SNES didn't have CD-drive, will not expand into a keyboard,
RH> drives
RH> and other things.

Do you really believe that's what "Joe Doe" the average gamer WANTS????

He wants Arcade quality high-tech games, and that's what the Jaguar will give him.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3748. Re: COMMODORE GOING OUT O

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 11:53:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d159256@troed.ct.se>
Source record: 19492

In a message of 19 Dec 93 22:17:02, Ricardo Hernandez Muchado wrote:

RH> emulate
RH> |> a Falcon.
RH>
RH> All the existing Amigas can emulate the ST. None of the ATARI
RH> computers can emulate an Amiga. How's that?
RH>
RH> The Emplant-Falcon hasn't been announced, so it's a moot point anyway.
Can they run Cubase v3.x?

(I asked before and got no reply)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3749. Re: ALL CD-32 games Amiga ports?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 11:55:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d1592c2@troed.ct.se>
Source record: 19496

In a message of 19 Dec 93 22:03:58, Ricardo Hernandez Muchado wrote:

RH> No Rickard, I am not. I just heard of the announcement. When people
RH> start posting and put it down, then I'll coment about that. If
RH> it is good, I'll say that too.
RH>
RH> Have you played the game, since 'you seem to know?'

5 posts after the article you quoted (rec.games.video.misc) a user posted a
"review" telling everybody it was "crappy".

Strange you missed that one.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3750. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 11:58:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d159376@troed.ct.se>
Source record: 19495

In a message of 20 Dec 93 03:13:45, Christopher Taylor Oates wrote:

CT> Well, yeah, same thing for ScreenBlaster, but I was referring to Atari
CT> using
CT> them (i.e. coming out with joysticks...) As you said, no joysticks means
CT> no games for the Falcon.

Yep .. I'm going for Llamazap for the Falcon, with a controller, and then I'll
get one controller with my Jaguar ... means I'll have two controllers for both
my systems .. (altough not at the same time .. ;)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3751. Re: ALL CD-32 games Amiga ports?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 12:00:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d1593ca@troed.ct.se>
Source record: 19494

In a message of 19 Dec 93 22:04:59, Ricardo Hernandez Muchado wrote:

RH> Just wanted to add, little kid who thinks is in the 'know', that this
RH> proves that not all games 'are Amiga ports' AS YOU HAVE SAID.
RH>
RH> Now shut up, and get more informed before you post.

Now where the hell have I said that all CD32 games will be AMIGA ports?????
(I've stated in rec.games.video.misc that I think the CD32 will see many
Megadrive/Genesis and SNES ports)

Telling lies from truth comes when you mature ... I'm waiting Raist ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 3752. Reality, people...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 13:14:44 UTC
From: laramary@eden.rutgers.edu
Message-ID: <Dec.20.08.14.44.1993.6072@eden.rutgers.edu>
Source record: 19580

God, so many posts, so few IQ points.

First of all, I'd like to say that I am an Atari user. I've always have
been, and always will be. I bought one of the first Atari 800's, and one of
the first ST's. I have yet to get a Falcon, because I really haven't any
money at all. Soon, though.

To my point- the bashing isn't neccesary. We are all very impressed with Amiga's, as well
as ST's. Personally, I think the 030 dusts the A4000 easily.
That's not to say that the A4000 sucks. It doesn't. If it did, most of us
really wouldn't put too much energy into flaming it. Really now, ever get
in to a fight with a TI 99/4A person back in 1984? No one cared, cause no
one was impressed.

The reality of the situation is this:

The Amiga gained the popularity the ST needed badly. Personally, I think
it's a more powerful machine, the ST that is. But the market held on to
the Amiga, and there wasn't enough room on the same shelf. The ST is still
around, but the support for it is light. I would rather look far and wide
to find that support, because I feel it is worth it by far.

If I had the money, I'd have an Amiga, too. Sure, I'd use it mostly for
games, but what's wrong with that? A nice Video Toaster w/A4000 would be
nice, also. But chances are, I'll get more quality work from my ST.

There's a lot to say. I guess this is very general. Maybe you have a
slight idea of how I feel. But if you still refer to Ami users as
"losers," then they will think of you as wildly immature. Me too, for
that matter, cause I am an Atari user.

# 3753. Re: What's an Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 14:52:08 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIC9Ay.6LJ@barclays.co.uk>
Source record: 19581

In article <931219.08018.STEINY@delphi.com>, Jim Steingrobe <STEINY@delphi.com> writes:
|>
|> I hear that the Atari is fading in England too. Is that true? You cannot
|> believe everything that you read.
Well, in terms of ST/TTs etc., it's definetly well over the peak of popularity
but they're still doing OK. It's more of a mail order market now as fewer shops
sell the stuff than used to although Atari UK did manage to sell a bunch of cheap
STFMs recently at a special price. STe's are still sold.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+

# 3754. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 17:39:28 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CICH1t.MxJ@genesis.nred.ma.us>
Source record: 19584

Hehehh.. well I like my Amiga COMPUTER..but I like the Jaguar better than the CD32... although I wish the Jaguar had as many games as the CD32 at the moment. I'm dying for a new game. I still want to get a CD32 when they make the internal CD/MPEG ZIII card for the A4000...

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
A T A R I J A G U A R
6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

# 3755. Re: Third Party Games for the Jag

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 17:41:05 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CICH4I.Mys@genesis.nred.ma.us>
Source record: 19585

When is Battlewheels coming out? That should be intense! When
is CyberVirus coming for the Lynx anyway?

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
A T A R I J A G U A R
6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

# 3756. Re: Reality, people...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 17:56:59 UTC
From: pd@mbuc.bio.cam.ac.uk
Message-ID: <1993Dec20.175659.5589@infodev.cam.ac.uk>
Source record: 19582

laramary@eden.rutgers.edu (Laura Schweitzer) writes:

>God, so many posts, so few IQ points.

>First of all, I'd like to say that I am an Atari user. I've always have
>been, and always will be. I bought one of the first Atari 800's, and one of
>the first ST's. I have yet to get a Falcon, because I really haven't any
>money at all. Soon, though.

You won't regret it! (I haven't :-) )
I started with a 520STFM which now has 2.5megs, but sadly soon to be sold, a
vintage MegaST4 complete with SH205, and a Falcon 4/65.
Now I haven't got any money :)

>To my point- the bashing isn't neccesary.
>That's not to say that the A4000 sucks. It doesn't. If it did, most of us
>really wouldn't put too much energy into flaming it.

Bashing may not be necessary but that doesn't stop most people.

>The reality of the situation is this:
>The Amiga gained the popularity the ST needed badly. Personally, I think
>it's a more powerful machine, the ST that is. But the market held on to
>the Amiga, and there wasn't enough room on the same shelf. The ST is still
>around, but the support for it is light. I would rather look far and wide
>to find that support, because I feel it is worth it by far.

Yep, me too.
At the time I had a choice of ST or Amiga and I chose a ST (and would do every
time).

>If I had the money, I'd have an Amiga, too. Sure, I'd use it mostly for
>games, but what's wrong with that? A nice Video Toaster w/A4000 would be
>nice, also. But chances are, I'll get more quality work from my ST.

>There's a lot to say. I guess this is very general. Maybe you have a
>slight idea of how I feel. But if you still refer to Ami users as
>"losers," then they will think of you as wildly immature. Me too, for
>that matter, cause I am an Atari user.

It's nice to someone (especially in a advocacy group) with some common sense
and who isn't a raving lunatic!

Phil
(E-mail pd@mbuc.bio.cam.ac.uk)

--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of

cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

# 3757. Jaguar Info part 1 (long post)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 19:39:17 UTC
From: jagman@lakes.trenton.sc.us
Message-ID: <7FgVec2w165w@lakes.trenton.sc.us>
Source record: 19488

Here is some interesting information on the Atari Jaguar from the
december issue of Atari Online Explore. One of the most
interesting things is the announcement of Doom for the Jag, this
is one of the hottest games for the PC right now.

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||| Jaguar Tackboard
||| The final word for 1993
/ | \ Collected from: Jaguar developers and Atari officials
-------------------------------------------------------------
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=-=-=-=-=-=-=-=-=-=-=-=-=-=
//// Developer / Game List
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//// Editor: The following developers and game titles have been
confirmed to the best of AEO's ability as of December 17, 1993.
While
no dates are tied to any of the games, they are hoped to be out by
the
end of 1994.

Developer Titles under development
"""""""""" """""""""""""""""""""""""
21st Century Software
3D Games
Accolade - Charles Barkley Basketball, Al
Michaels
Announces Hardball, Busby, Jack
Nicholas
Golf, Brett Hull Hockey
Activision - Beyond Zork CD-ROM
All Systems Go - Boogers and Snotnose
Anco Software Ltd. - Kick Off, World Cup
Argonaut Software (Jez San) - UNKNOWN CD-ROM
Atari Corp. - Battlezone 2000, Crescent Galaxy,
Club
Drive, MPEG 1 and 2 carts, Tiny
Toons
Adventures, VR Helmet
Atari Games Corp.
Attention to Detail - (For Atari Corp.) Cybermorph,
Battlemorph: Cybermorph 2, Blue
Lightning
Beyond Games Inc. - Battlewheels
```

Brainstorm
Dimension Technologies
Eurosoft
Gremlin Graphics Ltd. - Zool 2 - MORE
Hand Made Software - (For Atari Corp.) Kasumi Ninja
High Voltage Software
id Software - Doom: Evil Unleashed
Imagitec Design Inc. - Evolution Dino-Dudes, Raiden
Interplay - UNKNOWN CD-ROM
Krisalis Software Ltd. - Soccer Kid
LlamaSoft (Jeff Minter) - (For Atari Corp.) Tempest 2000
Loricel S.A.
Maxis Software
Microids
Microprose - 3D Gunship 2000 - MORE SIMULATIONS
Midnight Software Inc.
Millenium Interactive Ltd.
Ocean Software Ltd.
Park Place Productions - UNKNOWN TITLE (American Football)
Phalanx Software
Rebellion Software Ltd. - (For Atari Corp.) Alien vs.
Predator,
Checkered Flag, Dungeon
Retour 2048 - UNKNOWN (3 titles)
Silmarils - Robinson's Requiem
Telegames - Ultimate Brain Games, European
Soccer
Challenge, Brutal Football
Tiertex Ltd.
Titus
Tradewest
Trimark Interactive
U.S. Gold Ltd. - Flashback
UBI Soft International - Jimmy Connors Pro Tennis - MORE
Virgin Interactive
Entertainment Ltd. - UNKNOWN ("Movie title")

=-=-=-=-=-=-=-=-=-=-=-=
//// Official Postings
=-=-=-=-=-=-=-=-=-=-=-=

//// Bill Rehbock <CIS: 75300,1606> from Atari asks and answers
two
common questions:

• Q: How do I get specs on developing for the Jaguar?

A: People interested in Jaguar software development should send
a
fax to 1-408-745-2088. Include: Company name, mailing address,
phone number, fax number, and brief company/personal background

relating to software development. Due to the high volume of
inquires, we do prioritize the mailing of information kits
according to background (SNES/Genesis/Computer) titles that you
or
your company may have been involved with, etc. Companies
wishing to
become licencees may sign-on and order preliminary development
documentation and support for $299 USD, which can go toward the
complete development system fee of $7500 USD.

• Q: Can the Jaguar be networked to another computer?

A: Yes, it can, but there naturally would have to be
application-
specific software running on both the PC and Jaguar. The Jaguar
is
equipped with (among other interfaces) a one megabyte per
second
serial interface (suitable for connection to cable, telephone,
etc.) as well as a 9600 baud serial port that (with an
appropriate
low-cost interface) conforms to RS-232 standards. The 9600 baud
port as shipped on Jaguar is set up for ComLynx multi console
networking, just like the Atari Lynx.

Bill's been peppered with other questions, like one about how much
RAM comes with the CD-ROM add-on:

• There is no developer that won't always ask for more memory
or
more performance (on any system) :-)

The system has 2 megabytes of RAM in it so that the CD-ROM
drive
didn't have to have huge buffer space in it. Jaguar was
designed
with loads of flexibility, though, so if a developer wants to
have
extra ram in a cartridge, they _could_ do it if they wanted to.
The
cartridge port is accessible even while using the CD-ROM drive.

One other point that I wanted to make was the fact that
although
there is no built-in operating system, we do supply to
developers
various sets of libraries to do the things that need to get
done.
Such as: a multi-channel polyphonic FM/Wavetable synth; JPEG
decompression; video set up; drawing primitives; 3D rendering
with
gourad shading/texture mapping and camera manipulation; and

others.
Many of these come with complete source code so that they can
be
optimized for the specific use that the programmer is using in
his/her game. It's much more flexible and obviously a
performance-oriented way of doing things.

Next, Bill drops some performance data on AvP and DOOM:

• Jez San has only seen a very early version of Alien versus
Predator which was a very slow (for Jaguar) 12 to 18 frames per
second. It now runs (when you are playing the game as an Alien
:-)
at a full 30 frames per second. I promise that no one will be
dissappointed with DOOM or AvP on Jaguar.

The first time I saw DOOM, I said, "I've got to have it on
Jaguar,"
and I proceeded to track down Jay Wilbur and the guys at id. I
flew
down to their office the day before I had to leave for our New
York
roll-out party to meet with id. I THEN got to see a real
version
and I was really blown away :-) It is an absolutely awsome game
and
I look forward to seeing it released during 1994.

//// Don Thomas <CIS: 75300,1267> has taken a lot of time to
respond
to questions. First, here is an overall impression of Jaguar:

• I think the first few games (Raiden, Dino Dudes, Cybermorph
and
Crescent Galaxy) are pretty hot... they'd certainly be shining
stars on any lesser system assuming they could handle them. In
my
position at the office, I already witnessed fragments of what
are
on some of the forthcoming products. I hear the hallway chatter
of
engineers. I see unfinished graphics on souped-up power
computers.
I feel the thunder from 3-dimensional music compositions. I can
tell you, that as hot as the first games are... YOU WILL laugh
at
them in even a year or less.

Keep in mind that the Jaguar has integrated secrets which lie
deeper than an impressive game macine. With expansion
capabilities
that include ComLynx and telephone, peripheral components such

as
the CD and VR appliances, connectability to full motion video
and a
variety of AV standards, the roar of the feline is none less
than a
preemptive purr.

At the risk of sounding overly dramatic, you ain't seen nothing
yet!

# 3758. Jaguar Info part 2 (long post)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 19:43:59 UTC
From: jagman@lakes.trenton.sc.us
Message-ID: <1NgVec4w165w@lakes.trenton.sc.us>
Source record: 19489

Here is part two of Jag info.

Next, when asked about the Jaguar showing up in mass market outlets:

&#65533; Mass merchants... will often delay taking on cutting edge entertainment products for several reasons. One is that they demand siginicant quantities while the dedicated electronics chains are better equipped to deal with preorders. The dedicated electronics places are better at providing informed personnel to sell new items.

It is common for explosive new electroinics items to prove themselves in specialty stores before the mass merchants take them on. In short... keep an eye out. You will definitely see expanded distribution as time wears on.

And here's what Don had to say about the bad batch of RF switchboxes:

&#65533; Atari has always planned to pack a reasonably nice RF box in the Jaguar systems. As we saw ourselves pressed against deadlines to meet Christmas '93 orders, we found that we could not take delivery on the originally planned ones in time, so we accepted a lesser quality, manual switch which we were told by the factory would work fine.

For the record, there is nothing really terribly wrong with manual switch. Any real problems people experience is largely based on the specific AV setups people have. With today's technology, people have many more things connected to their TV's than they did 10 to 25 years ago, so there's a much greater chance for interference.

As soon as we heard that some people were having unusually high interference on the manual switch, Atari pressed to speed up the availability of the better automatic switch. Still not having access to the first one planned, Atari ordered a temporary supply to tide us over from Radio Shack (Archer brand).

I look at it like this... Atari packed some of the original Jaguars with factory tires. Most people know that RF connections are not as good as S-Video or composite connections and there is no perfection in an RF connection, still the Archer box is successful at screening out the majority of any interference that the other box seemed to let through.

If anyone received the manual switch box and cares to send it to us, we'll swap it out. We'll need a serial number and other information.

In regard to the other cables, I expect them real soon after January 1.

Don tells how Atari processed the direct Jaguar orders:

> • I kept a growing list of prepaid orders whereby I was eventually told I could accept no more "guaranteed" by Christmas delivery dates. Unfortunatley the list grew too fast and we had to cut off the number we were selling direct with guarantees that deliveries would be by Christmas. At that point, the calls still kept coming in and we were unclear for a week or so whether just because we couldn't "guarantee" delivery by Christmas whether that meant we absolutely couldn't deliver by Christmas. As a result, I instructed my staff to tell everyone that we would do what we could.

That cut off time to my staff was very clear. We processed credit cards before that date so we knew there'd be no credit hassles as soon as the product arrived. All those customers were told that their orders had to be prepaid for that reason. After that, we stopped processing credit cards for the specific reason that we were unsure that we could deliver as hoped. My staff was

instructed
to only say we would try and do our best since everyone wanted
delivery by Christmas if possible.

I am really sorry if there were any misunderstandings with your
requests. If your credit card was not charged but there were
hopes
to ship in time, it is because we were in the "we hope we can"
mode
and before the "we know we can't mode". At this time we are
sold
out before year's end and if you weren't charged it is because
I am
unable to ship.

We have a ton of what we call "pending orders". We are waiting
word
daily to see when we will get more units so we can call those
customers, confirm the orders and follow-up accordingly.

You might also wish to contact some of the chain stores and see
if
there's something they can do for you. We had several
cancellations
throughout all of this (they were immediately filled with the
next
in line) because consumers found stores to ship them a unit
before
we could. If you find one, just tell us you did so when we call
to
confirm your order.

Don gives a disappointing answer when asked about direct orders
from
overseas:

• I am not allowed to take orders from patrons outside of U.S.
or
Canada. There are several reasons for this, most boiling down
to
our COMPLETE inability to properly service any problems. There
are
other Atari subs that are responsible for sales in other
countries.

Having said that, some people make arrangements to have a
friend in
the U.S. do the purchasing and forward the item when received.

Keep in mind that there may be physical differences. I know
there
are differences in the carts for PAL countries for instance.

Atari
U.S. does not have those delivered to Sunnyvale.

Someone posted a negative message about the legal notices on
Jaguar
boxes prohibiting rental usage of purchased Jaguars. Don gave his
opinion:

> I cannot speak officially on behalf of Atari simply because I
am
not physcially a part of the decision making or implementation
of
the rental aspects of the Jaguar. So my comments are unofficial
and
they are subject to correction by more informed people...

As I understand it, special license and arrangements will be
required by those interested in purchasing the Jaguar and
related
products for rental. Atari has already designed special rental
hard
shell cases (I'm hoping I can get them for resale---they're
real
cool!). I do not know if there are any physical differences in
units intended for resale, but I am definitely under the
impression
that we have every intention of catering to the rental market.
To
protect our rights, we are labeling the packages against
rentals so
we can address those needs independently on equitable terms.

When you look at some of the peripheral things we do to protect
our
interests and make an extra buck, remember back to when people
were
asking how we planned to put out a 64-bit system for less than
$250. Atari has always been pretty good keeping prices as low
as
possible, but we also want to make money. To do that, we will
certainly want to sell and license our merchandise; not give it
away.

//// Mike Fulton, <CIS: 75300,1141> had this to say about the
internal
working of the Jaguar:

> The Jaguar has 64-bit registers in the TOM chip, the data is
worked on internally 64 bits at a time, and the system has a
64-bit
data bus. It is true that there are some registers which are
32

bits, but the system as a whole is a 64-bit machine.

To go back to the car engine metaphor for a moment, if you had a
car with four engines, and one was a 4-cylinder, one was 6
cylinders, one was 8 cylinders, and one was a 12-cylinder, which
would you refer to when you were talking about the car's
horsepower? (To be perfectly honest, I don't think the car
metaphor works real well, but I think you get my meaning.)

# 3759. Jaguar Info part 3 (and last) (long post)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 19:46:18 UTC
From: jagman@lakes.trenton.sc.us
Message-ID: <VRgVec5w165w@lakes.trenton.sc.us>
Source record: 19490

Finally, part three of Jag info.

John Mathieson <CIS: 100111,2631> - one of the designers of the Jaguar - speaks with authority on Jaguar hardware:

> From my limited understanding of the 3D0 hardware, I believe that Jaguar out-performs it by a factor of two, broadly speaking. Of course, both systems have their strengths and weaknesses, but I believe Jaguar is much better suited to 3D animation compared to 3D0. Also, we (Atari) publish the full hardware specification (to signed-up developers), whereas 3DO force you through an OS. Games programmers tend to want direct access to the hardware and full control of the system.

Jaguar can produce an interlaced display with 720 pixels across readily. In fact, the maximum resolution horizontally is around 1350 pixels, although you have to do some tricks to have more than 720 pixels horizontally.

> As one of the Jaguar designers, I thought you might like to know why there is a 68K in Jaguar. (I did the GPU & DSP, and the blitter). In one of our cost reduction drives, we seriously considered no CPU, however I vigorously opposed this as the GPU and DSP are unfamiliar to programmers, were never meant for overall system control, and are only really fast out of their relatively small internal RAM blocks. The principle is that you get your RISC processor to do all the intensive but fairly simple low level parts of a 3D game, and you get a CISC processor to handle the high level, complex, but fairly un-intensive parts - e.g. game-play, view point control, collision detection, etc. Those complex addressing modes are great for rattling round structures. Its also important to have a manager in a multi-processor system, and the 68K performs this task well.

Because the GPU and the DSP both out-perform the 68K so
significantly, I joked that the 68K was "only there to read the
joysticks". This joke seems to have spread a little far, so
lets
kill it now.

• The answer to Jaguar's bus width is that it is 64 bits where
it
needs to be. The two highest data rate paths, which are those
between the RAM and the object processor (display generator),
and
that between the blitter and RAM, are truly 64 bits. The
blitter
can generate Gouraud shaded pixels as fast as the DRAM can run
in
page mode (13 MHz for us), so it can do 52 Mpixels per second
in
Gouraud shaded 16 bit pixel mode. The display generator can
load
pixels into its internal buffers as fast as the RAM can supply
it.

The RISC processors manipulate 32 bit data as this is all the
precision they need. They have 32 bit ALUs and 32 bit address
generators. They can perform 64 bit transfers on the main bus
if
they need to, but not many data are this big. The graphics
processor uses the blitter as a co-processor when it really
needs
to blast pixels. The instruction size is 16 bits as this allows
a
reasonable number of instructions plus two register/data fields
in
each instruction.

The name of the game is bus saturation, if you can keep a 64
bit
bus fully utilised, then your processing elements are as fast
as
they need to be. Well written Jaguar code can get close to this
-
you ain't seen nothing yet.

By the way, the first time I saw Alien Versus Predator I did
not
believe Jaguar could do that. I look forward to many similar
surprises.

//// Jez San, the author of the ST classic Starglider, and
currently
with Argonaut Software <CIS: 72247,3661>, is one of the newest
Jaguar

developers. Here's what he's had to say about Atari's latest cat.

• All this is leading to the question: Is the Jaguar a 64 bit machine?

It is. No question about it. It has several parts that are 64 bits
big and it has a 64 bit memory architecture, so it is a 64 bit
system. Its also a pretty nifty system... I think its a very
copmetitive system, and the power of the hardware is not even
touched by the present batch of the first games.

I feel that Atari are justified in calling their machine a 64 bit
machine regardless of how many bits their cpu contains, since it is
the overall system which is talked about, and not simply the
cpus.

Case in point, the TurboGrafx 16 is known as a 16 bit system, even
though it has an 8 bit processor. Thats because the rest of the
system is 16 bits and the aura that the meachine projects, by
virtue of its superior graphics to 8 bit systems deemed that it
should be called a 16 bit system.

=-=-=-=-=-=-=-=-=-=-=-=-=-=
//// Jaguar advertisements
=-=-=-=-=-=-=-=-=-=-=-=-=-=

There's been almost a half-dozen Atari Jaguar television advertisements
shown over the last six weeks in the test markets here in America.
Doug Engel <GEnie: D.ENGEL>, or "Thunderbird" as we know him on GEnie,
transcribed one of the latest Jaguar and the following Lynx ads:

Fade in

Announcer: "Here's Benjamin Hall on the Jaguar system to play
Cybermorph."

(Kid holding cart plugs into close-up of console)

Announcer: "Let's see how those beastly graphics and intricate moves
that ONLY come from 64 bits of mega-power feel!"

(Various screenshots inter-cut with wildly tilting camera clips of
Benjamin Hall ducking and weaving in his chair as he plays)

Note: screenshots are moving at breakneck speeds and show the system
off better than the previous commercials.

Announcer: "Ben?"

Benjamin: "Urrrllllphhh!"

(Head and shoulders frontal shot of Ben looking ill, as he projectile
vomits _into_ the camera lens! Yellow and brownish bile and food chunks run down the lens.)

Announcer: "Cybermorph only on Jaguar by Atari"

(Screen shows Cybermorph into screen complete with "Designed By ATD",
and "(C) 1993 Atari")

Announcer: "Get bit by Jaguar!"

(White Jaguar Logo appears, with the clawmarks of the "R" scratching
down with a shredding sound effect and a Jaguar roar as blood floods
down from the top of the logo turning it red. A small white Atari fuji
and logo appear on the bottom of the screen with a yellow "64-Bit"
under that with the yellow eyes appearing on top of the logo.)

Fade out:

And the Lynx commercial.

Fade in:

(Boxing ring bell sounds as two fighters appear in a close up of the
Lynx screen with the words "Lynx" and the Atari logo clearly visible.
One fighter knocks the other one down with a kick, and turns to face
out of the screen. Lynx screen shows close-up of his face)

Fighter: (Yelling) "I like Lynx, the screen is bigger."

(Lynx switches to baseball game viewed from behind the pitcher's mound where the pitcher has a Fuji logo instead of a number on his uniform. Crowd is cheering in background. Pitcher pauses before winding up, turns to face the camera, and smiles.

Pitcher: "I like Lynx, more can play at the same time."

(Screen changes to show Count Dracula's head on the right side, and
three scantily clad women [complete with gratuitous cleavage] on the
left side. Howling in background, as Dracula peers around suspiciously with his beady eyes.)

Dracula: "Lynx has 16 bytes, I mean BITS."

(Light glints off Dracula's fang as the entire screen switches to a close-up of a GameBoy [without any logos on it] Onscreen a horribly low-rez smiling face appears in dark creamed spinach color on a light creamed spinach color background. The face is standing on a single horizontal line and has arms and legs. It moves its hands in a waving motion, but othewise is static except for mouth movement and blinking eyes. A cartoon-like "boing" sound is repeating in the background.)

(Nintendo and GameBoy copyright appears in white on screen bottom)

Smiley Face (in nerd voice): "I like... Game Boy."

Announcer: "3 out of 4 characters prefer Lynx. Buy Lynx now, get NFL game free!"

(NFL Football box spins out of Lynx and stops in full view)

(Fine print appears at bottom of screen telling how NFL tradmark is licensed and how the offer expires on SuperBowl Sunday 1/30/94, and you pay $3.50 p&h, etc.)

Fade out!

# 3760. Re: ****ATARI JAGUAR'S FOR SALE****

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 22:21:26 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CICu3q.K9D@nsc.nsc.com>
Source record: 19586

In article <1993Dec20.072012.3453@news.unige.ch>,
tristan zand <zand@divsun.unige.ch> wrote:
>May I ask for how much you got them for...
>
>Tris

Of course he paid $249. That price is pretty much fixed. (Well, that is suggested retail, and what the stores around here ask).

You can also order direct from Atari for $249.

(I.E. I would not pay some guy $300 for one. They are in limited supply right now, but you should be able to get one within one to two weeks without a problem).

So should us other people who can get Jags try to undersell this guy?!?!? I would charge $249 (ratail) + Tax (about $18) + Shipping ($7) + Fee ($10).. Thats, let see, carry the one, $284...

So $300 is not outrageous. Then again the seller probably wants you to pay shipping as well, so . . .

Just my opinion. (I.E. I do not like to see people try to charge people a bunch for simple things (especially when of questionably legality, as I am sure he does not possess a retail liscense??)) (e.g. I once copied some live music for about 20 people on the net for no profit (just cost of the tape and shipping) (I actually lost just a few dollars in round off errors and so on) ).

Thats how I see it. However, $300 is not outrageous if that includes shipping and tax and all. So if you really want one, and you trust this person with your $300, go for it.

# 3761. Re: Reality, people...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 22:28:11 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CICuEz.KDp@nsc.nsc.com>
Source record: 19487

Laura Schweitzer <laramary@eden.rutgers.edu> wrote:
>God, so many posts, so few IQ points.

[Rest deleted, go read it. I dont want to make you all read this long message again!]

Well stated, more or less....

There is really no way this Amiga vs. Atari war will ever end, or even really be "elevated" to a high IQ level. As others have said, it is sort of a holy war. At least this stuff does not end up on comp.sys.atari.st and comp.sys.amiga anymore.

But I applaud your message. Every now and then, some meaningful insights can be gained from rational debate.....

- tCW

# 3762. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-20 23:19:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d163314@troed.ct.se>
Source record: 19497

In a message of 16 Dec 93 16:23:31, Ricardo Hernandez Muchado wrote:

RH> |> RH> Yes there are, in the Gx routines I think.
RH> |>
RH> |> "I think"
RH> |>
RH> |> Please specify.
RH>
RH> Ask those that mentioned it here already. I don't remember exactly,
RH> and this came from fellow ATARI people that post here like you and me.

You mean you post crap without being able to back it up?

...and you complain on me ... Tsss ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 3763. Availability of Jaguar in Australia

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 04:40:20 UTC
From: hutch@tartarus.uwa.edu.au
Message-ID: <2f5unk$ju9@uniwa.uwa.edu.au>
Source record: 19491

I was wondering if anyone knows whether the Jaguar has
been sighted in Australia, or when it will be released
here. This machine looks really tasty and I want one
quite badly.

Also, in Australia we use PAL. I hope the PAL Jaguar
does some tricks to ensure all games are fullscreen,
unlike Amiga which cuts off the bottom 1/3 of the screen
when you play an NTSC game in PAL mode.

- Jas! ;-)

# 3764. Re: Jaguar Info part 1 (long post)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 06:52:10 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CIDHqz.4KM@genesis.nred.ma.us>
Source record: 19439

Ugh...so does that mean there WON'T be any extra RAM in the JagCD?
That sucks... I hope they reconsider and add 2 more MEGs in and some SRAM
for game saves.

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
A T A R I J A G U A R
6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

# 3765. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 09:19:20 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CIDoK8.55p@news.Hawaii.Edu>
Source record: 19498

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
:#In article <1993Dec18.125040.7160@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
:#|> Cybermorph is a 4Mbit game. In proper terms, that's a measly 512
:#|> kilobytes!

:# Which kind of points at why probably ATARI will not make
:#6 megabyte cartridges for a long time. If this little game
:#raised the cost of the Jaguar, imagine a ROM with 12 times more
:#capacity!
:# ($100? $120?)

I guess that's why Neo-Geo catridges cost so much. I'd never really thought about the cost other than it was expensive and that it must have been due to the awesome games but if you factor in the cost of ROMs then the prohibitive cost of Neo-Geo catridges is understood. I wonder how expensive these 50 Mbit games will be when they come out for the Jaguar catridge.

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

# 3766. Re: What's an Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 09:35:49 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CIDpBr.5Ft@news.Hawaii.Edu>
Source record: 19499

Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
:#In article <93350.162359IO91624@MAINE.MAINE.EDU> <IO91624@MAINE.MAINE.EDU> writes:
:# They are like Nintendo machines, right? I notice in this group that Atari
:# is targeting their marketing at 10-17 year olds. A posting in another Atari
:# group says that Nintendo is a major competitor.
:#------------------------------
:#Just another Amiga looser, who can't distinguish game machines from
:#computers. Strike 1!

I've re-read his article and nowhere do I see any claim that the poster is
an Amiga owner. Where did you base your information from Kendall?

:# What about parts, upgrades? Must be very hard to find. They don't even
:# sell Ataris around here. What do you do if your Atari needs service?
:#------------------------------
:#Atari's do not break (:-)), so therefore there is no need for service.
:#Strike 3! Yourrrrrre Outr!

I realize the sarcasm but you do have to realize the growing trend towards
the movement away from Atari computers in the States. While the Amiga line
is also on the decline in the States, it is not as vacant as Atari
computers, yet.

Reality is that if you can't find a seller or a repair center for your
computer then it becomes either non-existent as a purchase or scrap,
respectively.

:# Flames delightfully anticipated. Advocate your Atari, I'm listening.
:#------------------------------
:#You misunderstand - the Atari is perfection, you must attempt to
:#proove to me that whatever unworthy system you own (Amgia, Cray, SGI,
:#etc.) is even good enough to lick the soles of Atari's boots. So far
:#you have, of course, failed. Whatever machine you own is now rendered
:#irrelevant. Unless, of course, you own an Atari - but Atari owners do
:#not post the silly drivel you seem so fond of.

Oh come on Kendall, every group has its drivel posters. I don't blame the
computer but the individual. I don't blame Atari users for Rickard...8-),
he's his own problem.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3767. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 10:03:31 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CIDqLw.5tE@news.Hawaii.Edu>
Source record: 19500

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#In a message of 17 Dec 93 05:24:37, Jimmy Chan wrote:
:#JC> JC> So, I wonder how many catridge based Jaguar games will be ported to
:#JC> CD.
:#JC> JC> Same thing applies.
:#JC>
:#JC> Definitely not! All cartridge games are SPECIFICALLY written FOR THE
:#JC> JAGUAR,
:#JC> and they are NEW.
:#Ripped out of its content, sure.

No. Unless you want me to post the whole message. The only things deleted
was parts before and after that do not pertain to that part of the posting.
Everthing else deleted was your responses to my posting. I posted the
significant part and then you claimed it was ripped out of its context I
suppose you mean, and not content.

Rickard, you claimed I lied, I gave proof that you asked for and then you
do nothing to apologize for your rude remark. Everything I've been talking
about has been based upon your postings, again tell me where I've lied. If
I haven't been lying then I guess you must be the liar.

:#All cartridge games are specifically written for the Jaguar - do you expect a
:#SNES game to work? (A500 games work on the CD32, that's why I'm bringing it up)
:#They are NEW, they have been written -93 or (soon) -94, whereas games for the
:#CD32 might've been written -86.
:#Easy.

Oh, now you're trying to weasel out of your past postings. In no way was
your posting claiming there was anything specific as to dates. I gave my
basis for the definition of ports and now you're claiming something else
with no proper definition. Make up your mind either Jaguar games will be
TOTALLY NEW or they'll have some ports.

Also, you're now claiming games for the CD32 to have games from from 1986,
I hate to tell you but, this shows your ignorance or your fumbling for
anything to help your failing creditability. Most games written for 1986
Amigas, will most likely not run on the CD32 unless re-worked. Now, your
claim that anything written in '93 or '94 is NEW, then I guess we can say
most of the games are new and ported on CD32 since most of those games came
out in '93.

:#JC> without these? Okay, Rickard, name me one game on CD32 that can fit on
:#JC> 3-4
:#JC> disks as you like to say. You must have some proof to your claims, right?
:#Ouch, I think you went too far here .. I won't START listing them, don't wanna

:#embarass you.

I posted proof of your past idiocy. Given your losing creditability, I guess we can say you don't have any proof, and are just lying again. Btw, I didn't say make a list, I said one game. You mean you can't even give me the name of ONE game? Rickard, if you can't or are not willing to state proof I recommend that you should keep quiet about things you cannot prove.

:#JC> Software, CD drive, software, keyboard, software, drives, software, HD,
:#JC> software, developer support, software, an operating system, software...etc.
:#LAUGHTER
:#So had my SNES, I sold it anyway.

Well, seeing as the SNES doesn't have a CD drive, keyboard, etc., I guess that's why...8-). I really don't care if you sold your SNES, it has software which is currently helping it to survive and even make a large profit. Until the Jaguar has a larger software base and more things, I wouldn't call it a success as yet.

Btw, I have a Genesis that I still plan on keeping because it has lots of software, some good and some bad but til I finish playing it to its maximum or it breaks it is serving its purpose. Same as other people who are still playing on their 8-bit Nintendos or Sega systems. Without software what good is the machine, for decoration?

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

# 3768. Re: ALL CD-32 games Amiga ports?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 10:11:42 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CIDqzJ.5xq@news.Hawaii.Edu>
Source record: 19501

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#In a message of 19 Dec 93 22:04:59, Ricardo Hernandez Muchado wrote:
:#RH> Just wanted to add, little kid who thinks is in the 'know', that this
:#RH> proves that not all games 'are Amiga ports' AS YOU HAVE SAID.
:#RH> Now shut up, and get more informed before you post.

:#Now where the hell have I said that all CD32 games will be AMIGA ports?????
:#(I've stated in rec.games.video.misc that I think the CD32 will see many
:#Megadrive/Genesis and SNES ports)

Your definition of ports is getting a bit strained here. I thought you
said any game form '93 is NEW and not ports. Also, considering your past
statements, about games being ported to the Jaguar having to be
'rewritten', I don't see how you can run Genesis and SNES games on the CD32
without being 'rewritten'. Of course considering the Jaguar has a 68000
processor, I guess the same is true for the CD32 as for the Jaguar. Like
Stefan said, it wouldn't be hard to just move games from one platform that
contains a 68000 to another that has a 68000.

Btw Rickard, you said most CD32 games will be AMIGA ports.

:#Telling lies from truth comes when you mature ... I'm waiting Raist ..

Rickard, your creditability is failing. At least Richardo provides proof,
all you seem to do is claim something and when comes time to provide proof,
you either claim you said something else or say it isn't worth your time.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3769. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 10:22:09 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CIDrGy.657@news.Hawaii.Edu>
Source record: 19502

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#In a message of 19 Dec 93 22:09:03, Ricardo Hernandez Muchado wrote:
:#RH> And that doesn't guarantee that the games will truly either:

:#I agree! But it's MUCH more *LIKELY* that Jaguar games will get added features
:#since they HAVE TO be rewritten. On the CD32 a developer can just copy an old
:#game and release it as "32 bit power" with no added features, do you get me
:#now?

Oh? Show me one CD32 game that doesn't have added features. This doesn't
count the Lotus games, since it's to be a bundled package as was expressed
by me several times, and still doesn't fall under Rickard's "3 or 4 disks".

====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3770. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 12:09:22 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2f6p1i$1glj@obelix.uni-muenster.de>
Source record: 19510

In article 15710@rchland.ibm.com, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> In article <2esih5INNlcn@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
> |> In article <1993Dec16.152713.27514@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> |> > Oh yeah, SURE.... I forgot about THAT... so I guess that when ATARI
> |> >had the ST CD-ROM it was already ready, as also was the pen computer, as also
> |> >were the PC clones ATARI was showing in a booth at a CES (which never came out).
> |>
> |> You seem to think these units never existed, right? In that case, you are
> |> wrong. Atari always seems to produce WORKING prototypes or small numbers
> |> of these products.
>
> Buddy, spare me your speech about ATARI, okay? I might even now more
> about their things more than you. I was an ATARIAN way back since 1979.
>
> The 'clone machine' they had-> ATARI never wanted to pop in a floppy
> in their CES... Gee I wonder why.

Atari has sold PC clones in Germany.

>
> About the CD-ROM, yes, looks like they had one. But my whole point
> is that 'ATARI had many things ready' and NEVER released them.

Question is: what means `released'? I have a CDAR504, and I bought it at my local Atari dealer.

>
> Now, I believe they'll release the Jaguar CD-ROM, but as to WHEN,
> $PRICE$, and 'developers developing on it' I reserve the right to
> believe it when I see it.
>
>
> |> I know someone who owns an Atari CD-ROM (CDAR504),
> |> I have seen an Atari Transputer Workstation, and I know Atari has sold
> |> several PC clones.
>
> Not the ones they showed and promised so much at the CES though.
> About the CD-ROM, I mean, the one you know, is it 'in house' ATARI developer
> or what-> ATARI didn't release it, and that's my whole point.

The PC1 as shown on the CES (Mega design) *was* sold; at least here.

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--------------------------------------------------
Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
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# 3771. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 12:20:11 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211216.AA00841@elm8>
Source record: 19503

jimmy@Hawaii.Edu (Jimmy Chan) writes..

>Some Amiga games did originate on the ST, DM is a classic. This was when
>the ST were doing very well. Now it seems the games come out first on the
>Amiga then drift towards the ST.

Mostly they come out on the Amiga full-stop.

Very few software houses make ST games any more - there is only a
port if the Amiga version isn`t too heavily dependant on the Amiga
Hardware and thus they can easily be transferred to ST without much
additional cost.

>:#The Jaguar on the other hand will get less of the computer ports, and
>:#more console type software with good playability. Cybermorph sounds
>:#good, and I'm also eagerly awaiting Raiden (I play this a lot in the
>:#arcades).

Since the Jaguar is so radically different, a software house will
need to be really committed to produce a game for it. Most likely,
if any games are produced they will simply be ports of Sega/Amiga/PC
games .. I can`t see anyone risking money on making a completely
new game for Jaguar only - apart from a few dedicated development
houses.

>Considering the CD32 hasn't been released for America is no surprise that
>the level of support (developers) is lower than the Jaguar. Though the
>level of support worldwide for the CD32 in comparison to the level of
>support for the Jaguar is overwhelming.

Theres LOTS of support for the CD32 in Europe. I`ve seen upwards
of 15 different games for it in local shops - with about 40 `new`
CD32 games currently available (and about the same number of CDTV
titles which run on the CD32).

In comparison, there will only be 5 titles available for the Jaguar
within a few months of it`s release. If Atari don`t pull there socks
up this will most likely lead to another of their famous flops.

Gavan.
(this is not my account email me at gmoran@nyx.cs.du.edu)

# 3772. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 12:24:21 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211220.AA00846@elm8>
Source record: 19504

jimmy@Hawaii.Edu (Jimmy Chan) writes .....

>After all this talk of DSP, I'm beginning to wonder if it really is all
>that great. The NeXT had a DSP and what happened to it? I keep hearing
>about the DSP on the Falcons but, I've yet to hear of a single commercial
>program that actually uses it. None of the games seem to use it. The DSP
>doesn't seem to have the amount of support that all the hype/expectation
>that is being placed upon it.

Yes, this is the problem with the Falcon. It has a nice DSP with
potential for doing things like texture mapping, bitmap rotation
etc, but noone makes any software (like games) which take advantage
of it. It`s therefore seen to be pretty irrelevent when deciding
which machine to buy - and the cost of including it in the hardware
pushes the Falcons price into the unaffordable zone.

Take note Atari -> No software = No sales.

Gavan.
(this is not my account email me at gmoran@nyx.cs.du.edu)

# 3773. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 12:31:33 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211227.AA00851@elm8>
Source record: 19505

higgi@yeti.faveve.uni-stuttgart.de. (Heiko Hartmann) writes ....

>In article <CI0F43.475@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>>I have problems with people who twist what they post. You had specifically
>>said that the Jaguar games will not be ports, hence all Jaguar games have
>>to be games that are not released on other machines. This means NEW games.

>Sure. And alle humans will be friends. The sun will also shine at night now.
>All Jaguar games will be absolutely new games with totally new ideas...
>Stupid! No one has ever asserted such thing, nore is anything of the above
>reasonable.

No, the basis of the thread was that CD32 games won`t take
advantage of the hardware since they will just be straight Amiga
ports and that since the Jaguar is totally new then all Jaguar games
would be specially designed for the Jaguar.

This is quite obviously rubbish. Most games for the Jaguar will
be ports of existing games. What you will end up with is (at best) a
perfect copy of the Sega/Amiga etc. original. Theres nothing wrong
with this, but they certainly won`t herald a new age in videogaming
like many Atari fans seem to think. At least the CD32 has an
advantage here in that it can run the original Amiga code and so,
much much more stuff will be ported to CD32 than you`ll ever see on
the Jaguar

Gavan.
(this is not my account, email me at gmoran@nyx.cs.du.edu)

# 3774. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 12:35:16 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211230.AA00876@elm8>
Source record: 19506

kesseler@arthur.crpht.lu (Georges Kesseler) writes...

>It's not easy to get into DSP stuff, but it is worth the effort.

on the Falcon its certainly not financially worth the effort.
Thats why there`s so little software for the machine.

>But some demos already show what is possible in non-sound domains...

It must be really frustrating to see what could be done if only
the machine had been a success.....

Gavan.
(this is not my account, email me at gmoran@nyx.cs.du.edu)

# 3775. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 12:36:36 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211232.AA00887@elm8>
Source record: 19507

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes...

>Is the Amiga OS pre-emptive?

Of course it is! It has been since day one. Unlike some other
OS` I could mention which are basically just hacked versions of CP/M
68K and which don`t multitask much of the older software very
effectively (if at all).

Gavan.
(this is not my account, email me at gmoran@nyx.cs.du.edu)

# 3776. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 12:48:12 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211244.AA00893@elm8>
Source record: 19508

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes..

>RH> |> The JagCD has been ready for months.
>RH>
>RH> Aha, yep. Proof?

>GamePro October. Kinda difficult to show a production unit if it's not ready.

Ever heard of mock-ups? If its ready, where is it? How many games
have been coded for it? Come to think of it, why is the Jaguar so
rare anyway? many dumb Atari-losers like yourself were saying the
Jaguar would be out in numbers for Xmas - I haven`t seen it anywhere
in the shops or mail order mags.

What a cock up! A machine like the Jaguar NEEDS a CDROM drive,
yet Atari are making the base model a cart-based machine. I saw an
interview with the company doing `Aliens vs Predator` and they were
complaining that it was difficult to make much use of 16/24 bit
bitmaps and 16 bit sound fx when you are limited to a 2 megabyte
cart.

>RH> Well, then the A4000 killed the Falcon? What's the difference?

>I would like to see some sales-figures on the A4000/040 before answering that
>one.

No, the A1200 killed the Falcon (stone dead). Oh, it had a
little help from Ataris inept `non - marketting` too of course.
There are probably more A4000/040s than F030s, but not many. This is
irrelevent tho`, since they can play all A1200 software (and most
standard 16-bit ECS stuff too) and OS-legal
stuff can benefit from the faster CPU and better resolutions.

>I bought a console when I wanted to play games, I still think that's the way to
go.

Its the way to go if you own an Atari. Personally, I enjoy playing
great games like Frontier, Hired Guns and Mortal Kombat on my Amiga.
I`d hate to have spent dosh on a Falcon only to find that there was
little or no entertainment software for it.

Gavan.
(this is not my account, email me at gmoran@nyx.cs.du.edu)

# 3777. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 13:01:43 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211257.AA00927@elm8>
Source record: 19509

jimmy@Hawaii.Edu (Jimmy Chan) writes...

>Someone did email me that Chagall uses it. It's good to see that at least one
>program does utilize it but, I'd been expecting a lot more uses for it. I
>keep seeing a slew of things that might be possible but, there still
>seems to be a lack of software to put the DSP through its paces.

>6 months should have been enough time for development, more than enough
>since developers had Falcon development manuals months in advance of the
>actual Falcon release, right?

Exactly. There has been plenty of time for DSP software, the
reason why there is so little is because of the Falcons failure to
sell. It`s just not worth anyones time to waste effort developing
specialized software for such a small user base

Gavan.
(this is not my account, email me at gmoran@nyx.cs.du.edu)

# 3778. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 13:15:28 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211311.AA00960@elm8>
Source record: 19511

pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes...

>Why buy a CD player when there is nothing to use it for?

Why buy a Jaguar when theres little software for it?

Gavan.
(this is not my account, email me at gmoran@nyx.cs.du.edu)

# 3779. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 13:38:05 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211334.AA01020@elm8>
Source record: 19512

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner)
writes..

>That's exactly what I want - more levels, better graphics and sound.
>I'll get some of that with the increased cart size of the Jaguar,

Look, the Jaguar does NOT have an increased cart size. It is
subject to the same limitiations as the other consoles - ROM chips
cost money. The bigger the cart, the more expensive it will be. You
could have a 10 megabyte cart on any system, but the prohibitive
cost would prevent the game selling. Given that the 16 bit sound
and 24-bit gfx are a big selling point of the Jaguar, then having to
fit games into 2 megabytes will be a serious limitation. Even some
megadrive and SNES games are offering 24 `meg` (3 megabyte) carts now,
so how do Jaguar developers expect to keep their code within 2
megabytes? Compression will help, but then any system can compress
the gfx and sound so the jaguar isnt unique there.

>I myself will be a Jag owner (soon, I hope - damn those fools at FAO Sw.!!)

Ahhh, I remember the talk from advocates in this group a couple
of months ago saying how the Jag would be out at the end of october.
Its nearly Xmas and still no-one has one.
Jag-CD ready now??? Ho ho. give me a break!

Gavan.
(This is not my account, email me at gmoran@nyx.cs.du.edu)

# 3780. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 13:41:10 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211337.AA01025@elm8>
Source record: 19513

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner)
writes...

>When the CD come out, then the Jaguar will enjoy an advantage that
>other systems do not - a cheap entry system, with CD as an add-on
>later when you can afford one.

Oh yeah? What about the Megadrive/Mega CD then? OK, it may be crap
but its cheap, has lots of good cart software, is very well
marketted and has lots of developers working on CD software for it?

>The Jaguar is something, and 6 months is not a long time to wait.

6 months? You believe that in 6 months the CD drive will be
widely available given the poor record of the Jaguar launch????

Gavan.
(This is not my account, email me at gmoran@nyx.cs.du.edu)

# 3781. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 13:47:27 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211343.AA01031@elm8>
Source record: 19514

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes...

>Let's see, I have a 64bit system with 32bit graphics, 16bit sound, special
>hardware dedicated to effects like morphing, skewing, gouraud shading etc on
>order ...

>What has the CD32 got?

Lots of great games with more coming out by the week and some
really hot CD-specific ones in developement. (not to mention a back
catalogue of hundreds of excellent Amiga games to draw on).

One might say the same of the Falcon...

`Lets see, I have a 32 bit system with 16 bit graphics, 16 bit sound
and hardware capable of effects like texture mapping, bitmap scaling
and rotation, video decompression etc...`

so where is all the excellent software then?????????

On the AMIGA 1200, thats where!

Gavan.
(This is not my account, email me at gmoran@nyx.cs.du.edu)

# 3782. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 13:59:56 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211355.AA01056@elm8>
Source record: 19515

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes...

> You don't get it do you? Most recent computer only games are
>actually good. Actually, just before the S-NES came about, the
>Amiga even had better games than the 'game consoles', I was just
>referring to the fact that SOME computer games in ALL platforms
>are bad.

Right on! Look at some 16-bit ECS Amiga software like Hired Guns,
or Frontier, or Desert Strike, or Mortal Kombat, or Cannon Fodder,
or The Settlers, or StarDust, or Alien Breed `92 ... and many more...

Tell me that these games are crap because they are available on a
computer format. Few of these even push the 16-bit Amiga, I`ve seen
nothing yet that even comes close to fully exploiting the 32-bit AGA
Amiga (there are still some excellent AGA games though!) and few
games even scratch the surface of the CD32s capabilities yet.

Trying to hype the Jaguar on the basis of its specs is useless.
It will be a long time (if ever) before it has anything CLOSE to the
range and quality of normal 16-bit ECS Amiga software, and with
32-bit AGA software constantly improving and more companies using
the CD32s storage abilities property, I think its pretty obvious
that the CD32 scores heavily on the SOFTWARE side of things.....

BTW. The A1200 can easily outperform the SNES. Even the 16 bit
Amigas were better in very many ways. The only thing the SNES has
going for it is the screen rotation type effects which are overused
and generally inappropriate to the games.

KG>and
KG>|> also another worrysome thing to me is that CD-32 games have different
KG>|> versions of PAL and NTSC games - this could leave American purchasers
KG>|> out in the cold for many releases.

But ALL systems have this problem. European Jaguar users will
find that they have to put up with a letterbox picture and slower
action than the games were designed for. At leat with the AGA
chipset, you can run the games in PAL or NTSC as you choose,
assuming your monitor or TV can support it. Is there anyway of
choosing PAL/NTSC output from the jaguar????

Gavan.
(This is not my account, email me at gmoran@nyx.cs.du.edu)

# 3783. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 14:07:16 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211403.AA01085@elm8>
Source record: 19516

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes...

>|> ) Take Turrican: put that on CD-32, add a CD-quality soundtrack and
>|> )that's it. It is a very good action game. Maybe do cinematic sequences,
>|> )but what else you want?

I think many games could benefit from video spooled from CD at
strategic points...

eg You blow up the enemy base/mothership and you see a full motion
video animation of it being annihilated,
or you get people talking to you in FMV windows giving you mission
objectives,
or you spool background gfx for racing games of of CD,
or you store lots of sound samples and bits of speech for use in the
games,
you have lots of pictures for graphics adventures,
or you have lots of ham8 presentation screeens.....

Theres so much that proper use of CD storage can do for games, in
both presentation and gameplay.

Not to mention the fact that they are MUCH cheaper than carts to
produce. Even if you just use the CD on the CD32 to shove a game
into the 2 megs or RAM, then you have the equivelent of a SNES or
Sega `16 meg` cartridge, at a fraction of the price that
manufacturing a ROM costs.

Gavan.
(This is not my account, email me at gmoran@nyx.cs.du.edu)

# 3784. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 14:23:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIE2nE.7zK@barclays.co.uk>
Source record: 19519

In article <9312211257.AA00927@elm8>, p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:
|> jimmy@Hawaii.Edu (Jimmy Chan) writes...
|>
|> >Someone did email me that Chagall uses it. It's good to see that at least one
|> >program does utilize it but, I'd been expecting a lot more uses for it. I
|> >keep seeing a slew of things that might be possible but, there still
|> >seems to be a lack of software to put the DSP through its paces.
|>
|> >6 months should have been enough time for development, more than enough
|> >since developers had Falcon development manuals months in advance of the
|> >actual Falcon release, right?
|>
|> Exactly. There has been plenty of time for DSP software, the
|> reason why there is so little is because of the Falcons failure to
|> sell. It`s just not worth anyones time to waste effort developing
|> specialized software for such a small user base
There are many Falcon apps that use the DSP. Apart from all the music progs, many art packages use it for effects. The JPEG load modules in most packages tend to use it. Chroma Studio 24 uses it for most of it's graphics transformation functions. A lot of PD stuff uses it as well. Just because you haven't seen the software, it doesn't mean it doesn't exist.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+

# 3785. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 14:27:42 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIE2u7.86L@barclays.co.uk>
Source record: 19520

In article <2f6p1i$1glj@obelix.uni-muenster.de>, reschke@math.uni-muenster.de (Julian Reschke) writes:
|> In article 15710@rchland.ibm.com, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> > In article <2esih5INNlcn@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> > |> In article <1993Dec16.152713.27514@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes
|> > Buddy, spare me your speech about ATARI, okay? I might even now more
|> > about their things more than you. I was an ATARIAN way back since 1979.
|> >
|> > The 'clone machine' they had-> ATARI never wanted to pop in a floppy
|> > in their CES... Gee I wonder why.
|>
|> Atari has sold PC clones in Germany.
And in the UK. One of the Atari 286 machines got a 'Best Buy' in a PC magazine at the time.

|> > About the CD-ROM, yes, looks like they had one. But my whole point
|> > is that 'ATARI had many things ready' and NEVER released them.
|>
|> Question is: what means `released'? I have a CDAR504, and I bought it at my local
|> Atari dealer.
This is true. The CDAR504 was indeed sold.

|> > |> I know someone who owns an Atari CD-ROM (CDAR504),
|> > |> I have seen an Atari Transputer Workstation, and I know Atari has sold
|> > |> several PC clones.
Last time I checked, Atari UK said they still had some Transupters and would sell you one if you wanted it. Nice hardware and very nice graphics engine.

|> > Not the ones they showed and promised so much at the CES though.
|> > About the CD-ROM, I mean, the one you know, is it 'in house' ATARI developer
|> > or what-> ATARI didn't release it, and that's my whole point.
|>
|> The PC1 as shown on the CES (Mega design) *was* sold;
Along with the PC2, PC3, ABC series etc.

--

+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+

# 3786. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 14:36:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIE393.8o2@barclays.co.uk>
Source record: 19521

In article <9312211220.AA00846@elm8>, p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:
|> jimmy@Hawaii.Edu (Jimmy Chan) writes .....
|>
|> >After all this talk of DSP, I'm beginning to wonder if it really is all
|> >that great. The NeXT had a DSP and what happened to it? I keep hearing
|> >about the DSP on the Falcons but, I've yet to hear of a single commercial
|> >program that actually uses it. None of the games seem to use it. The DSP
|> >doesn't seem to have the amount of support that all the hype/expectation
|> >that is being placed upon it.
|>
|>
|> Yes, this is the problem with the Falcon. It has a nice DSP with
|> potential for doing things like texture mapping, bitmap rotation
|> etc, but noone makes any software (like games) which take advantage
|> of it. It`s therefore seen to be pretty irrelevent when deciding
|> which machine to buy - and the cost of including it in the hardware
|> pushes the Falcons price into the
Lattice C 5.6, Chroma Studio 24, VideoMaster, Prism paint 2, Musicom, Truepaint, Cubase Audio, Vidi (12), Blowup 030, Falcon Tower, Falcon Wing, SCreenblaster, Graffitti genlock, Fresco (genlock), Expose (color digitiser), Impro, 4D2D, Mighty Sonic, Ishar 1, Ishar 2, Transartica.
These are off the top of my head and not an exhaustive list. All are either Falcon specific or have falcon extras. There is obviously much more stuff that will run on it ie just about any standard GEM package and many games.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+

# 3787. Re: Peace & Harmony???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 14:40:16 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIE3F4.8vM@barclays.co.uk>
Source record: 19522

In article <9312211232.AA00887@elm8>, p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:
|> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes...
|>
|> >Is the Amiga OS pre-emptive?
|>
|> Of course it is! It has been since day one. Unlike some other
|> OS` I could mention which are basically just hacked versions of CP/M
|> 68K and which don`t multitask much of the older software very
|> effectively (if at all).
Assuming you mean TOS, a preliminary version was based on CP/M but the version that the ST was released with was a whole new OS. This is an urban myth. If you are talking about MultiTOS. can you be more specific? It runs fine for me. Last night I was unpacking 3 different lzh files whilst logging on to my local BBS. I also had lattice C up and running at the time. Sure, some stuff doesn't like MultiTOS if it's badly writtewn but usually you can configure MTOS to handle it with entries in your MiNT.cnf & GEM.cnf files to control memory per process etc. The current AES is slow (bloody slow) but a new version is on the way that is a lot faster - I am told this by developer who has it.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+

# 3788. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 14:44:03 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CIE3LI.JMM@cbnews.cb.att.com>
Source record: 19518

In article <9312211334.AA01020@elm8> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:
>kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner)
>writes..
>
>>That's exactly what I want - more levels, better graphics and sound.
>>I'll get some of that with the increased cart size of the Jaguar,
>
> Look, the Jaguar does NOT have an increased cart size. It is
>subject to the same limitiations as the other consoles - ROM chips
>cost money. The bigger the cart, the more expensive it will be. You
>could have a 10 megabyte cart on any system, but the prohibitive
>cost would prevent the game selling. Given that the 16 bit sound

No, you can't. Other systems can't address that much memory.

>and 24-bit gfx are a big selling point of the Jaguar, then having to
>fit games into 2 megabytes will be a serious limitation. Even some
>megadrive and SNES games are offering 24 `meg` (3 megabyte) carts now,
>so how do Jaguar developers expect to keep their code within 2
>megabytes? Compression will help, but then any system can compress
>the gfx and sound so the jaguar isnt unique there.
>
>>I myself will be a Jag owner (soon, I hope - damn those fools at FAO Sw.!!)
>
> Ahhh, I remember the talk from advocates in this group a couple
>of months ago saying how the Jag would be out at the end of october.
>Its nearly Xmas and still no-one has one.

Really? Thousands of people have one, and two Toys R Us's and a Wiz by me have them in stock. Well, one Toys R Us sold out, as did the Electronics Boutique I got mine from...

>Jag-CD ready now??? Ho ho. give me a break!
>
>Gavan.
>(This is not my account, email me at gmoran@nyx.cs.du.edu)

Tom

--
+---------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+---------------------------------------------------------------------------+

## 3789. Gavin or whatever his name is.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 14:48:38 UTC
From: jagman@lakes.trenton.sc.us
Message-ID: <RNXwec1w165w@lakes.trenton.sc.us>
Source record: 19535

Hey folks, don't you think it is rather interesting how similar
that Gavins posts are to Donkey Clayheads? I'm mean, now that we
dont' see Clayton's posts anymore another juvenile deliquent starts
posting in this forum. Could this be coincidence? Maybe they are
just clones of one another, they both seem to spout out total
garbage when ever they open their mouths. There intelligence
reminds me of my little niece who's five years old. Is it really
possible for minors to get internet accounts, of course Gavin may
just be using his fathers account, hey do clones have fathers?

Just a though.

Ken

# 3790. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 15:00:47 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211456.AA01171@elm8>
Source record: 19517

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes...

>(The reason the Falcon has seen very little games is because Atari FORCED all
>developers to use those ports, and since the controllers haven't been available
>... well .. I think you get it .. )

Haven`t you got it yet, Rickard?

The Falcon has little games because it has sold so poorly. Part
of the reason for it selling so poorly is that it has little games.
I don`t think the choice of Joystick ports is going to influence how
much games software becomes available for a system somehow. Dream on
though, maybe someday you`ll wake up back in the REAL world.

Gavan.
(This is not my account, email me at gmoran@nyx.cs.du.edu)

# 3791. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 15:09:01 UTC
From: patrol@hacktic.nl
Message-ID: <2f73irINNp90@xs4all.hacktic.nl>
Source record: 19523

tpp@cbnews.cb.att.com (Grue) writes:

>In article <9312211334.AA01020@elm8> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:
>>kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner)
>>writes..
>>
>>>That's exactly what I want - more levels, better graphics and sound.
>>>I'll get some of that with the increased cart size of the Jaguar,
>>
>> Look, the Jaguar does NOT have an increased cart size. It is
>>subject to the same limitiations as the other consoles - ROM chips
>>cost money. The bigger the cart, the more expensive it will be. You
>>could have a 10 megabyte cart on any system, but the prohibitive
>>cost would prevent the game selling. Given that the 16 bit sound

>No, you can't. Other systems can't address that much memory.

>>and 24-bit gfx are a big selling point of the Jaguar, then having to
>>fit games into 2 megabytes will be a serious limitation. Even some
>>megadrive and SNES games are offering 24 `meg` (3 megabyte) carts now,
>>so how do Jaguar developers expect to keep their code within 2
>>megabytes? Compression will help, but then any system can compress
>>the gfx and sound so the jaguar isnt unique there.
>>
>>>I myself will be a Jag owner (soon, I hope - damn those fools at FAO Sw.!!)
>>
>> Ahhh, I remember the talk from advocates in this group a couple
>>of months ago saying how the Jag would be out at the end of october.
>>Its nearly Xmas and still no-one has one.

>Really? Thousands of people have one, and two Toys R Us's and a Wiz by me
>have them in stock. Well, one Toys R Us sold out, as did the Electronics
>Boutique I got mine from...

>>Jag-CD ready now??? Ho ho. give me a break!
>>
>>Gavan.
>>(This is not my account, email me at gmoran@nyx.cs.du.edu)

>Tom

>--
>+-------------------------------------------------------------------------+
>|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
>|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |

>+--------------------------------------------------------------------------+

Tom, just give up on this Gavan character. All you will accomplish is more
and more flame posting. Let "us Jaguar people" get united!!! :)

[big speech about "I have a dream" deleted :) ]

--
**********************************************************************
* Patrick Roelandt -- patrol@hacktic.nl | Founder Dutch Jaguarclub (3D-who?) *
* ||| | and proud of it..... *
* / | \ *
* "I love it when a plan comes together. All I need to do is make one..." *
**********************************************************************

# 3792. more Falcon niggles

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 16:11:34 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211607.AA01306@elm8>
Source record: 19524

>Lattice C 5.6, Chroma Studio 24, VideoMaster, Prism paint 2, Musicom,
Truepaint,Cubase Audio, Vidi (1
>2), Blowup 030, Falcon Tower, Falcon Wing, SCreenblaster,
>Graffitti genlock, Fresco (genlock), Expose (color digitiser), Impro, 4D2D,
>Mighty Sonic, Ishar 1, Ishar 2, Transartica.
>These are off the top of my head and not an exhaustive list. All are either
>Falcon specific or have falcon extras. There is obviously much more stuff that
>will run on it ie just about any standard GEM package and many games.

Sorry, but thats not an awful lot of software and hardware. There
are about 10 different accelerator cards for the A1200, dozens of
ram/fpu expansions, 50+ games (and all OS legal software which is of
a far greater range and quantity than that available for the ST)
that benefit appreciably from the AGA chipset and faster processors
of the A1200 and A4000. Add to this the ability to run the vast
majority of normal (16-bit) software which the Falcon lacks (It
seems to be completely incompatible with all non OS-legal ST
software) and you start to see what a poor choice the Falcon owner
has compared with the A1200 owner.

Why would an ST owner choose a Falcon when nearly all of his
games would stop working and there is such a limited range of stuff
available? It would make more sense to pop an accelerator card into
the ST.

BTW How is lattice C Falcon specific? Don`t you just mean
that it will compile things faster?

Gavan.
(This is not my account, email me at gmoran@nyx.cs.du.edu)

## 3793. OS Supremacy????

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 16:20:51 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211617.AA01332@elm8>
Source record: 19525

Iain.Laskey@barclays.co.uk writes...

>|> >Is the Amiga OS pre-emptive?
>|>
>|> Of course it is! It has been since day one. Unlike some other
>|> OS` I could mention which are basically just hacked versions of CP/M
>|> 68K and which don`t multitask much of the older software very
>|> effectively (if at all).

>Assuming you mean TOS, a preliminary version was based on CP/M but the version
>that the ST was released with was a whole new OS. This is an urban myth. If you
>are talking about MultiTOS. can you be more specific? It runs fine for me. Last
>night I was unpacking 3 different lzh files whilst logging on to my
local BBS. Ialso had lattice C up
> and running at the time. Sure, some stuff doesn't like
>MultiTOS if it's badly writtewn but usually you can configure MTOS to handle it
>with entries in your MiNT.cnf & GEM.cnf files to control memory per
process etc.The current AES is sl
>ow (bloody slow) but a new version is on the way that is a
>lot faster - I am told this by developer who has it.

Are you sure TOS was a completely new OS? I remember reading the
Atari mags at the time and they said that TOS was licensed from
Digital Research (who programmed the GUI GEM as well) and that it
was a modified version of the CP/M-68K system.

Anyway, TOS was designed as a single tasking, single user OS and
didn`t have much in the way of features. Atari users were always
slagging off the Amiga OS and saying how useless multitasking was.

Now of course we have an official multitasking version of TOS,
but the problem is that TOS was never suppposed to be multitasking
in the first place, so the resulting system suffers from memory
inneficiency, lack of speed and incompatibility with a lot of older
software, even stuff that was supposedly os-legal.

It strikes me as a bit like DesqView on the PC, you do get
multitasking but with a fair degree of inneficiency and quite a few
problems with certain software.

Since the Amiga always had multitasking, the OS has been able to
evolve into a much more efficient system, rather than having things
hacked on.

Atari pretty much decided to drop the ST hardware when they made
the Falcon, maybe they should have abandoned the OS too?

Gavan.
(This is not my account, email me at gmoran@nyx.cs.du.edu)

# 3794. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 16:27:16 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9312211623.AA01337@elm8>
Source record: 19526

>Tom, just give up on this Gavan character. All you will accomplish is more
>and more flame posting. Let "us Jaguar people" get united!!! :)

ahh, `Jaguar People` now, is it? Seems like the Falcon has got
dropped! Maybe its as well you concentrate on a game system, as the
only thing Atari has ever successfully sold was the 2600 VCS system.

Its not like they havent had good products (OK, so the ST was
pretty crap but it actually did quite well before the Amiga wiped
the floor with it!) - The 8-bit 400/800/XL/XEs were superb machines,
probably the best 8-bit computers ever. The Lynx was and is by far
the best handheld and the Falcon has a lot of good points, but all
pretty much failed.

Its a pity Sega or Nintendo aren`t making the Jaguar, if they
were we`d be seeing 30+ games at launch with dozens of software
houses developing for the machine. As it is, it has 50-50 chances.

Sad, but true.

Gavan.
(This is not my account, email me at gmoran@nyx.cs.du.edu)

# 3795. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 16:48:16 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2f79cg$43@darkstar.UCSC.EDU>
Source record: 19527

In <9312211337.AA01025@elm8> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

>>The Jaguar is something, and 6 months is not a long time to wait.

> 6 months? You believe that in 6 months the CD drive will be
>widely available given the poor record of the Jaguar launch????

WHat do you mean, poor record of the Jag launch? It was in stores about 3 days BEFORE the date given by Atari as to when they'd be available for sale. Please stop misinformation.

~Chris

>Gavan.
>(This is not my account, email me at gmoran@nyx.cs.du.edu)

# 3796. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 16:50:59 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2f79hj$4o@darkstar.UCSC.EDU>
Source record: 19528

In <2d159376@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>Yep .. I'm going for Llamazap for the Falcon, with a controller, and then I'll
>get one controller with my Jaguar ... means I'll have two controllers for both
>my systems .. (altough not at the same time .. ;)

Yep, same here, except I've already got the first (Jaguar) controller... :)

~Chris

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3797. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 16:53:40 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2f79mk$5q@darkstar.UCSC.EDU>
Source record: 19529

In <9312211456.AA01171@elm8> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes...

>>(The reason the Falcon has seen very little games is because Atari FORCED all
>>developers to use those ports, and since the controllers haven't been available
>>... well .. I think you get it .. )

> Haven`t you got it yet, Rickard?

> The Falcon has little games because it has sold so poorly. Part
>of the reason for it selling so poorly is that it has little games.
>I don`t think the choice of Joystick ports is going to influence how
>much games software becomes available for a system somehow. Dream on
>though, maybe someday you`ll wake up back in the REAL world.

only PARTIALLY true. The Falcon Developer docs say (and I AM quoting)

"Use enhanced joystick for all joystick-oriented games; CX-40 style controls
should not be supported"

THis means that until the new controllers come out, Atari is saying to not
make any games. Sure, some developers have already come out with games,
but once the controllers are out I think many more titles will come out.

~Chris
>Gavan.
>(This is not my account, email me at gmoran@nyx.cs.du.edu)

## 3798. Re: Reality, people...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 16:59:33 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2f7a1l$as@darkstar.UCSC.EDU>
Source record: 19530

In <1993Dec20.175659.5589@infodev.cam.ac.uk> pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes:

>laramary@eden.rutgers.edu (Laura Schweitzer) writes:

>>First of all, I'd like to say that I am an Atari user. I've always have
>>been, and always will be. I bought one of the first Atari 800's, and one of
>>the first ST's. I have yet to get a Falcon, because I really haven't any
>>money at all. Soon, though.

>You won't regret it! (I haven't :-) )
>I started with a 520STFM which now has 2.5megs, but sadly soon to be sold, a
>vintage MegaST4 complete with SH205, and a Falcon 4/65.
>Now I haven't got any money :)

THe Falcon is great! do get one as soon as you can! :)

>Yep, me too.
>At the time I had a choice of ST or Amiga and I chose a ST (and would do every
>time).

I'm in an interesting situation. My father is falling over himself to try to
convince me to get a Mac or PC (i.e. he will buy me one if I want it) and I
have always refused, except to state that a laptop would be nice (not a Mac
though) Even when faced with a free "other" computer, I'd rather save up for
Atari stiff, as I feel it is that much better!

>>If I had the money, I'd have an Amiga, too. Sure, I'd use it mostly for
>>games, but what's wrong with that? A nice Video Toaster w/A4000 would be
>>nice, also. But chances are, I'll get more quality work from my ST.

I don't agree with this, since I only have a limited amount of desk space.
A Mega STE, Falcon and Jaguar is all that will fit!

Chris

# 3799. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 17:08:43 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2f7air$ok@darkstar.UCSC.EDU>
Source record: 19531

In <9312211244.AA00893@elm8> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

> Ever heard of mock-ups? If its ready, where is it? How many games
>have been coded for it? Come to think of it, why is the Jaguar so
>rare anyway? many dumb Atari-losers like yourself were saying the
>Jaguar would be out in numbers for Xmas - I haven`t seen it anywhere
>in the shops or mail order mags.

Wow, such a completely idiotic post! are you in San Francisco or New York?
No? (with that.uk in your mail I didn;'t think so...) Jag _IS_ _HERE_ in
numbers, or rather it is here for a short while in numbers and then sells
out rather quickly. NY and SF are the only places where Jag is advertised
or readily available, which is what has always been the plan!!!!!!
Wake the hell up, won't you? Jesus, what a waste of bandwidth.

~Chris

> No, the A1200 killed the Falcon (stone dead). Oh, it had a
>little help from Ataris inept `non - marketting` too of course.
>There are probably more A4000/040s than F030s, but not many. This is
>irrelevent tho`, since they can play all A1200 software (and most
>standard 16-bit ECS stuff too) and OS-legal
>stuff can benefit from the faster CPU and better resolutions.

Sure, stone dead... right. That's why I keep hearing from new Falcon owners
on GEnie... The Falcon has plenty of life in it, thank you very much, and
the software is really beginning to appear for it now...

>>I bought a console when I wanted to play games, I still think that's the way to
>go.

> Its the way to go if you own an Atari. Personally, I enjoy playing
>great games like Frontier, Hired Guns and Mortal Kombat on my Amiga.
>I`d hate to have spent dosh on a Falcon only to find that there was
>little or no entertainment software for it.

Frontier, meaning Elite II? Funny how that is out and working on Falcons...
and who wants Mortal Kombat? I certainly don't...

# 3800. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 17:16:50 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2f7b22$qe@darkstar.UCSC.EDU>
Source record: 19532

In <9312211334.AA01020@elm8> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

> Ahhh, I remember the talk from advocates in this group a couple
>of months ago saying how the Jag would be out at the end of october.
>Its nearly Xmas and still no-one has one.
>Jag-CD ready now??? Ho ho. give me a break!

AAAAAAAAAAAAAAAHHHHHHHHHHH!!!!!!!!!!

You, sir, are (and please pardon my rudeness but you deserve it) A FUCKING IDIOT!!!!!!!

Nobody hasd a Jaguar? Out at the end of October? LIES LIES LIES LIES!!!!
I HAVE A JAGUAR AND HAVE HAD IT FOR A LITTLE OVER A WEEK NOW, AND I WAS NOT ON ANY SORT OF PREORDER LIST!!!!!
Now, let me calm down a bit...
I walked into the Good Guys after the first batch of Jags had sold out and put down $25 to hold one. A week later, they were in. I bought one. The day after I went to Toys R Us and bought Crescent Galaxy. No hassles, no problems no fuss, no muss. Jags ARE HERE!!!!

~Chris
>Gavan.
>(This is not my account, email me at gmoran@nyx.cs.du.edu)

# 3801. Re: OS Supremacy????

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 17:23:48 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2f7bf4$v6@darkstar.UCSC.EDU>
Source record: 19533

Maybe we should start a newsgroup for Gavan called comp.sys.abortion.advocacy
jeez, this guy is so stupid...

There;s a complete story in an old ST mag which I happened to randomly reread recently that told the whole story of the birth of the ST. It is true that an early prototype of the ST ran off a modified CPM, and there was much debate over whether they should kep CPM or continue with GEMDOS, which was a whole new OS. They decided to go with GEMDOS, which is what we had. THen when miNT came around (Which originally stood for MiNT is Not Tos) as an independant OS that could MultiTask on STs, it became rather popular, so Atari bought it and Eric Smith, the creator, and now we have MultiTOS, which is a complete replacement for the OS. It was built with Multitasking in mind from the ground up. Happy now? No, you'll never be happy. Grunt.

~Chris

# 3802. Re: OS Supremacy????

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 18:35:23 UTC
From: mlpiotro@linguistik.uni-erlangen.de
Message-ID: <2f7flbEold@uni-erlangen.de>
Source record: 19447

JTK> Iain.Laskey@barclays.co.uk writes...

JTK> Atari pretty much decided to drop the ST hardware when they made
JTK> the Falcon, maybe they should have abandoned the OS too?

Yeah, they should port NeXT-Step to the Falcon. After all, the Falcon
is not that much different from the original NeXT-Hardware, at least
more similar to it than an Intel-machine. And, as everybody says,
Atari is cooperating with IBM on the Jaguar, and IBM has NeXT-Step
licenses, so...

JTK> Gavan.
JTK> (This is not my account, email me at gmoran@nyx.cs.du.edu)

Bye
Michael

# 3803. FlameBait from Gavan Moron (was: more Falcon niggles)

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 20:24:47 UTC
From: renfro@bnr.ca
Message-ID: <2f7m2g$12g@crchh610.bnr.ca>
Source record: 19534

Gavan, I have been reading your posts long enough to know that you just love yanking Atarian's chains (and that your basically full of it), but I just thought I should warn anyone else who is not familiar with your tactics. I won't deny that the Falcon has not sold as well as we would all like and therefore there is not as much software developed as we all would like, but you are dead wrong in saying it is dead. There is a fair amount of new and interesting software coming out, all of the old ST stuff that was writting properly still works, many programs are being updated to work even better, and there are utilities to enhance compatibility so that even many ST games work on the Falcon.

Fact is, it is a better machine with much more potential than any current Amiga offering. Whether or not that potential is realized (or how long it may take) is another story. It doesn't keep me from using and liking my Falcon.

RandyH

# 3804. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 23:16:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d1783c4@troed.ct.se>
Source record: 19437

In a message of 21 Dec 93 14:38:05, John Terence Kennedy wrote:

JT>
JT> Ahhh, I remember the talk from advocates in this group a couple
JT> of months ago saying how the Jag would be out at the end of october.
JT> Its nearly Xmas and still no-one has one.

You're in the wrong newsgroup, try rec.games.video.misc .... atleast 10 Jaguar owners has posted their reviews there.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

## 3805. more Falcon niggles

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 23:20:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d1784aa@troed.ct.se>
Source record: 19438

In a message of 21 Dec 93 17:11:34, John Terence Kennedy wrote:

JT>
JT> Why would an ST owner choose a Falcon when nearly all of his

I've seen you post this crap several times, each time you've got the answer that the Falcon is about 80% compatible with old ST/STE games, that's a very high figure when one thinks of the tricks late ST/STE games used to get more out of the machine.

Troubles learning maybe?

```
+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 3806. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-21 23:59:05 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CIEtAJ.AIo@genesis.nred.ma.us>
Source record: 19440

When the SNES was released there were far from 30+ games available.
In fact, besides the CD32, I can't really name off a system that had an
impressive amount of games upon the launch. When the SNES came out there
were 2 other games...Pilotwings and F-Zero... When the Genesis came out
you had Space Harrier II, Thunderforce II, and a few others which were
pretty tough to find (around here at least). The CD32 has a LOT of
GOOD software out NOW...which is more than I can say for my Jaguar. I
like my Jaguar, but I'd really like some damn games... BUT..the system
hasn't been formally released yet, just in test markets and in places where
the test units leaked out (like over here in Mass). So, I assume in January
we'll have a good selection of games (maybe 5 or so.. hopefully).

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
A T A R I J A G U A R
6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

# 3807. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 08:42:10 UTC
From: <>
Message-ID: <2f9192$1c42@info2.rus.uni-stuttgart.de>
Source record: 19454

In article <9312211311.AA00960@elm8>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
> Why buy a Jaguar when theres little software for it?

Hm. I'm sure you still have a C64, because in the beginning there was so
little software for the Amiga...
You see, the "software-argument" does not work.

Ciao, Heiko.

+--------------------------------------------------------------------------+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--------------------------------------------------------------------------+

## 3808. Gavin or whatever his name is.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 08:56:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d180bbc@troed.ct.se>
Source record: 19449

In a message of 21 Dec 93 15:48:38, Ken Stevens wrote:

KS> Hey folks, don't you think it is rather interesting how similar
KS> that Gavins posts are to Donkey Clayheads? I'm mean, now that we
KS> dont' see Clayton's posts anymore another juvenile deliquent starts
KS> posting in this forum. Could this be coincidence? Maybe they are
KS> just clones of one another, they both seem to spout out total
KS> garbage when ever they open their mouths. There intelligence
KS> reminds me of my little niece who's five years old. Is it really
KS> possible for minors to get internet accounts, of course Gavin may
KS> just be using his fathers account, hey do clones have fathers?

Agreed, Gavan was silent when we had Clayton Donkey here - as soon as Donkey vanished Gavan came back.

...I guess that's your ordinary Amiga advocate...

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3809. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 08:59:02 UTC
From: <>
Message-ID: <2f928m$i4u@info2.rus.uni-stuttgart.de>
Source record: 19455

In article <9312211456.AA01171@elm8>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
> The Falcon has little games because it has sold so poorly. Part
>of the reason for it selling so poorly is that it has little games.
>I don`t think the choice of Joystick ports is going to influence how
>much games software becomes available for a system somehow. Dream on
>though, maybe someday you`ll wake up back in the REAL world.

Yes, this is the first time this guy is right.
The Falcon sales are poor. That's the truth.
It's sad to see people purchasing the wrong computer. They walk in one of
these horrible discounters and a few minutes later they are "lucky" owners
of a Intel-based machine (and, of course, it's not an Amiga Gavan!).
Let's face it: the Falcon is a very nice machine but there are very few
people buying one (personally I think the Falcon is the BEST homecomputer
but I try to be objective :-).

Ciao, Heiko.

+-----------------------------------------------------------------------------+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+-----------------------------------------------------------------------------+

# 3810. Re: more Falcon niggles

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 09:02:18 UTC
From: <>
Message-ID: <2f92eq$qae@info2.rus.uni-stuttgart.de>
Source record: 19456

In article <9312211607.AA01306@elm8>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
> Why would an ST owner choose a Falcon when nearly all of his
>games would stop working and there is such a limited range of stuff
>available? It would make more sense to pop an accelerator card into
>the ST.

Oh oh. Instead of posting one silly flame after another, you should try to
get informed...

Ciao, Heiko.

+-----------------------------------------------------------------------------+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+-----------------------------------------------------------------------------+

# 3811. Re: more Falcon niggles

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 10:21:21 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIFM3M.10p@barclays.co.uk>
Source record: 19441

In article <9312211607.AA01306@elm8>, p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:
|> >Lattice C 5.6, Chroma Studio 24, VideoMaster, Prism paint 2, Musicom,
|> Truepaint,Cubase Audio, Vidi (1
|> >2), Blowup 030, Falcon Tower, Falcon Wing, SCreenblaster,
|> >Graffitti genlock, Fresco (genlock), Expose (color digitiser), Impro, 4D2D,
|> >Mighty Sonic, Ishar 1, Ishar 2, Transartica.
|> >These are off the top of my head and not an exhaustive list. All are either
|> >Falcon specific or have falcon extras. There is obviously much more stuff that
|> >will run on it ie just about any standard GEM package and many games.
|> Sorry, but thats not an awful lot of software and hardware. There
|> are about 10 different accelerator cards for the A1200, dozens of
Understood but just how many variations on a RAM expander/accelerator do you need? I would be the first to admit the Falcon lacks a real killer accelerator board but everything else I am likely to want is available. Also, as I said, the list wasn't exhaustive, just what I could remember as I typed. I'm sure if I picked up a few Atari mags and typed in all I found, there would be plenty more software.

|> ram/fpu expansions, 50+ games (and all OS legal software which is of
|> a far greater range and quantity than that available for the ST)
For me personally, this isn't a problem. I don't tend to play games (although I have a Jag on order so that may change :-) ). I never really played many games on my old ST either. I've always used it for programming, spreadsheets/wp/database/music etc.

|> that benefit appreciably from the AGA chipset and faster processors
|> of the A1200 and A4000. Add to this the ability to run the vast
|> majority of normal (16-bit) software which the Falcon lacks (It
|> seems to be completely incompatible with all non OS-legal ST
|> software) and you start to see what a poor choice the Falcon owner
|> has compared with the A1200 owner.
I agree that the AGA chipset is well designed re compatability but all the various Amiga incarnations have had their fair share of incompatability problems. FWIW, out of 300Mb of Atari software both PD and commercial, I had 1 spreadsheet program and 3-4 PD utilities that broke on the Falcon. That was better than when I went from ST to Mega STe by a long shot. COnsidering the OS/video/audio is totally different on the Falcon, that's not bad. I generally run at 940x684x16 colors on the Falcon and nearly all software runs fine at the non-standard rez. Only the odd ancient GEM prog gets confused and then it's just a case of dropping back to an ST compatible mode like hi-rez mono and away it goes again.

|> Why would an ST owner choose a Falcon when nearly all of his
|> games would stop working and there is such a limited range of stuff
|> available? It would make more sense to pop an accelerator card into

|> the ST.
If you just wanted more speed then sure, this is very true. An accelerated ST will be a lot faster. BUT, I wanted more color (65000 of 'em) as well as much higher resolutions (I have coaxed 1400x600x16 out of the Falcon - I could get more but I couldn't read the text on screen anymore). I also liked the sound of the Falcon only stuff like super-smart telephone answering machines, being able to sample 4 16bit tracks direct to hard disk (I've recorder 3/4 of a U2 album to my external HD and it sounds great played pack. Not CD quality but then I was only at 16Khz). The DSP makes loading JPEGs a breeze and the newer art/graphics ackages use the DSP to good effect for really speedy transformations and morphs. At the end of the day it's horses for courses and I wanted to run my very extensive ST library quicker and with more screen space as well as wanting access to the new software that's around. I'm very glad I bought it and have had no regrets. I did look very hard at PCs (I use 'em at work sometimes and just couldn't face Windows 3.x at home), Macs (too expensive software), and 1200s (At the time, the 1200 was just released and plagued with problems ie no manuals, RF box problems, hardware & software problems etc.)

|> BTW How is lattice C Falcon specific? Don`t you just mean
|> that it will compile things faster?
I did say Falcon enhanced/compatible. Lattice now has libs for all the falcon hardware/system extras as well as MiNT, Speedo GDOS and lot's of other goodies. It has compiled 68030 code for sometime so that wasn't really new.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+

# 3812. Re: OS Supremacy????

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 10:33:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIFMon.1wJ@barclays.co.uk>
Source record: 19442

|> Are you sure TOS was a completely new OS? I remember reading the
|> Atari mags at the time and they said that TOS was licensed from
|> Digital Research (who programmed the GUI GEM as well) and that it
|> was a modified version of the CP/M-68K system.
All the early ST books and sources gave out the CP/M68K line but later ones I have read and also various bits of chatter, comments from Atari etc.
What I have read/ben told by people who ought to know is that the prototypes ran modified CP/M68K and that was the source of the confusion. The final release was much closer to an MSDOS type of OS but then MSDOS is also quite like CP/M in many ways. I *may* be wrong but This is my understanding of the matter.

|> Anyway, TOS was designed as a single tasking, single user OS and
|> didn`t have much in the way of features. Atari users were always
|> slagging off the Amiga OS and saying how useless multitasking was.
Sounds like Atari.

|> Now of course we have an official multitasking version of TOS,
|> but the problem is that TOS was never suppposed to be multitasking
|> in the first place, so the resulting system suffers from memory
|> inneficiency, lack of speed and incompatibility with a lot of older
|> software, even stuff that was supposedly os-legal.
MiNT replaces large portions of GEMDOS, virtually all the AES and several other chunks. MiNT is very efficient, it's the current AES that is a system killer. The next version is considerably better to the extend that (I'm told) an MTOS system is only about 10% slower than a TOS one.

|> Since the Amiga always had multitasking, the OS has been able to
|> evolve into a much more efficient system, rather than having things
|> hacked on.
At this time this is probably true. The AMiga OS has improved a lot since it's early days. I just wish the desktop wasn't so aweful. That's one of the things that really puts me off the Amiga. Nice hardware, grim interface. IMHO.

|> Atari pretty much decided to drop the ST hardware when they made
|> the Falcon, maybe they should have abandoned the OS too?
Too much software out there to do that. TOS is OK. Very nice to program and nowadays very stable and efficient. MTOS is still fairly new but in time I'm sure it will mature into a nice system. MiNT is already very good. It's very like Unix under the bonnet and porting Unix stuff is fairly trivial as long as it doesn't use certain types of functionality like networking etc. I'm sure this will come in time though.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |

+---------------+-------------------------------------------------------------+

# 3813. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 10:39:26 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIFMxr.2DJ@barclays.co.uk>
Source record: 19443

In the UK, the CD32 has been on sale for many months with only the CD that it came with being available. Only in the last month or so has new stuff appeared. Even my die-hard Amiga fans were steering clear of it because of the zero software situation. Now it's better.

--

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+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

# 3814. Merry Christmas and A Happy Prosperous New Year

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 13:17:15 UTC
From: vctec@westminster.ac.uk
Message-ID: <CIFu39.G3z@westminster.ac.uk>
Source record: 19444
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,alt.atari.2600,comp.sys.atari.advocacy

Dear Netters,

Here's wishing you all the best in the festive season, and for the coming New Year.

Christmas means different things to different people.....presents for some..... religion for others.......and party time for the rest.

I am not a Christian, but do believe in God. As this is a celebration for the birth of Jesus, I too celebrate Christmas. I believe that all the religions teach the same thing, and so there should be no difference between people of different religions.

Basically, all religious teachings come from the one great power, so all religions must be the same....just preach it differently.

So, let's celebrate Christmas, with love and goodwill for one another.

Peace.

Danny.
--
<========================================================================>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

## 3815. Re: Reality, people...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 14:43:42 UTC
From: jagman@lakes.trenton.sc.us
Message-ID: <J4Ryec1w165w@lakes.trenton.sc.us>
Source record: 19457

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
> I'm in an interesting situation. My father is falling over himself to try to
> convince me to get a Mac or PC (i.e. he will buy me one if I want it) and I
> have always refused, except to state that a laptop would be nice (not a Mac
> though) Even when faced with a free "other" computer, I'd rather save up for
> Atari stiff, as I feel it is that much better!
>
> Chris
>

Actually, I can't totally agree with your assessment, I have an Atari MegaST4 with the Spectre GCR and the Turbo 16. I also have a Macintosh Quadra 800. I love both machines but from a professional and speed stand point, the Quadra is a much better machine. I plan on upgrading it to the PowerPC in March. I'm not ragging on the Atari, my first 4 computers were ataris, but to maintain compatibility with my work computer and to get access to a lot of professional quality software, I had to get the Mac. I think that the atari computers and the commodore computers will always be there but only in a niche type environment. I am considering upgrading my ST to a Falcon though. I'll just have to wait and see what happens with atari and the Jaguar before I sink anymore money into another atari computer. By the way, I own and love my Jaguar.

Ken

# 3816. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 17:06:00 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.756579960@unix1.tcd.ie>
Source record: 19445

In <9312211334.AA01020@elm8> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

>kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner)
>writes..

>>That's exactly what I want - more levels, better graphics and sound.
>>I'll get some of that with the increased cart size of the Jaguar,

> Look, the Jaguar does NOT have an increased cart size. It is
>subject to the same limitiations as the other consoles - ROM chips
>cost money. The bigger the cart, the more expensive it will be. You
>could have a 10 megabyte cart on any system, but the prohibitive
>cost would prevent the game selling. Given that the 16 bit sound
>and 24-bit gfx are a big selling point of the Jaguar, then having to
>fit games into 2 megabytes will be a serious limitation. Even some
>megadrive and SNES games are offering 24 `meg` (3 megabyte) carts now,
>so how do Jaguar developers expect to keep their code within 2
>megabytes? Compression will help, but then any system can compress
>the gfx and sound so the jaguar isnt unique there.
I'm afraid it is unique, with respect to compression. The Jaguar and the 3DO have DSP that are well adapted to compression at fast speeds. Atari have recommended a compression technique, and as far as I know, have included some routines in hardware.

Your post is very subjective. An Amiga owner I presume.

>>I myself will be a Jag owner (soon, I hope - damn those fools at FAO Sw.!!)

> Ahhh, I remember the talk from advocates in this group a couple
>of months ago saying how the Jag would be out at the end of october.
>Its nearly Xmas and still no-one has one.
>Jag-CD ready now??? Ho ho. give me a break!

>Gavan.
>(This is not my account, email me at gmoran@nyx.cs.du.edu)

Get a life. The machine is good. FACT.

mark

# 3817. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 17:09:21 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.756580161@unix1.tcd.ie>
Source record: 19446

In <9312211623.AA01337@elm8> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

>>Tom, just give up on this Gavan character. All you will accomplish is more
>>and more flame posting. Let "us Jaguar people" get united!!! :)

> ahh, `Jaguar People` now, is it? Seems like the Falcon has got
>dropped! Maybe its as well you concentrate on a game system, as the
>only thing Atari has ever successfully sold was the 2600 VCS system.

> Its not like they havent had good products (OK, so the ST was
>pretty crap but it actually did quite well before the Amiga wiped
>the floor with it!) - The 8-bit 400/800/XL/XEs were superb machines,
>probably the best 8-bit computers ever. The Lynx was and is by far
>the best handheld and the Falcon has a lot of good points, but all
>pretty much failed.

> Its a pity Sega or Nintendo aren`t making the Jaguar, if they
>were we`d be seeing 30+ games at launch with dozens of software
>houses developing for the machine. As it is, it has 50-50 chances.

>Sad, but true.

>Gavan.
>(This is not my account, email me at gmoran@nyx.cs.du.edu)

Is this the guy that continually suports ands props up the CD32 in any debate? Is this the guy who attacks, puts down, and generally whinges about every element of the new Jaguar?

I really get pissed off with this tribalism. You get amiga owners coming in here and spitting and howling about their new machine, and clawing and pulling down the Jaguar at every oppurtunity. There are a few exceptions.

Why cant people just debate. Forget the fact that if this machine makes it, your machine or the company that produces your machine will hurt. If the Jaguar gets big, it will really impact on the slaes of the other comsoles. Forget this.

I hope that this Gavan character shows some signs of maturity soon.

mark

# 3818. Re: OS Supremacy????

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 18:46:12 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CIG9H1.2L1@hpbbrd.bbn.hp.com>
Source record: 19450

John Terence Kennedy (p9150919@athmail1.causeway.qub.ac.uk) wrote:
> Are you sure TOS was a completely new OS? I remember reading the
> Atari mags at the time and they said that TOS was licensed from
> Digital Research (who programmed the GUI GEM as well) and that it
> was a modified version of the CP/M-68K system.

Not true. The base functionality (file system, memory and process
management) is a lot more like DOS.

> Anyway, TOS was designed as a single tasking, single user OS and
> didn`t have much in the way of features.

TOS always had cooperative multitasking, but in a very limited way:
One main application and up to six accessories.

> Now of course we have an official multitasking version of TOS,
> but the problem is that TOS was never suppposed to be multitasking
> in the first place, so the resulting system suffers from memory
> inneficiency, lack of speed and incompatibility with a lot of older
> software, even stuff that was supposedly os-legal.

Have you ever seen Mag!X in action? Preemptive multitasking and
still lightning fast - in fact, faster than single-tasking TOS!
This shows that it can be done efficiently, even with the OS
basis that we have. It's just a matter of implementation.

> Since the Amiga always had multitasking, the OS has been able to
> evolve into a much more efficient system, rather than having things
> hacked on.

That's true for process management, but it's not true, for example,
for hardware-independent graphics. The Amiga OS had some deficiencies
there for quite some time. Each OS has its strengths and weaknesses,
and both have some potential, and that's why I don't support your
following suggestion:

> Atari pretty much decided to drop the ST hardware when they made
> the Falcon, maybe they should have abandoned the OS too?

TOS has all the potential to become a very efficient multitasker
with all the major benefits that UNIX gives us. There's a lot of
work to be done, though, and it is still doubtful whether Atari
finally decides to put some resources on system software development.
It all depends on the Jaguar's success.

--
--clausb@hpbeo79.bbn.hp.com----------

Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>----------------------------------------------

# 3819. Re: OS Supremacy????

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 18:55:46 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CIG9wz.8A6@hpbbrd.bbn.hp.com>
Source record: 19451

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
> Maybe we should start a newsgroup for Gavan called comp.sys.abortion.advocacy
> jeez, this guy is so stupid...

Gavan may be less informed than you might wish, but that's no reason
to call him stupid.

> over whether they should kep CPM or continue with GEMDOS, which was a whole
> new OS.

Well, rather a DOS clone than a completely new OS. (Note that this
has quite some advantages such as complete interchangeability of
media.)

> and Eric Smith, the creator, and now we have MultiTOS, which is a complete
> replacement for the OS.

Not quite. MultiTOS consists of several modules:

- MiNT: A multitasking kernel that sits on top of BIOS and GEMDOS.
It still uses BIOS and GEMDOS!

- new AES: Can handle multiple GEM applications at a time.

- new Desktop: Can start more than one GEM application at a time;
lots of UI improvements.

The VDI, for example, has not been replaced or changed much, and
we're also still dealing with essentially the same BIOS and GEMDOS.

Thus, MultiTOS is not a *complete* replacement at this point in time.
It has a lot of potential, though.

> It was built with Multitasking in mind from the
> ground up.

MiNT was built with multitasking in mind from the ground up, that's
right, but the new AES and Desktop modules are more an afterthought.
Note that I do not want to bash MultiTOS - I'm using it on my TT,
and I really like it for its *NIX features. But Gavan does have a
point when he says that MultiTOS is slow. It's just not optimized
enough to be a joy to use on a standard ST - the Amiga's OS, however,
offers acceptable performance even on an A500.

--
--clausb@hpbeo79.bbn.hp.com----------------------------------------------
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>----------------------------------------------

# 3820. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-22 21:10:14 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2fad3m$6tr@ucunix.san.uc.edu>
Source record: 19448

In article <CIEtAJ.AIo@genesis.nred.ma.us> nugget@genesis.nred.ma.us (Ralph Barbagallo) writes:
>
>The CD32 has a LOT of
>GOOD software out NOW...which is more than I can say for my Jaguar. I
>like my Jaguar, but I'd really like some damn games... BUT..the system
>hasn't been formally released yet, just in test markets and in places where
>the test units leaked out (like over here in Mass). So, I assume in January
>we'll have a good selection of games (maybe 5 or so.. hopefully).

I have seen the 3D0 and All I can say is that you have to be kidding me if you would think about spending $700.00 for that! The only good thing I have seen was good still shots (of the Warner Brothers tradmark). When movement was put in it (with a game especially), it looked like a SNES, nothing more....
It was hooded up the a 27" TV and a stereo (they were trying to play up the sound). However, my CD player can out do 3D0's sound 1000 times over, and it only costs $200.00. Now I know you get graphics for an additional $500, but it is a far cry from virtual reality everyone seems to be raving about. All I can say is that is would take a real stupid sucker to purchase a 3D0. ($700! I can't get over it!!!! At least the VIS was a little cheaper).

All I can say, for $700.00, the sound _HAS_ to be perfect. It has to sound live. It HAS to sound just as good as a CD player playing 8 times over sampling, if not 16! There is NO Excuse for the crappy "recorded" sound that came out of that black box. Where the Hi Hat is hit, it has to sound like there is an actual Hi Hat behing my speaker, not that shabby muffled sound I was hearing....

Oh Well, there is a sucker in every crowd...

--

Where is this CD32??? I have looked all over this Christmas season and I can't find it anywhere. I havn't seen any ads or heard any talk. Is this a real system, or is it just a fantasy the Amiga crowd dreamed up so they can trash the Jaguar?

--

I have yet to see the Jaguar, but I _am_ from cincinnati.

+-------------------------------------+_
| *> Kevin Klasmeier | |
| *> NET: klasmekj@ucunix.san.uc.edu | |
| *> GEnie: K.KLASMEIER | |
| [Cincinnati, Ohio in the US of A] | |
+-------------------------------------+ |

```
'--------------------------------------'
```

## 3821. new Jaguar !!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-23 03:19:07 UTC
From: cs151ns@lamar.ColoState.EDU
Message-ID: <Dec23.031907.81120@yuma.ACNS.ColoState.EDU>
Source record: 19452

Just saw the Jaguar last Thursday - thought there'd be more
first hand accounts, but no - here's my impressions:

I'd been eagerly awaiting [like any of respectable video game geek]
the arrival of the Jag since its anticipation, so I was pleased to
see it when I walked into Run PC [Fort Collins, CO - a great Atari
dealer !!] The Jaguar is a very slick looking black thing. I
was disappointed that they used control pads instead of joysticks
though (but I guess you have to follow the crowd - I'm old school.)
The controllers are like the Genesis ones but with replacable
"command overlays" you put in the center. This is a great feature,
and will make games have a lot more possibilities if 9 other buttons
are possible. Especially adventure games and the like.

The games I saw were: Cybermorph, Crescent Galaxy and Trevor McFur.

The thing that immediately disappointed me was the sound. As a
total audiophile, one of the things that has almost driven me to
buy a Falcon is its _excellent_ sound quality. Trevor McFur sounded
like some old analog bleeps from 8-bit Asteroids! I didn't see this
game very long, but it had some beautiful graphics. If you can
remember "Blasteroids" then you'll have an idea what the objects
looked like. Gameplay was rather tedious though, and this game
didn't look like it had much playing value. Beautiful background
scrolling also, even if it did repeat a little often.

Crescent Galaxy - another beautiful game with about zero playability.
It _is_ fun, but the owner said he was already halfway through the
game and he'd only had it since yesterday (!).. not something I'd
want to drop $50 on.

Cybermorph - probably the best game.. neat graphics, could play it
for a long time..

Could someone put up sound specs for the Jaguar?

My conclusion was that the machine will be a huge success if
marketed correctly (but you all know that :] ) . it just needs
to get a game like MORTAL KOMBAT II or something straight up
DOPE that will make every kid want to buy it.. but I'm not worried
[yet] - remember the first generation of Nintendo games? What
the fuck was Kid Icarus? ugh..

peace

jon
cs151ns@lamar.colostate.edu

# 3822. Re: new Jaguar !!

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-23 17:14:38 UTC
From: jperez@Hawaii.Edu
Message-ID: <CIHzwE.2KJ@news.Hawaii.Edu>
Source record: 19458

cs151ns@lamar.ColoState.EDU wrote
: Could someone put up sound specs for the Jaguar?

Twelve channels of 16-bit Stereo sound at better than CD-quality
(but don't be surprised if games that use this quality don't pop up at
first - good quality digitized sounds and music take mucho memory.

: marketed correctly (but you all know that :] ) . it just needs
: to get a game like MORTAL KOMBAT II or something straight up

Kasumi Ninja will be released early next year - it is supposed to
be the first larger game (memory wise) - rumors have it that current
Jaguar games are quite small. The developer for Kasumi Ninja says it will
have TONS OF GORE. I think that will get some attention, and hopefully
sell some Jaguars.
Alien Vs. Predator, another supposedly violent game - should be a
definite system seller.
borg

# 3823. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-23 22:40:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <gate.V1m2ec1w165w@blackhl.hacktic.nl>
Source record: 19461

zcam1121@rpool4.rus.uni-stuttgart.de (Heiko Hartmann) writes:

>In article <1993Dec19.112432.24897@ida.liu.se>,
>Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
>> I haven't seen CyberMorph in action, but I'd say it's capable of it,
>
>Don't look at it! It may hurt you! ;-)
>I'm sure you have never seen any Jaguar game nor the Jaguar itself. For this,
>you are talking a bit to often about it.
>
>>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
>
>Worried about your job? -> Change to Atari! :-)

huh ? so if he is not worried about his job he should go to atari ?,
Sure S.Tramiel stated only 20.000 Jags this year .. cbm stated about
600.000 this year add the sega systems and the normal amiga's.

Yep Team 17 must jump fast, becausee non of those systems are selling ;-) ....

>Ciao, Heiko.
>
>+-----------------------------------------------------------------------------+
>| Heiko Hartmann | MEMBERS OF |
>| Internet: zcam1121@rpool9.rus.uni-stuttgart.de | GOOD TASTE (Taste-Ware) |
>+-----------------------------------------------------------------------------+

Greetings,

Daniel.

```
.....................................................................
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
.....................................................................
```

## 3824. Re: Reality, people...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-23 23:21:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d1a27f8@troed.ct.se>
Source record: 19460

In a message of 22 Dec 93 15:43:42, Ken Stevens wrote:

KS> machine. I plan on upgrading it to the PowerPC in March. I'm not

Amen to that .. the PowerPC is the future, hopefully running MultiTOS *AND*
some slow (but compatible) MicroSoft OS ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3825. Re: Availability of Jaguar in Australia

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-24 03:04:34 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2fdm82$h84@harbinger.cc.monash.edu.au>
Source record: 19459

Jason Hutchens (hutch@tartarus.uwa.edu.au) wrote:
: I was wondering if anyone knows whether the Jaguar has
: been sighted in Australia, or when it will be released
: here. This machine looks really tasty and I want one
: quite badly.

I think it was sold at World for Kids or some other toy
warehouse (really, not making this up).

: Also, in Australia we use PAL. I hope the PAL Jaguar
: does some tricks to ensure all games are fullscreen,
: unlike Amiga which cuts off the bottom 1/3 of the screen
: when you play an NTSC game in PAL mode.

Actually, the newer Amigas allow you to boot up in either
PAL or NTSC modes. NTSC looks rather odd for those countries
using 50Hz power, as it kind of flickers slightly (due to
the overhead lighting) and has rather nasty visible scanlines.
To do the same thing on the older Amigas, you had to use a
special program either on a bootdisk or a small program on
your hard-drive to force it into PAL or NTSC modes.

- Jim

# 3826. STAR RAIDERS for the Jaguar ???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-24 20:50:55 UTC
From: aprcdo@wam.umd.edu
Message-ID: <2ffknf$c7l@cville-srv.wam.umd.edu>
Source record: 19462

Hello,

I was just wondering if somebody was going to make a sequel

to STAR RAIDERS for the Jaguar. Now, that would be awesome ! :-)

HYPERWARP ENGAGED :-)

RED ALERT :-)

"SHOW NO MERCY" ... :-)

Marcelo
---
aprcdo@wam.umd.edu

P.S. Proud owner of a 16k ATARI 400 w/ the 410 cassette ! :-)

# 3827. Re: STAR RAIDERS for the Jaguar ???

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-25 07:49:51 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CIKz35.CuB@genesis.nred.ma.us>
Source record: 19463

I know ULTRA Star Raiders was planned for the Lynx, so who knows.

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
A T A R I J A G U A R
6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

## 3828. 2 MB ROM restriction

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-26 04:17:38 UTC
From: lexvold@martha.utcc.utk.edu
Message-ID: <1993Dec26.041738.8616@martha.utcc.utk.edu>
Source record: 19464

I keep reading in articles posted that the Jaguar has a 2 MB ROM limit on cartridges. All documentation I currently have states that the limit is 6 MB of uncompressed code and 50 MB of compressed code. My documentation does show a limit of 2 MB of DRAM, but not of ROM. Just curious.

Randy Lexvold
lexvold@utkux.utk.edu

# 3829. Re: Reality, people...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-26 05:46:01 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2fj8ep$28t@darkstar.UCSC.EDU>
Source record: 19465

In <J4Ryec1w165w@lakes.trenton.sc.us> jagman@lakes.trenton.sc.us (Ken Stevens) writes:

>Actually, I can't totally agree with your assessment, I have an
>Atari MegaST4 with the Spectre GCR and the Turbo 16. I also have
>a Macintosh Quadra 800. I love both machines but from a
>professional and speed stand point, the Quadra is a much better
>machine. I plan on upgrading it to the PowerPC in March. I'm not
>ragging on the Atari, my first 4 computers were ataris, but to
>maintain compatibility with my work computer and to get access to a
>lot of professional quality software, I had to get the Mac. I
>think that the atari computers and the commodore computers will
>always be there but only in a niche type environment. I am
>considering upgrading my ST to a Falcon though. I'll just have to
>wait and see what happens with atari and the Jaguar before I sink
>anymore money into another atari computer. By the way, I own and
>love my Jaguar.

You certainly have a right not to agree! :) I am a student, and so have no need to run "the same software at at work", though I did work for a Mac/PC software developer for a few years... Anyways, my foreshadowing was correct, and sitting atop my MegaSTE and besode my Falcon is a new IBM PS/Note laptop, so I have begun to delve into the wonderful(hah!) world of Windows... so far it operates at a slower speed than my MegaSTE in respect to graphics. and that's a 68000/16 vs a 486/25! hum...

~Chris

>Ken

# 3830. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-26 06:50:56 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec26.065056.15643@mnemosyne.cs.du.edu>
Source record: 19466

In article <9312211334.AA01020@elm8>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
>kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner)
>writes..
>
>>That's exactly what I want - more levels, better graphics and sound.
>>I'll get some of that with the increased cart size of the Jaguar,
>
> Look, the Jaguar does NOT have an increased cart size. It is
>subject to the same limitiations as the other consoles - ROM chips
>cost money. The bigger the cart, the more expensive it will be. You
>could have a 10 megabyte cart on any system, but the prohibitive
>cost would prevent the game selling. Given that the 16 bit sound
>and 24-bit gfx are a big selling point of the Jaguar, then having to
>fit games into 2 megabytes will be a serious limitation. Even some
>megadrive and SNES games are offering 24 `meg` (3 megabyte) carts now,
>so how do Jaguar developers expect to keep their code within 2
>megabytes? Compression will help, but then any system can compress
>the gfx and sound so the jaguar isnt unique there.
>

The Jags cart limit is 6 megs.

16-bit sound can be produced from scratch, or digitised - so some
effects may take up little space.

Graphics can be compressed.

The games that are out NOW have better graphics than the SNES or
Genisis or, even, the CD-32. Raiden seems like it will also have
better sound.

>>I myself will be a Jag owner (soon, I hope - damn those fools at FAO Sw.!!)
>
> Ahhh, I remember the talk from advocates in this group a couple
>of months ago saying how the Jag would be out at the end of october.
>Its nearly Xmas and still no-one has one.
>Jag-CD ready now??? Ho ho. give me a break!
>

Well, if I lived in one of the test markets I could just walk down and
buy one. Actually, I live in Colorado, and I now know of a store that
has had a few for awile - also the people who preordered from Atari or
Babbages have thiers. My only mistake is ordering from FAo - not
onyones fault but FAO's. I'm gonna call them tomorrow and cancel my
order if they haven't even shipped yet...

The Jag CD is availioable to developers who want one. That's what matters.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

# 3831. Re: CD-32 is the next Edsel

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-26 06:56:19 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec26.065619.15866@mnemosyne.cs.du.edu>
Source record: 19467

In article <9312211355.AA01056@elm8>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
>ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes...
>
>> You don't get it do you? Most recent computer only games are
>>actually good. Actually, just before the S-NES came about, the
>>Amiga even had better games than the 'game consoles', I was just
>>referring to the fact that SOME computer games in ALL platforms
>>are bad.
>
> Right on! Look at some 16-bit ECS Amiga software like Hired Guns,
>or Frontier, or Desert Strike, or Mortal Kombat, or Cannon Fodder,
>or The Settlers, or StarDust, or Alien Breed `92 ... and many more...
>
>Tell me that these games are crap because they are available on a
>computer format. Few of these even push the 16-bit Amiga, I`ve seen
>nothing yet that even comes close to fully exploiting the 32-bit AGA
>Amiga (there are still some excellent AGA games though!) and few
>games even scratch the surface of the CD32s capabilities yet.

Ok, these games are crap (with the exception of Mortal Kombat). But
of course, Acclaim will become a Jag developer soon, so that problem
is solved...

on the other hand, how soon will you see DOOM on the CD-32?

>
> Trying to hype the Jaguar on the basis of its specs is useless.
>It will be a long time (if ever) before it has anything CLOSE to the
>range and quality of normal 16-bit ECS Amiga software, and with
>32-bit AGA software constantly improving and more companies using
>the CD32s storage abilities property, I think its pretty obvious
>that the CD32 scores heavily on the SOFTWARE side of things.....
>

Gee, the first title for the Jaguar wipes 99.9% of the ECS stuff for
graphics and quality.

>BTW. The A1200 can easily outperform the SNES. Even the 16 bit
>Amigas were better in very many ways. The only thing the SNES has
>going for it is the screen rotation type effects which are overused
>and generally inappropriate to the games.
>

Wow, the CD-32 is better than a 3-year old game machine!

>
>KG>and
>KG>|> also another worrysome thing to me is that CD-32 games have different
>KG>|> versions of PAL and NTSC games - this could leave American purchasers
>KG>|> out in the cold for many releases.
>
> But ALL systems have this problem. European Jaguar users will
>find that they have to put up with a letterbox picture and slower
>action than the games were designed for. At leat with the AGA
>chipset, you can run the games in PAL or NTSC as you choose,
>assuming your monitor or TV can support it. Is there anyway of
>choosing PAL/NTSC output from the jaguar????
>

Sure, just use the right cable. No hacks like with the CD-32.

P.S. - I just found out Liberation uses HAM-6 graphics. Oh Well,
scratch the only thing they had that sounded remotley interesting.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

# 3832. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-26 06:59:09 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec26.065909.15977@mnemosyne.cs.du.edu>
Source record: 19468

In article <9312211403.AA01085@elm8>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes...
>
>>|> ) Take Turrican: put that on CD-32, add a CD-quality soundtrack and
>>|> )that's it. It is a very good action game. Maybe do cinematic sequences,
>>|> )but what else you want?
>
>
> I think many games could benefit from video spooled from CD at
>strategic points...
>
>eg You blow up the enemy base/mothership and you see a full motion
>video animation of it being annihilated,
>or you get people talking to you in FMV windows giving you mission
>objectives,
>or you spool background gfx for racing games of of CD,
>or you store lots of sound samples and bits of speech for use in the
>games,
>you have lots of pictures for graphics adventures,
>or you have lots of ham8 presentation screeens.....
>
>Theres so much that proper use of CD storage can do for games, in
>both presentation and gameplay.
>
>Not to mention the fact that they are MUCH cheaper than carts to
>produce. Even if you just use the CD on the CD32 to shove a game
>into the 2 megs or RAM, then you have the equivelent of a SNES or
>Sega `16 meg` cartridge, at a fraction of the price that
>manufacturing a ROM costs.
>

The proof that CD games will cost as much as or more than cart games
is right before you - how much does a disk cost? How much do computer
games cost? There you go, proof that the reduced media cost means
virtually NOTHING (perhaps $10 at most) in terms of price.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

# 3833. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-26 07:04:54 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec26.070454.16212@mnemosyne.cs.du.edu>
Source record: 19469

In article <9312211623.AA01337@elm8>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
>>Tom, just give up on this Gavan character. All you will accomplish is more
>>and more flame posting. Let "us Jaguar people" get united!!! :)
>
> ahh, `Jaguar People` now, is it? Seems like the Falcon has got
>dropped! Maybe its as well you concentrate on a game system, as the
>only thing Atari has ever successfully sold was the 2600 VCS system.

That's what Amiga needs to do as well, concentrate on the game
system. Too bad they released such a shoddy contender.

Actually, the Falcon is still doing pretty well - for almost any area,
there is more software than I need witha a pretty high level of
quality. Like terminal programs - The ST line has Connect, the best
terminal program for any platform.

>
> Its not like they havent had good products (OK, so the ST was
>pretty crap but it actually did quite well before the Amiga wiped
>the floor with it!) - The 8-bit 400/800/XL/XEs were superb machines,
>probably the best 8-bit computers ever. The Lynx was and is by far
>the best handheld and the Falcon has a lot of good points, but all
>pretty much failed.
>

As much as you hate the Falcon, quite a few people are happy with it
and equally glad the do not own anything like the A1200. A lot of IBM
clones sell too, are you saying that the Amiga is as good as an IBM
clone?

> Its a pity Sega or Nintendo aren`t making the Jaguar, if they
>were we`d be seeing 30+ games at launch with dozens of software
>houses developing for the machine. As it is, it has 50-50 chances.
>
>Sad, but true.
>

Amazingly, you produce a shred of truth. Yes, if Sega were producing
the system you'd see a lot more developers hopping on initially. But
the Jaguar Dev list is growing ever larger, and has a lot of good
companies (now Spectrum Holobye is included... a few others as wel).

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

# 3834. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-26 07:09:49 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec26.070949.16422@mnemosyne.cs.du.edu>
Source record: 19470

In article <1993Dec19.210247.32639@rchland.ibm.com>,
Ricardo Hernandez Muchado <ricardo@rchland.vnet.ibm.com> wrote:
>In article <qRXPec2w165w@lakes.trenton.sc.us>, jagman@lakes.trenton.sc.us (Ken Stevens)
writes:
>|> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>|>
>|> > Well, so far from what I have read and heard from a friend
>|> > of mine that played with it (hopefully I'll be able to contact
>|> > a guy around here that HAS IT):
>|> >
>|> > * Nice controllers- are comfortable
>|> >
>|> > * Nice design (case)
>|> >
>|> > * Seems to have the power- the games, although not good, show
>|> > some potential
>|> >
>|> > -------------------------------------------------
>|> >
>|> > Just wanted to post this, don't want people to think I
>|> > am against the Jaguar or something.
>|> >
>|> > --
>|> Well, that is definetely a laugh!! :-). I got my Jaguar in a few
>|> days ago and I agree with your friend except for the comment on the
>|> games not being good. Cybermorph is a very good game and the more
>|> you play it the better you like it.
>
> Could be, I admit some games are like that. That's why I want
>to play it, but so far the overall reaction to it (the majority) is
>that it is bad.

From r.g.v.m, I recall the overall impression of people playing is
that they love it!! I think the only aspect some people were unhappy
about was the sound.

>
>|> It is very complex and is a
>|> combination strategy and shoot-em-up game. Those who play it only
>|> 10 or so minutes and give up on it could come up with the
>|> conclusion that it is a so-so game. Cresent Galaxy on the other
>|> hand, is a so-so game as far as playability, but it has tremendous
>|> 24 bit grahpics. The screen are awesome.
>
> It lacks frames for the animation of the objects. I don't blame the

>Jaguar, I know it can do better. ATARI has to come out with good
>polished titles... I'm looking forward to Alien VS Predator.
>

Umm, it runs at 30FPs. How many more frames does it need?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

# 3835. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-26 07:17:12 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec26.071712.16811@mnemosyne.cs.du.edu>
Source record: 19471

In article <9312211227.AA00851@elm8>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
>higgi@yeti.faveve.uni-stuttgart.de. (Heiko Hartmann) writes ....
>
>>In article <CI0F43.475@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>>>I have problems with people who twist what they post. You had specifically
>>>said that the Jaguar games will not be ports, hence all Jaguar games have
>>>to be games that are not released on other machines. This means NEW games.
>
>>Sure. And alle humans will be friends. The sun will also shine at night now.
>>All Jaguar games will be absolutely new games with totally new ideas...
>>Stupid! No one has ever asserted such thing, nore is anything of the above
>>reasonable.
>
> No, the basis of the thread was that CD32 games won`t take
>advantage of the hardware since they will just be straight Amiga
>ports and that since the Jaguar is totally new then all Jaguar games
>would be specially designed for the Jaguar.
>
> This is quite obviously rubbish. Most games for the Jaguar will
>be ports of existing games. What you will end up with is (at best) a
>perfect copy of the Sega/Amiga etc. original. Theres nothing wrong
>with this, but they certainly won`t herald a new age in videogaming
>like many Atari fans seem to think. At least the CD32 has an
>advantage here in that it can run the original Amiga code and so,
>much much more stuff will be ported to CD32 than you`ll ever see on
>the Jaguar

This is wrong - just look at Dragon's Lair and Night Trap. Both are
out for the 3DO and Sega CD. The 3DO versions have much better sound,
and graphics.

Obviously, when moving stuff to a new machine, a good developer takes
time to enhance the game at least a little, or use some of the more
powerful features of that machine - thus the SNES version of MK is
better than the Sega's in some waysd but not in others.

Now with a CD-32 game, they can just put the game on a CD and they are
done. Where is the incentive to add anything at all?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

# 3836. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-26 07:23:26 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec26.072326.16968@mnemosyne.cs.du.edu>
Source record: 19473

In article <9312211311.AA00960@elm8>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
> pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes...
>
>>Why buy a CD player when there is nothing to use it for?
>
> Why buy a Jaguar when theres little software for it?

Why buy a CD-32 if all the software sucks?

In all seriousness, the reasons I bought a Jaguar are:

1) Raiden is coming out, play and soundalike.
2) Cybermorph looks great to me
3) AvP should be really good
4) DOOM is a really great game, and the Jaguar will have a version
hand-crafted by ID themselves.
5) Battlewheels (someday)

6) Enough other real developers are on now that I can say there will
probably be more Jag software around that I want than I can afford to
buy. From the CD-32 list, only 1 or 2 titles interested me (MK was one).

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

# 3837. Re: more Falcon niggles

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-26 07:29:49 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec26.072949.17067@mnemosyne.cs.du.edu>
Source record: 19472

In article <9312211607.AA01306@elm8>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
>>Lattice C 5.6, Chroma Studio 24, VideoMaster, Prism paint 2, Musicom,
>Truepaint,Cubase Audio, Vidi (1
>>2), Blowup 030, Falcon Tower, Falcon Wing, SCreenblaster,
>>Graffitti genlock, Fresco (genlock), Expose (color digitiser), Impro, 4D2D,
>>Mighty Sonic, Ishar 1, Ishar 2, Transartica.
>>These are off the top of my head and not an exhaustive list. All are either
>>Falcon specific or have falcon extras. There is obviously much more stuff that
>>will run on it ie just about any standard GEM package and many games.
>
>
>Sorry, but thats not an awful lot of software and hardware. There
>are about 10 different accelerator cards for the A1200, dozens of
>ram/fpu expansions, 50+ games (and all OS legal software which is of
>a far greater range and quantity than that available for the ST)
>that benefit appreciably from the AGA chipset and faster processors
>of the A1200 and A4000. Add to this the ability to run the vast
>majority of normal (16-bit) software which the Falcon lacks (It
>seems to be completely incompatible with all non OS-legal ST
>software) and you start to see what a poor choice the Falcon owner
>has compared with the A1200 owner.

But All of the normal ST apps run just fine on the Falcon, and the run faster since it is a faster machine. If I buy an accelerrator, then it will run faster still.

As for games, I have got 90% of my games to run on my Falcon just fine using a program like backwards. I'll bet more games break on your A1200 than my falcon.

>
> Why would an ST owner choose a Falcon when nearly all of his
>games would stop working and there is such a limited range of stuff
>available? It would make more sense to pop an accelerator card into
>the ST.
>

The answer, oh Simplistic One, is that they still work. Actually, some of my games that wouldn't run on an STE run on my Falcon!!!

>BTW How is lattice C Falcon specific? Don`t you just mean
>that it will compile things faster?

Real programmers use GCC anyway... but I believe that Lattice C does in fact have Falcon libraries for special Falcon OS stuff.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

# 3838. Re: Gavin or whatever his name is.

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-26 07:34:33 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec26.073433.17193@mnemosyne.cs.du.edu>
Source record: 19474

In article <RNXwec1w165w@lakes.trenton.sc.us>,
Ken Stevens <jagman@lakes.trenton.sc.us> wrote:
>Hey folks, don't you think it is rather interesting how similar
>that Gavins posts are to Donkey Clayheads? I'm mean, now that we
>dont' see Clayton's posts anymore another juvenile deliquent starts
>posting in this forum. Could this be coincidence? Maybe they are
>just clones of one another, they both seem to spout out total
>garbage when ever they open their mouths. There intelligence
>reminds me of my little niece who's five years old. Is it really
>possible for minors to get internet accounts, of course Gavin may
>just be using his fathers account, hey do clones have fathers?
>
>Just a though.
>
>Ken

Why, you're right!! Just look at the similarities:

1) not using thier own account

2) have no idea what they are talking about

3) make up stuff as they go along to pad thier already shoddy amount
of knowledge

4) Seem to lack any ability to learn from other posts

5) Apparently post just to draw flames (well, at least here they achive)

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

# 3839. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-26 18:41:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <122693184158Rnf0.77b7@blackhl.hacktic.nl>
Source record: 19477

kgelner@nyx.cs.du.edu (Kendall Gelner) writes:

>In article <9312211311.AA00960@elm8>,
>John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
>> pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes...
>>
>>>Why buy a CD player when there is nothing to use it for?
>>
>> Why buy a Jaguar when theres little software for it?
>
>Why buy a CD-32 if all the software sucks?
>
>In all seriousness, the reasons I bought a Jaguar are:
>
>1) Raiden is coming out, play and soundalike.

Not here yet.

>2) Cybermorph looks great to me

Oke thats true but this seems to be a 50/50 good/bad in the reviews

>3) AvP should be really good

Not here yet.

>4) DOOM is a really great game, and the Jaguar will have a version

Not here yet, and IMHO the fun is over in 3/4 days (hell of a programming
job on a pc btw).

>5) Battlewheels (someday)

Not here yet.

>6) Enough other real developers are on now that I can say there will
>probably be more Jag software around that I want than I can afford to
>buy. From the CD-32 list, only 1 or 2 titles interested me (MK was one).

sure ...

You still don't seem to get the reason for cbm to have the cd32 do you ?
The (as atari) needed money fast. take a look at some facts :

a) cd32 did save cbm for now
jag is still not sure for atari.

b) cd32 will create a flux for the cd addons on the rest of the amiga line
in the future.

c) cd32 allready sold more units _NOW_ than atari even hopes to ship
before 1995.

d) cd32 needed far less R&D and this R&D had to be done anyway for
the normal amiga line.

e) Lets be fair the jag blows the cd32 away BUT screams for
a cd 'size' memory device.

f) Sales, even if more people wanted to get the jag it will _not_ be
possible. These company's wanne sell units all this 'test areas'
stuff is bullshit if atari was capable of making the same amount
of units the would have xmas was missed and xmas 1995 is a LONG
way to go.

its about making money look :

---
CD32:
Liberation CD32 is the top selling CD game in the UK according to Gallup,
outselling Sega CD titles and Rebel Assault on PC-CDROM. Dixons group,
the UK's largest electrical retailer has justed started to stock CD32 and
took delivery of 30,000 on Dec 10th. Previously Dixons had resisted
stocking the console because of a commitment to Phillips CD-i. HMV
are also now stocking CD32 and software. Mindscape (publishers of Liberation)
are so pleased with sales that they have commissioned five CD32-only titles
for development this year. No details are available at the moment.
---
The FMV module is ready, but high sales of CD32 and A1200 has held up
production. Release has been put back to January to allow for the
production of sufficient launch stocks.
---
Jaguar in uk:
A few hundred Jaguars arrived in the UK on Christmas Eve. My local dealer
got one. There were no software titles available except Cybermorph.
General opinion after playing was that it was dissapointing given the
specs of the machine. No more are expected until March. So far HMV are
the only non-specialist retailer to commit to stocking the console.
---
"IBM is contract manufacturing the unit in its Charlotte, North
Carolina facility, and Atari said initially it expected to ship
50,000 units before the holiday season, mostly to New York and
San Francisco stores. Now Atari has lowered those numbers to
20,000 units to ship before December 31, 1993 due to production
and supply problems. The disappointing shipments appear to have
hurt Atari's stock, as it has been falling steadily since the
November high.." (Sam Tramiel, before xmas)
---
In a press release dated 15 Dec 1993, Atari US have reported production
problems with an unusually high failure rate of Jaguars on the production
line. Full-scale production has been scaled down until they find the
source of the problem, but most people suggest that the Jaguar should be
available in large quantities around March next year.

---
the official figures for CD32 sales are out. Worldwide sales are 400,000 units,
and production is being held back by the need to produce more A1200's to cope
with the much heavier than expected demand for that system (C= sold 160,000
A1200's over the 6 month period to October, when sales are usually slack.
Currently A1200's are selling at 12,000 a week, and CD32's at 30,000 a
week. CD32 is currently outselling the Sega CD by 4 to 1. David Pleasance
of C= said "We've been inhibited by our inability to manufacture enough
machines. Sales of the A1200 have held back the CD32 because we've had to
make so many more A1200s. We're certainly not complaining though!"
---
Interestingly Martyn Brown of Team 17 was quoted in an artical in CU
Amiga magazine as saying that among their CD32 releases for next year
would be Alien Breed 3D which will use the CD32's Planar chip. Sound as
though this might be the CD32 equivalent of Doom.
---
According to David Pleasance, C= have been rehiring engineers and are
already at work on the next two generations of CD32. The current model
range (A1200, CD32) will be retained for at least twelve months.
Speculating, it seems likely that these new consoles will use the AAA
chipset and either 030 or 040 processors, or possibly a RISC processor,
probably from HP.
---
The first magazine specifically for the CD32 is due to launch in the UK
mid-january. Called Amiga CD it will include a CD coverdisk. Rumours are
that this will contain a demo of the CD32 version of Frontier - Elite II.
Previous comments from David Braben indicate that this will be specially
tuned to 020 and will run at a similar speed to the standard version on
an A4000. It should also use Akiko to provide texture mapping as seen on
the PC version.
---
A number of companies are apparently at work on 030 and 040 accelerators
for the CD32 based on existing A1200 units.
---
Silmarils are working on CD32 and Jaguar versions of Robinson's Requiem.
CD32 release is due february with the Jaguar release sometime later in
the year. The game uses a brand new texture mapped polygon graphic system
and is reckoned to be the first CD32 game to use garaud shading.
---
Optonica are producing a series of multimedia guides for CD32. The first
qInsight Technology takes and in depth look at how common technlogy works.
Due for release next month, it will cost about 34 UKP ($50).
---
In the UK Amiga software is sold at a 2:1 ratio compared to PC software, last
month the average was (on ALL software sold) 1st: Amiga 62%, 2nd: PC 28% .. This
is from the UK software business magazine CTW concerning games sales.
---
SUNNYVALE, CALIFORNIA, U.S.A., 1993 DEC 14 (NB) -- Atari reported
larger losses than expected in its third quarter earnings,
despite the introduction of the widely heralded Jaguar compact

disc read-only memory (CD-ROM) game system. The company said while it expects the Jaguar to pull it out of the red, it doesn't expect to be profitable until 1994 when it says it will ship half a million Jaguars.

Net losses were $17.6 million, or $0.31 per share, on net sales of $4.4 million, compared to the $1.9 million profit reported on $34.5 million in the same quarter last year. This means another quarter of losses for Atari, who reported a net loss of $6.6 million, or $0.12 per share) on net sales of $5.7 million in the second quarter 1993.

The losses are being attributed to write-offs of about $7.5 million of its own personal computers Atari has in inventory, as well as write-offs of older video game products. Restructuring costs of $6.4 million have also dug into the company's pockets with the "wind-down" of its Australian operations and the declining value of real estate in Europe owned by Atari.

Atari has been struggling for some time, and its stock prices reflected that struggle with shares going for between $1 and $2 each -- until Jaguar. The big hope for Atari has been the Jaguar, its $250 interactive, multimedia CD-ROM game machine that connects to a television and could give its nearest competitor, the $700 3DO system, a run for its money. In May Atari's stock began to see life again and by the official announcement of Jaguar in November, Atari's stock had reached a high of over $12 a share.

But there was speculation at the release of the Jaguar in November of this year that Atari might not be able to meet demand. That has turned out to be the case.

IBM is contract manufacturing the unit in its Charlotte, North Carolina facility, and Atari said initially it expected to ship 50,000 units before the holiday season, mostly to New York and San Francisco stores. Now Atari has lowered those numbers to 20,000 units to ship before December 31, 1993 due to production and supply problems. The disappointing shipments appear to have hurt Atari's stock, as it has been falling steadily since the November high, closing yesterday down an eighth at 6 and 7/8.

Sam Tramiel, Atari president, is still very optimistic. He said the company can get 500,000 of the game machines out the door next year, but qualified the numbers saying the shipments are subject to market acceptance of the Jaguar, the availability of parts to build the units, and the transition to volume production. Atari is also pointing to cash reserves of $34 million, down only $1 million from the $35 million it had on June 30, 1993.

"The Company is in the process of completing its transition from
a historical focus on older technology consisting principally of
16-bit personal computers and 8-bit video game systems,"
according to Tramiel. Time Warner has a 25 percent stake in the
company, which is one of the biggest reasons some investors still
hold hope that the Sunnyvale, California headquartered company
has not made its transition too late.

(Linda Rohrbough/19931214/Press Contact: August Liguori, Atari,
tel 408-745-2069, fax 408-745-8800)
---

g)

So what does this tell you ?, that the Jag is capable of killing the cd32
(if it had a cd) but it _WILL_NOT_HAPPEN_ before xmax 1994. but by then
the cd32 has done its job it saved cbm, made a standard for cd's on
amiga's and prepared the cd32 (and addons/followups) for the next round
of games/multiemdia IF cbm wants (or capable) too.

Happy NewYear,

Daniel.

PS: Im i the only one that finds it weird that they call the jag a
'multi media cdrom based games machine' when there is no cdrom ?

.....................................................................
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
.....................................................................

# 3840. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-27 15:09:47 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CIp8sB.3n1@genesis.nred.ma.us>
Source record: 19478

All CD32 software does not suck. There is a LARGE supply
of G O O D software out for the CD32. Which is more than I can say for
my Jaguar. Hopefully Jaguar software development will pick up by
next Xmas.

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
A T A R I J A G U A R
6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

# 3841. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-27 18:56:32 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2fnb50$7bl@harbinger.cc.monash.edu.au>
Source record: 19475

Kendall Gelner (kgelner@nyx.cs.du.edu) wrote:

[...]

: >|> It is very complex and is a
: >|> combination strategy and shoot-em-up game. Those who play it only
: >|> 10 or so minutes and give up on it could come up with the
: >|> conclusion that it is a so-so game. Cresent Galaxy on the other
: >|> hand, is a so-so game as far as playability, but it has tremendous
: >|> 24 bit grahpics. The screen are awesome.
: >
: > It lacks frames for the animation of the objects. I don't blame the
: >Jaguar, I know it can do better. ATARI has to come out with good
: >polished titles... I'm looking forward to Alien VS Predator.

: Umm, it runs at 30FPs. How many more frames does it need?

You missed the animation bit. Imagine Mickey mouse moving across
the screen. Problem is, it's a static image and frozen Mickey's
floats across at 30FPs. Now have Mickey's arms, feet, legs, head
moving. Which is better?

Besides, what does 30 frames-per-second actually mean? I could
page-flip a square mouse cursor around the screen at 30fps, but it
lacks quite a bit in the animation stakes.

- Jim

# 3842. Re: Jaguar goodies....

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-27 20:18:09 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CIpn2B.Bts@cbnews.cb.att.com>
Source record: 19476

In article <2fnb50$7bl@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>Kendall Gelner (kgelner@nyx.cs.du.edu) wrote:
>
>[...]
>
>: >|> It is very complex and is a
>: >|> combination strategy and shoot-em-up game. Those who play it only
>: >|> 10 or so minutes and give up on it could come up with the
>: >|> conclusion that it is a so-so game. Cresent Galaxy on the other
>: >|> hand, is a so-so game as far as playability, but it has tremendous
>: >|> 24 bit grahpics. The screen are awesome.
>: >
>: > It lacks frames for the animation of the objects. I don't blame the
>: >Jaguar, I know it can do better. ATARI has to come out with good
>: >polished titles... I'm looking forward to Alien VS Predator.
>
>: Umm, it runs at 30FPs. How many more frames does it need?
>
>You missed the animation bit. Imagine Mickey mouse moving across
>the screen. Problem is, it's a static image and frozen Mickey's
>floats across at 30FPs. Now have Mickey's arms, feet, legs, head
>moving. Which is better?
>
>Besides, what does 30 frames-per-second actually mean? I could
>page-flip a square mouse cursor around the screen at 30fps, but it
>lacks quite a bit in the animation stakes.

Ok, you guys are on totally different wavelengths. The "lacks frames of animation of the objects" comment was directed toward Crescent Galaxy. The "30FPs" comment was in regards to Alien vs. Predator. The final (I hope) comment is once again about Crescent Galaxy.

I like a good argument as much as the next guy, but please argue about the same thing!

Tom

--
+---------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+---------------------------------------------------------------------------+

# 3843. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-28 08:03:30 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec28.080330.28799@mnemosyne.cs.du.edu>
Source record: 19479

In article <122693184158Rnf0.77b7@blackhl.hacktic.nl>,
Daniel Ockeloen <daniel@blackhl.hacktic.nl> wrote:
>kgelner@nyx.cs.du.edu (Kendall Gelner) writes:
>
>>In article <9312211311.AA00960@elm8>,
>>John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
>>> pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes...
>>>
>>>>Why buy a CD player when there is nothing to use it for?
>>>
>>> Why buy a Jaguar when theres little software for it?
>>
>>Why buy a CD-32 if all the software sucks?
>>
>>In all seriousness, the reasons I bought a Jaguar are:
>>
>>1) Raiden is coming out, play and soundalike.
>
>Not here yet.

Raiden is here now, in stores. At least one guy on
rec.games.video.atari says he bought it...

>
>>2) Cybermorph looks great to me
>
>Oke thats true but this seems to be a 50/50 good/bad in the reviews

It seems more like 80%-90% to me... I've only seen two posts saying
they didn't like it... one was from Marc Blaine. Everyone else seems
to love it!

>
>>3) AvP should be really good
>
>Not here yet.

No, but very soon.

>
>>4) DOOM is a really great game, and the Jaguar will have a version
>
>Not here yet, and IMHO the fun is over in 3/4 days (hell of a programming
>job on a pc btw).

This will take a little while to come out - I don't think the fun will
be over that soon. If you like this sort of game, you live for
finding secret areas and such. That takes awile!

>
>>5) Battlewheels (someday)
>
>

No, but the mere promise is enough for me. I am a huge Car Wars fan.

>
>>6) Enough other real developers are on now that I can say there will
>>probably be more Jag software around that I want than I can afford to
>>buy. From the CD-32 list, only 1 or 2 titles interested me (MK was one).
>
>sure ...
>
>You still don't seem to get the reason for cbm to have the cd32 do you ?
>The (as atari) needed money fast. take a look at some facts :
>
>
>a) cd32 did save cbm for now
> jag is still not sure for atari.
>

For now is the key - I think the Jaguar has a longer term potential
becuase it is more powerful and will sell better to the video game
market.

>b) cd32 will create a flux for the cd addons on the rest of the amiga line
> in the future.

That is one good side, I'll admit.

>
>c) cd32 allready sold more units _NOW_ than atari even hopes to ship
> before 1995.

I think that figure is rather doubtful, myself. I have heard many
confliting reports on this. They may have sold a lot, but I doubt
that over 500,000 units have been sold...

>
>d) cd32 needed far less R&D and this R&D had to be done anyway for
> the normal amiga line.
>

But this will cost them in the end.

>e) Lets be fair the jag blows the cd32 away BUT screams for
> a cd 'size' memory device.

Which it will get later on. I still think that a large number of
really good games can be done on a cart - like Cybermorph.

>
>f) Sales, even if more people wanted to get the jag it will _not_ be
> possible. These company's wanne sell units all this 'test areas'
> stuff is bullshit if atari was capable of making the same amount
> of units the would have xmas was missed and xmas 1995 is a LONG
> way to go.

This all sounded a bit fuzzy to me... the national release will be in
early january, they will have plenty of time to build up to a really
goon '94 christmas!

<some of the following items have been removed>
>
> its about making money look :
>
>---------------------------------------------------------------------------
>Jaguar in uk:
>A few hundred Jaguars arrived in the UK on Christmas Eve. My local dealer
>got one. There were no software titles available except Cybermorph.
>General opinion after playing was that it was dissapointing given the
>specs of the machine. No more are expected until March. So far HMV are
>the only non-specialist retailer to commit to stocking the console.

While it is true they may not be activley pursuing that market at this
time, they probably will after they get a strong foothold in
America... which it looks like they can do.

>---------------------------------------------------------------------------
>"IBM is contract manufacturing the unit in its Charlotte, North
>Carolina facility, and Atari said initially it expected to ship
>50,000 units before the holiday season, mostly to New York and
>San Francisco stores. Now Atari has lowered those numbers to
>20,000 units to ship before December 31, 1993 due to production
>and supply problems. The disappointing shipments appear to have
>hurt Atari's stock, as it has been falling steadily since the
>November high.." (Sam Tramiel, before xmas)

Once again, I'll bring up commodores stock, which has not done
anything at all, and is still lower than Atari's (which is going up
again). The stock price lowered in response toa CNBC buisiness report
that said 3DO stock was way overvalued, and that Atari's stock should
really be about $5. Both stocks then plunged dramatically, due to
market sheep at work. I believe both stocks will rise again. Atari
is already on the way up again...

As for the production problems, at least part of that was the bad RF
switchboxes. For the national release, that will no longer be a
problem.

>---------------------------------------------------------------------------
>Interestingly Martyn Brown of Team 17 was quoted in an artical in CU
>Amiga magazine as saying that among their CD32 releases for next year
>would be Alien Breed 3D which will use the CD32's Planar chip. Sound as

>though this might be the CD32 equivalent of Doom.
>------------------------------------------------------------------------

But not Doom... this will be interesting to compare with, though.

>According to David Pleasance, C= have been rehiring engineers and are
>already at work on the next two generations of CD32. The current model
>range (A1200, CD32) will be retained for at least twelve months.
>Speculating, it seems likely that these new consoles will use the AAA
>chipset and either 030 or 040 processors, or possibly a RISC processor,
>probably from HP.
>------------------------------------------------------------------------

Well, I would hope they are doing some R&D - the question remains if
this new chip set will be equal to the Jaguar.

>Silmarils are working on CD32 and Jaguar versions of Robinson's Requiem.
>CD32 release is due february with the Jaguar release sometime later in
>the year. The game uses a brand new texture mapped polygon graphic system
>and is reckoned to be the first CD32 game to use garaud shading.
>------------------------------------------------------------------------------------
-
Now this also should be interesting to compare games on the systems.

>
>g)
>
> So what does this tell you ?, that the Jag is capable of killing the cd32
> (if it had a cd) but it _WILL_NOT_HAPPEN_ before xmax 1994. but by then
> the cd32 has done its job it saved cbm, made a standard for cd's on
> amiga's and prepared the cd32 (and addons/followups) for the next round
> of games/multiemdia IF cbm wants (or capable) too.
>

Now those are the first rational reasons I have seen for the CD-32's
existance. I too believe that the Jag will not become large until
about christmas '94 - but it should have a lot of really impressive
games by then. The problem I see with releasing a new version of the
CD-32 at that point is that you have to compete against machines that
are probably just as or more powerful, while the other machines have a
bunch of great titles and the CD-32 has just old titles...

>
>Happy NewYear,
>

Thanks! Happy New Year to all out there as well!

>Daniel.
>
>PS: Im i the only one that finds it weird that they call the jag a
> 'multi media cdrom based games machine' when there is no cdrom ?
>

Ok, now that is truly hype.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

# 3844. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-28 13:52:58 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CIqzwD.5s8@cbnews.cb.att.com>
Source record: 19480

In article <122693184158Rnf0.77b7@blackhl.hacktic.nl> daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
>kgelner@nyx.cs.du.edu (Kendall Gelner) writes:
>
>>In article <9312211311.AA00960@elm8>,
>>John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
>>> pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes...
>>>
>>>>Why buy a CD player when there is nothing to use it for?
>>>
>>> Why buy a Jaguar when theres little software for it?
>>
>>Why buy a CD-32 if all the software sucks?
>>
>>In all seriousness, the reasons I bought a Jaguar are:
>>
>>1) Raiden is coming out, play and soundalike.
>
>Not here yet.

Currently sitting in my Jaguar. Must be here.

>>2) Cybermorph looks great to me
>
>Oke thats true but this seems to be a 50/50 good/bad in the reviews

Then this obviously tells you nothing. Play it for yourself, then decide.

>>3) AvP should be really good
>
>Not here yet.
>
>>4) DOOM is a really great game, and the Jaguar will have a version
>
>Not here yet, and IMHO the fun is over in 3/4 days (hell of a programming
>job on a pc btw).

Did you only play the first scenario, or did you register and get all of them?

>>5) Battlewheels (someday)
>
>
>Not here yet.
>
>>6) Enough other real developers are on now that I can say there will
>>probably be more Jag software around that I want than I can afford to

>>buy. From the CD-32 list, only 1 or 2 titles interested me (MK was one).
>
>sure ...
>
>You still don't seem to get the reason for cbm to have the cd32 do you ?
>The (as atari) needed money fast. take a look at some facts :
>
>
>a) cd32 did save cbm for now
> jag is still not sure for atari.
>
>b) cd32 will create a flux for the cd addons on the rest of the amiga line
> in the future.
>
>c) cd32 allready sold more units _NOW_ than atari even hopes to ship
> before 1995.
>
>d) cd32 needed far less R&D and this R&D had to be done anyway for
> the normal amiga line.
>
>e) Lets be fair the jag blows the cd32 away BUT screams for
> a cd 'size' memory device.

Which is coming. No big deal.

>f) Sales, even if more people wanted to get the jag it will _not_ be
> possible. These company's wanne sell units all this 'test areas'
> stuff is bullshit if atari was capable of making the same amount
> of units the would have xmas was missed and xmas 1995 is a LONG
> way to go.

It is very well known that they could only get about 50,000 chipsets in '93.
What's your point? They will not have that restriction in '94.

>------------------------------------------------------------------------
>CD32:
>Liberation CD32 is the top selling CD game in the UK according to Gallup,
>outselling Sega CD titles and Rebel Assault on PC-CDROM. Dixons group,
>the UK's largest electrical retailer has justed started to stock CD32 and
>took delivery of 30,000 on Dec 10th. Previously Dixons had resisted
>stocking the console because of a commitment to Phillips CD-i. HMV
>are also now stocking CD32 and software. Mindscape (publishers of Liberation)
>are so pleased with sales that they have commissioned five CD32-only titles
>for development this year. No details are available at the moment.
>------------------------------------------------------------------------
>The FMV module is ready, but high sales of CD32 and A1200 has held up
>production. Release has been put back to January to allow for the
>production of sufficient launch stocks.
>------------------------------------------------------------------------
>Jaguar in uk:
>A few hundred Jaguars arrived in the UK on Christmas Eve. My local dealer

>got one. There were no software titles available except Cybermorph.
>General opinion after playing was that it was dissapointing given the
>specs of the machine. No more are expected until March. So far HMV are
>the only non-specialist retailer to commit to stocking the console.
>------------------------------------------------------------------------
>"IBM is contract manufacturing the unit in its Charlotte, North
>Carolina facility, and Atari said initially it expected to ship
>50,000 units before the holiday season, mostly to New York and
>San Francisco stores. Now Atari has lowered those numbers to
>20,000 units to ship before December 31, 1993 due to production
>and supply problems. The disappointing shipments appear to have
>hurt Atari's stock, as it has been falling steadily since the
>November high.." (Sam Tramiel, before xmas)

That had nothing to do with the stock price falling. It was overvalued after the HUGE leap from around 5 to over 12. It then pulled back to around 8-9. Then Dorfman on CNBC dropped a "the analyst I spoke to says it's gonna drop to 4" bombshell, and guess what? The stock has been going down ever since.

>------------------------------------------------------------------------
>In a press release dated 15 Dec 1993, Atari US have reported production
>problems with an unusually high failure rate of Jaguars on the production
>line. Full-scale production has been scaled down until they find the
>source of the problem, but most people suggest that the Jaguar should be
>available in large quantities around March next year.
>------------------------------------------------------------------------
>the official figures for CD32 sales are out. Worldwide sales are 400,000 units,
>and production is being held back by the need to produce more A1200's to cope
>with the much heavier than expected demand for that system (C= sold 160,000
>A1200's over the 6 month period to October, when sales are usually slack.
>Currently A1200's are selling at 12,000 a week, and CD32's at 30,000 a
>week. CD32 is currently outselling the Sega CD by 4 to 1. David Pleasance
>of C= said "We've been inhibited by our inability to manufacture enough
>machines. Sales of the A1200 have held back the CD32 because we've had to
>make so many more A1200s. We're certainly not complaining though!"

When more powerful machines are available, people will buy them. If there is no real competition, and lots of people are Commodore fans already, then there you go...

>------------------------------------------------------------------------
>Interestingly Martyn Brown of Team 17 was quoted in an artical in CU
>Amiga magazine as saying that among their CD32 releases for next year
>would be Alien Breed 3D which will use the CD32's Planar chip. Sound as
>though this might be the CD32 equivalent of Doom.

Sure. Keep dreaming. We've already seen beta versions of Alien vs. Predator running, and ID is currently working on DOOM for the Jaguar. And you have the nerve to talk about "not here yet." "Sound as though this might be". Good one!

>------------------------------------------------------------------------
>According to David Pleasance, C= have been rehiring engineers and are

>already at work on the next two generations of CD32. The current model
>range (A1200, CD32) will be retained for at least twelve months.
>Speculating, it seems likely that these new consoles will use the AAA
>chipset and either 030 or 040 processors, or possibly a RISC processor,
>probably from HP.

And why do you think they are doing this? Because they felt like it? Or
because the Jaguar (and 3DO for that matter) blow CD32 away?

>
> So what does this tell you ?, that the Jag is capable of killing the cd32
> (if it had a cd) but it _WILL_NOT_HAPPEN_ before xmax 1994. but by then
> the cd32 has done its job it saved cbm, made a standard for cd's on
> amiga's and prepared the cd32 (and addons/followups) for the next round
> of games/multiemdia IF cbm wants (or capable) too.

I don't give a mighty crap if it kills the CD32. It already kills the CD32 in
the USA, doesn't it? And that's where I live, so that's where I want to see
Atari on top.

>Happy NewYear,
>
>Daniel.
>
>PS: Im i the only one that finds it weird that they call the jag a
> 'multi media cdrom based games machine' when there is no cdrom ?

Who is "they"? Are you dim? It's called a "64-bit interactive multimedia
system." Can you say that? I knew you could.

>.....................................................................
> .. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
> .. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
> .. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
> .....................................................................

Tom

--
+-------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+-------------------------------------------------------------------------+

# 3845. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-29 01:37:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <122993013708Rnf0.77b7@blackhl.hacktic.nl>
Source record: 19483

kgelner@nyx.cs.du.edu (Kendall Gelner) writes:

>In article <122693184158Rnf0.77b7@blackhl.hacktic.nl>,
>Daniel Ockeloen <daniel@blackhl.hacktic.nl> wrote:
>>kgelner@nyx.cs.du.edu (Kendall Gelner) writes:
>>>1) Raiden is coming out, play and soundalike.
>>
>>Not here yet.
>
>Raiden is here now, in stores. At least one guy on
>rec.games.video.atari says he bought it...

Saved by the bell ;-)

>>
>>>2) Cybermorph looks great to me
>>
>>Oke thats true but this seems to be a 50/50 good/bad in the reviews
>
>It seems more like 80%-90% to me... I've only seen two posts saying
>they didn't like it... one was from Marc Blaine. Everyone else seems
>to love it!

oke 20% didn't like it 20% liked the game but didn't like the 'type' of
game 60% liked it oke ?

>>
>>>3) AvP should be really good
>>
>>Not here yet.
>
>No, but very soon.

we will see i think they need more games but atleast more jags out.

>>>4) DOOM is a really great game, and the Jaguar will have a version
>>
>>Not here yet, and IMHO the fun is over in 3/4 days (hell of a programming
>>job on a pc btw).
>
>This will take a little while to come out - I don't think the fun will
>be over that soon. If you like this sort of game, you live for
>finding secret areas and such. That takes awile!
>

Oke, some people seem to really _LIKE_ the game, i think its a fine
programming job but no real gameplay.. but that is just my feelings...

>>
>>>5) Battlewheels (someday)
>>
>>
>
>No, but the mere promise is enough for me. I am a huge Car Wars fan.
>

is it for most ?

>>
>>>6) Enough other real developers are on now that I can say there will
>>>probably be more Jag software around that I want than I can afford to
>>>buy. From the CD-32 list, only 1 or 2 titles interested me (MK was one).
>>
>>sure ...
>>
>>You still don't seem to get the reason for cbm to have the cd32 do you ?
>>The (as atari) needed money fast. take a look at some facts :
>>
>>
>>a) cd32 did save cbm for now
>> jag is still not sure for atari.
>>
>
>For now is the key - I think the Jaguar has a longer term potential
>becuase it is more powerful and will sell better to the video game
>market.
>

O, get real if atari still had there own production pos. and was able to
take the xmas 1993 they would have. shifting it a year will make it still
possible but far from a 'take sega in 5 min. job' they could have done
this year (for example it gives all the other players 1 year to react).

>
>>b) cd32 will create a flux for the cd addons on the rest of the amiga line
>> in the future.
>
>That is one good side, I'll admit.
>

Keep this in mind i expect a second wave of sales when the cd addons hit
the streets.

>>
>>c) cd32 allready sold more units _NOW_ than atari even hopes to ship
>> before 1995.
>
>I think that figure is rather doubtful, myself. I have heard many
>confliting reports on this. They may have sold a lot, but I doubt
>that over 500,000 units have been sold...
>

400.000+ units before xmas sale is stated bij cbm several times (incl. by
the head of cbm uk (main group behind the cd32)).

>>
>>d) cd32 needed far less R&D and this R&D had to be done anyway for
>> the normal amiga line.
>>
>
>But this will cost them in the end.

huh ?? why you expect the jag will not only kill the cd32 but also the
computer amiga line ? Get real as a console the Jag is really cool but its
not a computer and it never will. we have seen some 'amiga-killers' the
last few years come and go ALL had better specs (remember the geo-neo or
the falcon ?).

>>e) Lets be fair the jag blows the cd32 away BUT screams for
>> a cd 'size' memory device.
>
>Which it will get later on. I still think that a large number of
>really good games can be done on a cart - like Cybermorph.

its not here and it doesn't make my statent less correct the Jag screams
for a cdrom and not all units will have one ...

>>f) Sales, even if more people wanted to get the jag it will _not_ be
>> possible. These company's wanne sell units all this 'test areas'
>> stuff is bullshit if atari was capable of making the same amount
>> of units the would have xmas was missed and xmas 1995 is a LONG
>> way to go.
> -------

oops 1994 ;-)...

>This all sounded a bit fuzzy to me... the national release will be in
>early january, they will have plenty of time to build up to a really
>goon '94 christmas!

its simple, you keep reading Jag fans/owners writing that this 'test
areas' thing is a good thing, its not. If atari was capable of getting it
out in real numbers this xmas they would have if you don't beleave this
you are just plain stupid. (lets say they would have sold 200.000 -
300.000 before xmas it would have set the console sector on major state
of panic, and atari a stable company for the next 1-2 years).

><some of the following items have been removed>
>>
>> its about making money look :
>>
>>--------------------------------------------------------------------------
>>Jaguar in uk:
>>A few hundred Jaguars arrived in the UK on Christmas Eve. My local dealer
>>got one. There were no software titles available except Cybermorph.
>>General opinion after playing was that it was dissapointing given the

>>specs of the machine. No more are expected until March. So far HMV are
>>the only non-specialist retailer to commit to stocking the console.
>
>While it is true they may not be activley pursuing that market at this
>time, they probably will after they get a strong foothold in
>America... which it looks like they can do.

yes you are right but it will not happen before : a) they can make more
jags then they can sell. b) a cdrom is included. BOTH will not happen soon
and THATS why i beleave that all this Jag is the best thing ever to see the
face of the earth stuff maybe a bit to soon (remember the falcon vs a1200).

>
>>-----------------------------------------------------------------------
>>"IBM is contract manufacturing the unit in its Charlotte, North
>>Carolina facility, and Atari said initially it expected to ship
>>50,000 units before the holiday season, mostly to New York and
>>San Francisco stores. Now Atari has lowered those numbers to
>>20,000 units to ship before December 31, 1993 due to production
>>and supply problems. The disappointing shipments appear to have
>>hurt Atari's stock, as it has been falling steadily since the
>>November high.." (Sam Tramiel, before xmas)
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>Once again, I'll bring up commodores stock, which has not done
>anything at all, and is still lower than Atari's (which is going up
>again). The stock price lowered in response toa CNBC buisiness report
>that said 3DO stock was way overvalued, and that Atari's stock should
>really be about $5. Both stocks then plunged dramatically, due to
>market sheep at work. I believe both stocks will rise again. Atari
>is already on the way up again...

Thats fair both should be about the same IMHO im not screaming here that
cbm is a great company and they will rule the world. but some of the
people here (and the video.misc group) don't seem to understand that
its not only about specs.... (anyone who claims a a1200 is beter than
a falcon030 needs a reality check. but anyone not accepting the simple
facts that the a1200 is a hit and the falcon not needs one too).

>As for the production problems, at least part of that was the bad RF
>switchboxes. For the national release, that will no longer be a
>problem.
>

why not ? they don't seem to be that sure about going to full production
them selfs do they ?

>
>>-----------------------------------------------------------------------
>>Interestingly Martyn Brown of Team 17 was quoted in an artical in CU
>>Amiga magazine as saying that among their CD32 releases for next year
>>would be Alien Breed 3D which will use the CD32's Planar chip. Sound as
>>though this might be the CD32 equivalent of Doom.

>>------------------------------------------------------------------------
>
>But not Doom... this will be interesting to compare with, though.

You are 100% correct i didn't include all these messages on there
own merits but more to set the mood. (hell i am not even sure my 4000/40
can pull a 100% doom conversion).

>>According to David Pleasance, C= have been rehiring engineers and are
>>already at work on the next two generations of CD32. The current model
>>range (A1200, CD32) will be retained for at least twelve months.
>>Speculating, it seems likely that these new consoles will use the AAA
>>chipset and either 030 or 040 processors, or possibly a RISC processor,
>>probably from HP.
>>------------------------------------------------------------------------
>
>Well, I would hope they are doing some R&D - the question remains if
>this new chip set will be equal to the Jaguar.
>

Yep and then nope the mistakes at both atari & cbm where not made
yesterday cbm pissed r&d out of the door 1987-1989, then started on
AA and never stopt. it will not even be close to the jag chips it
will (and should IMHO be a chip set for a computer not a console) be
a good solid system for the next amiga line ...

>>
>> So what does this tell you ?, that the Jag is capable of killing the cd32
>> (if it had a cd) but it _WILL_NOT_HAPPEN_ before xmax 1994. but by then
>> the cd32 has done its job it saved cbm, made a standard for cd's on
>> amiga's and prepared the cd32 (and addons/followups) for the next round
>> of games/multiemdia IF cbm wants (or capable) too.
>>
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>Now those are the first rational reasons I have seen for the CD-32's
>existance. I too believe that the Jag will not become large until
>about christmas '94 - but it should have a lot of really impressive
>games by then. The problem I see with releasing a new version of the
>CD-32 at that point is that you have to compete against machines that
>are probably just as or more powerful, while the other machines have a
>bunch of great titles and the CD-32 has just old titles...

so they just don't followup on the idea .. see the difference both
atari & cbm needed a console to save there ass. cbm made a simple/cheap
machine that works this year and will return to the amiga line. Atari
will atleast have made a super-dupper-all-killer-machine but this is
may work out the wrong way (like it did with the falcon). And what
will happen to the computer line it the jag does become the number one
console ?

>>
>>Happy NewYear,

>>
>
>Thanks! Happy New Year to all out there as well!
>
>>Daniel.
>>
>>PS: Im i the only one that finds it weird that they call the jag a
>> 'multi media cdrom based games machine' when there is no cdrom ?
>>
>
>Ok, now that is truly hype.
>

I feel its very smart of atari to hype it to hell (mac & microsoft have
been doing it for years) but they will have to deliver the goods
sometime.

>---> Kendall Gelner (kgelner@nyx.cs.du.edu)

Greetings,

Daniel.

PS: if you want we can take this to email, i can understand it if atari
fans wanne flame me for trying to bring some reality here. (i don't
wanne be the next Marc Barret of c.s.a.a).

.....................................................................
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
.....................................................................

# 3846. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-29 02:46:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <122993024655Rnf0.77b7@blackhl.hacktic.nl>
Source record: 19484

tpp@cbnews.cb.att.com (Grue) writes:

[zapped the first part because you its just imho stuff from both sites]

>>e) Lets be fair the jag blows the cd32 away BUT screams for
>> a cd 'size' memory device.
>
>Which is coming. No big deal.

No big deal ?, anyone owning a Jag must see the real power this system
will get when there are no limits on data-size ...

>>f) Sales, even if more people wanted to get the jag it will _not_ be
>> possible. These company's wanne sell units all this 'test areas'
>> stuff is bullshit if atari was capable of making the same amount
>> of units the would have xmas was missed and xmas 1995 is a LONG
>> way to go.
>
>It is very well known that they could only get about 50,000 chipsets in '93.
>What's your point? They will not have that restriction in '94.

oke please inform me where the other 30.000 are (Sam T. stated only 20.000
before 31 Dec.) and what is so special about 1 jan 1994 that will solve
these problems.

[zapped all the media hype i posted]

>>the official figures for CD32 sales are out. Worldwide sales are 400,000 units,
>>and production is being held back by the need to produce more A1200's to cope
>>with the much heavier than expected demand for that system (C= sold 160,000
>>A1200's over the 6 month period to October, when sales are usually slack.
>>Currently A1200's are selling at 12,000 a week, and CD32's at 30,000 a
>>week. CD32 is currently outselling the Sega CD by 4 to 1. David Pleasance
>>of C= said "We've been inhibited by our inability to manufacture enough
>>machines. Sales of the A1200 have held back the CD32 because we've had to
>>make so many more A1200s. We're certainly not complaining though!"
>
>When more powerful machines are available, people will buy them. If there is
>no real competition, and lots of people are Commodore fans already, then there
>you go...

is that what its all about ? they are computer company's ...

>>--------------------------------------------------------------------------
>>Interestingly Martyn Brown of Team 17 was quoted in an artical in CU
>>Amiga magazine as saying that among their CD32 releases for next year
>>would be Alien Breed 3D which will use the CD32's Planar chip. Sound as

>>though this might be the CD32 equivalent of Doom.
>
>Sure. Keep dreaming. We've already seen beta versions of Alien vs. Predator
>running, and ID is currently working on DOOM for the Jaguar. And you have the
>nerve to talk about "not here yet." "Sound as though this might be". Good one!

Sorry about this i didn't post all these small items to be taken as facts
more to set he mood of the moment. You are right doom is possible on the
jag and not possible on a cd32 (again IMHO)...

>>---------------------------------------------------------------------------
>>According to David Pleasance, C= have been rehiring engineers and are
>>already at work on the next two generations of CD32. The current model
>>range (A1200, CD32) will be retained for at least twelve months.
>>Speculating, it seems likely that these new consoles will use the AAA
>>chipset and either 030 or 040 processors, or possibly a RISC processor,
>>probably from HP.
>
>And why do you think they are doing this? Because they felt like it? Or
>because the Jaguar (and 3DO for that matter) blow CD32 away?

please read between the lines .. this is just the next amiga chipset, they
will have the option to go ahead or pull back (Atari & 3DO don't have
those oiptions anymore). I expect cbm to pull back the cd32+followups if
Jag en/or 3DO will take of ... THAT is the good thing IMHO about what cbm
has done (good gaines/no risk) ...

>>
>> So what does this tell you ?, that the Jag is capable of killing the cd32
>> (if it had a cd) but it _WILL_NOT_HAPPEN_ before xmax 1994. but by then
>> the cd32 has done its job it saved cbm, made a standard for cd's on
>> amiga's and prepared the cd32 (and addons/followups) for the next round
>> of games/multiemdia IF cbm wants (or capable) too.
>
>I don't give a mighty crap if it kills the CD32. It already kills the CD32 in
>the USA, doesn't it? And that's where I live, so that's where I want to see
>Atari on top.

yep sure selling 400.000+ units before xmas against 20.000 units before
31 Dec. cd32 is not even out in the states yet if CBM wants to (and this
is still not sure) it can have more units in the states then atari in a
week ... we will see what happens on the ces .. (again im not sure if cbm
even plans/needs to take the US as a battle ground).

>>Happy NewYear,
>>
>>Daniel.
>>
>>PS: Im i the only one that finds it weird that they call the jag a
>> 'multi media cdrom based games machine' when there is no cdrom ?
>
>Who is "they"? Are you dim? It's called a "64-bit interactive multimedia

>system." Can you say that? I knew you could.

it stated cdrom to start with and please explain the multimedia part to me
if you want ...

>
>Tom
>
>--
>+-------------------------------------------------------------------------+
>|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
>|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
>+-------------------------------------------------------------------------+

Greetings & have fun with you Jag,

Daniel.

.....................................................................
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
.....................................................................

# 3847. Re: Reality, people...

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-29 10:55:29 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2frnn1$1ip9@info2.rus.uni-stuttgart.de>
Source record: 19481

Ken Stevens (jagman@lakes.trenton.sc.us) wrote:
: Actually, I can't totally agree with your assessment, I have an
: Atari MegaST4 with the Spectre GCR and the Turbo 16. I also have
: a Macintosh Quadra 800. I love both machines but from a
: professional and speed stand point, the Quadra is a much better
: machine. I plan on upgrading it to the PowerPC in March. I'm not

I'm quite sure you know the price of a Quadra 800. I'm also quite sure
you know the age of a MegaST4.
It is just not possible to compare these machines, sorry.

Ciao, Heiko

+--------------------------------------------------------------------------+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--------------------------------------------------------------------------+

# 3848. Re: 2 MB ROM restriction

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-29 14:05:37 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2fs2rh$jaq@harbinger.cc.monash.edu.au>
Source record: 19482

Randy Lexvold (lexvold@martha.utcc.utk.edu) wrote:
: I keep reading in articles posted that the Jaguar has a 2 MB
: ROM limit on cartridges. All documentation I currently have
: states that the limit is 6 MB of uncompressed code and 50 MB
: of compressed code. My documentation does show a limit of 2 MB
: of DRAM, but not of ROM. Just curious.

It's more of a cost-benefit restriction than anything else. ROMs
are generally expensive to make. Bigger ROMS = bigger cost. For
the SNES and MegaDrive/Genesis games, bigger roms = higher price.

- Jim

# 3849. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-30 05:15:44 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CIu1A8.HIp@news.Hawaii.Edu>
Source record: 19485

Kendall Gelner (kgelner@nyx.cs.du.edu) wrote:
:#In article <9312211403.AA01085@elm8>,
:#The proof that CD games will cost as much as or more than cart games
:#is right before you - how much does a disk cost? How much do computer
:#games cost? There you go, proof that the reduced media cost means
:#virtually NOTHING (perhaps $10 at most) in terms of price.

Look at Neo-Geo carts and tell me they couldn't use a CDROM. The cost of
ROMs drove the price of Neo-Geo games through the roof of most wallets.
Remember, Neo-Geo games needed large amounts of ROMs.
As yet, none of the Jaguar cartridges available use anywhere near the full 6
megs, and until the price of those games come out you can't prove anything.
I think you'll find that the more ROMs that are needed for a game, the
higher the cost.

For a smaller base of users, CD will cost more.
For a large base of users, CD will cost less.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

# 3850. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-30 07:07:30 UTC
From: patrol@hacktic.nl
Message-ID: <2ftuo0INNp8r@xs4all.hacktic.nl>
Source record: 19486

daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:

>No big deal ?, anyone owning a Jag must see the real power this system
>will get when there are no limits on data-size ...

No arguments here :)

>oke please inform me where the other 30.000 are (Sam T. stated only 20.000
>before 31 Dec.) and what is so special about 1 jan 1994 that will solve
>these problems.

The availability of chipsets made by Motorola instead of the unknown
Japane subcontractor. (So o.k. not jan. 1.) Motorola will produce 1
million chipsets in 94 taking away production limits and providing a
reliable second supplier.

>>When more powerful machines are available, people will buy them. If there is
>>no real competition, and lots of people are Commodore fans already, then there
>>you go...

>is that what its all about ? they are computer company's ...

????

>Sorry about this i didn't post all these small items to be taken as facts
>more to set he mood of the moment. You are right doom is possible on the
>jag and not possible on a cd32 (again IMHO)...

Agreed. To add one more touch of realism to the other side (yeah, even _I_
am not that biased). A programmer told me a game like Sim City would not
be possible on Jag. Because of the fact 90% is simulation (number
crunching) and only 10% graphics, a 68000 was too slow. Maybe they could
use DSP though. Anyway, each system has it's strongpoints.

>please read between the lines .. this is just the next amiga chipset, they
>will have the option to go ahead or pull back (Atari & 3DO don't have
>those oiptions anymore). I expect cbm to pull back the cd32+followups if
>Jag en/or 3DO will take of ... THAT is the good thing IMHO about what cbm
>has done (good gaines/no risk) ...

Based on numbers sold, CD-32 will not be pulled back. Too much investment,
userbase, developer commitment already. Don't forget, this was C='s last
straw too!

>yep sure selling 400.000+ units before xmas against 20.000 units before
>31 Dec. cd32 is not even out in the states yet if CBM wants to (and this
>is still not sure) it can have more units in the states then atari in a
>week ... we will see what happens on the ces .. (again im not sure if cbm

>even plans/needs to take the US as a battle ground).

Where did you get the 400.000? By the way, If you want to succeed, US is
an IMPORTANT market.

>Greetings & have fun with you Jag,

I will, as soon as our little "Nederland" gets some.

De groeten,

Patrick.
--

* Patrick Roelandt -- patrol@hacktic.nl | Founder Dutch Jaguarclub (3D-who?) *
* ||| | and proud of it..... *
* / | \ *

* "I love it when a plan comes together. All I need to do is make one..." *

# 3851. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-30 10:49:43 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec30.104943.4856@mnemosyne.cs.du.edu>
Source record: 19388

In article <122993013708Rnf0.77b7@blackhl.hacktic.nl>,
Daniel Ockeloen <daniel@blackhl.hacktic.nl> wrote:
>kgelner@nyx.cs.du.edu (Kendall Gelner) writes:
>
>>In article <122693184158Rnf0.77b7@blackhl.hacktic.nl>,
>>Daniel Ockeloen <daniel@blackhl.hacktic.nl> wrote:
>>>kgelner@nyx.cs.du.edu (Kendall Gelner) writes:
>>>>1) Raiden is coming out, play and soundalike.
>>>
>>>Not here yet.
>>
>>Raiden is here now, in stores. At least one guy on
>>rec.games.video.atari says he bought it...
>
>
>Saved by the bell ;-)
>
>>>
>>>>2) Cybermorph looks great to me
>>>
>>>Oke thats true but this seems to be a 50/50 good/bad in the reviews
>>
>>It seems more like 80%-90% to me... I've only seen two posts saying
>>they didn't like it... one was from Marc Blaine. Everyone else seems
>>to love it!
>
>oke 20% didn't like it 20% liked the game but didn't like the 'type' of
>game 60% liked it oke ?

I'd say more than that liked it - it seems to be a really fun game to
play. Like I said, I've only seen two posts from people who had owned
Jaguars saying they disliked the game - but one was from Marc Blaine
(who would now have liked Cybermorph or the Jaguar if Atari had paid
HIM $250 to take a Jaguar). I've seen at least 10-15 posts saying how
good they thought the game was...

>
>>>
>>>>3) AvP should be really good
>>>
>>>Not here yet.
>>
>>No, but very soon.
>
>we will see i think they need more games but atleast more jags out.

>

True - there are supposed to be 15 games out by the end of January,
and the National release is right after the winter CES (Jan 4th or so,
I think).

>>>>4) DOOM is a really great game, and the Jaguar will have a version
>>>
>>>Not here yet, and IMHO the fun is over in 3/4 days (hell of a programming
>>>job on a pc btw).
>>
>>This will take a little while to come out - I don't think the fun will
>>be over that soon. If you like this sort of game, you live for
>>finding secret areas and such. That takes awile!
>>
>
>Oke, some people seem to really _LIKE_ the game, i think its a fine
>programming job but no real gameplay.. but that is just my feelings...
>

Well, it is true that not everyone likes this kind of game.

>>>
>>>>5) Battlewheels (someday)
>>>
>>>
>>
>>No, but the mere promise is enough for me. I am a huge Car Wars fan.
>>
>
>is it for most ?
>

No, but I think that there are enough games of different types to keep
almost anyone happy... Driving games, shooters, scrollers, fighting
game, DOOM type games (AvP fits in this category). These are also all
game that will be out at the end of January... plus there are
developers working on other interesting stuff, which should follow a
month or two after. There are certainly more games coming out soon
than I can afford to buy, anyway...

<some stuff deleted>
>>For now is the key - I think the Jaguar has a longer term potential
>>becuase it is more powerful and will sell better to the video game
>>market.
>>
>
>O, get real if atari still had there own production pos. and was able to
>take the xmas 1993 they would have. shifting it a year will make it still
>possible but far from a 'take sega in 5 min. job' they could have done
>this year (for example it gives all the other players 1 year to react).
>

While it is true that they could have really done a job on the market
this christmas, it does not preclude a good market share by next
christmas.

>>
>>>b) cd32 will create a flux for the cd addons on the rest of the amiga line
>>> in the future.
>>
>>That is one good side, I'll admit.
>>
>
>Keep this in mind i expect a second wave of sales when the cd addons hit
>the streets.
>

I personally think that MPEG movies on disk are a dead duck, and that
only a few chumps will pay for this... this goes for FMV on all
platforms.

>>>
>>>c) cd32 allready sold more units _NOW_ than atari even hopes to ship
>>> before 1995.
>>
>>I think that figure is rather doubtful, myself. I have heard many
>>confliting reports on this. They may have sold a lot, but I doubt
>>that over 500,000 units have been sold...
>>
>
>400.000+ units before xmas sale is stated bij cbm several times (incl. by
>the head of cbm uk (main group behind the cd32)).
>

Yeah, but is that unit's shipped, or sold, or what? Don't forget they
also said they were hording units for the US release...

>>>
>>>d) cd32 needed far less R&D and this R&D had to be done anyway for
>>> the normal amiga line.
>>>
>>
>>But this will cost them in the end.
>
>huh ?? why you expect the jag will not only kill the cd32 but also the
>computer amiga line ? Get real as a console the Jag is really cool but its
>not a computer and it never will. we have seen some 'amiga-killers' the
>last few years come and go ALL had better specs (remember the geo-neo or
>the falcon ?).

No, I don't think the Jag will kill the computer line... just the
current CD-32. What I mean is that they should have put a lot more
R&D into the game system and really souped up the performance. Now
they have a product out, and they have to let it go without
enhancements for a year or so at least if they don't want to piss off

current owners. This gives the Jaguar and 3DO a good lead on games
that are a lot more impressive looking/sounding. While that does not
nessicarily mean good gameplay, it seems that a lot of the stuff
coming out for the Jaguar or 3DO does have good gameplay.

>
>>>e) Lets be fair the jag blows the cd32 away BUT screams for
>>> a cd 'size' memory device.
>>
>>Which it will get later on. I still think that a large number of
>>really good games can be done on a cart - like Cybermorph.
>
>its not here and it doesn't make my statent less correct the Jag screams
>for a cdrom and not all units will have one ...
>

Yes, it does ask for a CD-ROM drive... but good games that are
visually impressive with good gameplay are coming out. Since the
whole point of a game system is to play games, this is not nessicarily
such a big disadvantage. I personally think it is better to offer the
CD as a seperate unit and sell the base cheaper - you sell a lot more
base units, which helps to bring in new developers and new
enhancements.

>>>f) Sales, even if more people wanted to get the jag it will _not_ be
>>> possible. These company's wanne sell units all this 'test areas'
>>> stuff is bullshit if atari was capable of making the same amount
>>> of units the would have xmas was missed and xmas 1995 is a LONG
>>> way to go.
>> -------
>
>oops 1994 ;-)...
>

Hey, I didn't say 95... that was the person I was responing to! They
must have been thinking of Nintendo... ;-)

>>This all sounded a bit fuzzy to me... the national release will be in
>>early january, they will have plenty of time to build up to a really
>>goon '94 christmas!
>
>its simple, you keep reading Jag fans/owners writing that this 'test
>areas' thing is a good thing, its not. If atari was capable of getting it
>out in real numbers this xmas they would have if you don't beleave this
>you are just plain stupid. (lets say they would have sold 200.000 -
>300.000 before xmas it would have set the console sector on major state
>of panic, and atari a stable company for the next 1-2 years).

They said they had only 50,000 of the TOM and Jerry chips that make
the whole machine - they are now having Motorola produce them, so no
shortages should be evident next year.

>
>><some of the following items have been removed>
>>>
>>> its about making money look :
>>>
>>>--------------------------------------------------------------------------
>>>Jaguar in uk:
>>>A few hundred Jaguars arrived in the UK on Christmas Eve. My local dealer
>>>got one. There were no software titles available except Cybermorph.
>>>General opinion after playing was that it was dissapointing given the
>>>specs of the machine. No more are expected until March. So far HMV are
>>>the only non-specialist retailer to commit to stocking the console.
>>
>>While it is true they may not be activley pursuing that market at this
>>time, they probably will after they get a strong foothold in
>>America... which it looks like they can do.
>
>yes you are right but it will not happen before : a) they can make more
>jags then they can sell. b) a cdrom is included. BOTH will not happen soon
>and THATS why i beleave that all this Jag is the best thing ever to see the
>face of the earth stuff maybe a bit to soon (remember the falcon vs a1200).
>

I don't think the inclusion of the CD-ROM is a nessicary condition to
slaes in Europe - though I do think what will end up happening is a
large flow in the USA first to make sure they meet demand, and then a
slow trickle about March or so for the UK building up over time.

I really don't think the A1200 vs Falcon thing applies here - unless
you want to say the the Jaguar will absolutley dominate because it
costs less than the CD-32... :-)

>>
>>>--------------------------------------------------------------------------
>>>"IBM is contract manufacturing the unit in its Charlotte, North
>>>Carolina facility, and Atari said initially it expected to ship
>>>50,000 units before the holiday season, mostly to New York and
>>>San Francisco stores. Now Atari has lowered those numbers to
>>>20,000 units to ship before December 31, 1993 due to production
>>>and supply problems. The disappointing shipments appear to have
>>>hurt Atari's stock, as it has been falling steadily since the
>>>November high.." (Sam Tramiel, before xmas)
>>
>>Once again, I'll bring up commodores stock, which has not done
>>anything at all, and is still lower than Atari's (which is going up
>>again). The stock price lowered in response toa CNBC buisiness report
>>that said 3DO stock was way overvalued, and that Atari's stock should
>>really be about $5. Both stocks then plunged dramatically, due to
>>market sheep at work. I believe both stocks will rise again. Atari
>>is already on the way up again...
>
>Thats fair both should be about the same IMHO im not screaming here that

>cbm is a great company and they will rule the world. but some of the
>people here (and the video.misc group) don't seem to understand that
>its not only about specs.... (anyone who claims a a1200 is beter than
>a falcon030 needs a reality check. but anyone not accepting the simple
>facts that the a1200 is a hit and the falcon not needs one too).
>

I accept everything above. It does take more than specs to sway me,
and I wouldn't have bought a Jaguar, Atari fan that I am, if I had not
seen the kind of support they are giving the machine (like
advertising), and the developers they have lined up.

>>As for the production problems, at least part of that was the bad RF
>>switchboxes. For the national release, that will no longer be a
>>problem.
>>
>
>why not ? they don't seem to be that sure about going to full production
>them selfs do they ?

They seem pretty confident - they say the national roolout is at the
winter CES.

>
>
>>
>>>-----------------------------------------------------------------------------
>>>Interestingly Martyn Brown of Team 17 was quoted in an artical in CU
>>>Amiga magazine as saying that among their CD32 releases for next year
>>>would be Alien Breed 3D which will use the CD32's Planar chip. Sound as
>>>though this might be the CD32 equivalent of Doom.
>>>-----------------------------------------------------------------------------
>>
>>But not Doom... this will be interesting to compare with, though.
>
>You are 100% correct i didn't include all these messages on there
>own merits but more to set the mood. (hell i am not even sure my 4000/40
>can pull a 100% doom conversion).

Yep, Doom is pretty amazing - i really did not think a 486/33 could
run any kind of game that fast - much l;ess with texture mapping!!
Alas, the machine I play it on does not even have a sound card, and
only has a VGA monitor.

>
>>>According to David Pleasance, C= have been rehiring engineers and are
>>>already at work on the next two generations of CD32. The current model
>>>range (A1200, CD32) will be retained for at least twelve months.
>>>Speculating, it seems likely that these new consoles will use the AAA
>>>chipset and either 030 or 040 processors, or possibly a RISC processor,
>>>probably from HP.
>>>-----------------------------------------------------------------------------

>>
>>Well, I would hope they are doing some R&D - the question remains if
>>this new chip set will be equal to the Jaguar.
>>
>
>Yep and then nope the mistakes at both atari & cbm where not made
>yesterday cbm pissed r&d out of the door 1987-1989, then started on
>AA and never stopt. it will not even be close to the jag chips it
>will (and should IMHO be a chip set for a computer not a console) be
>a good solid system for the next amiga line ...
>

Yep, both Atari and CBM really whittled down their markets for a while...

>>>
>>> So what does this tell you ?, that the Jag is capable of killing the cd32
>>> (if it had a cd) but it _WILL_NOT_HAPPEN_ before xmax 1994. but by then
>>> the cd32 has done its job it saved cbm, made a standard for cd's on
>>> amiga's and prepared the cd32 (and addons/followups) for the next round
>>> of games/multiemdia IF cbm wants (or capable) too.
>>>
>>
>>Now those are the first rational reasons I have seen for the CD-32's
>>existance. I too believe that the Jag will not become large until
>>about christmas '94 - but it should have a lot of really impressive
>>games by then. The problem I see with releasing a new version of the
>>CD-32 at that point is that you have to compete against machines that
>>are probably just as or more powerful, while the other machines have a
>>bunch of great titles and the CD-32 has just old titles...
>
>so they just don't followup on the idea .. see the difference both
>atari & cbm needed a console to save there ass. cbm made a simple/cheap
>machine that works this year and will return to the amiga line. Atari
>will atleast have made a super-dupper-all-killer-machine but this is
>may work out the wrong way (like it did with the falcon). And what
>will happen to the computer line it the jag does become the number one
>console ?

Well, I personally think that Atari will still have a computer line
for a while. They just like the computer buisiness too much to
leave. It seems to me we now have a race between Atari and CBM to
develop the first PowerPC machine! That probably is quite optimistic,
though.

>>>PS: Im i the only one that finds it weird that they call the jag a
>>> 'multi media cdrom based games machine' when there is no cdrom ?
>>>
>>
>>Ok, now that is truly hype.
>>
>

>I feel its very smart of atari to hype it to hell (mac & microsoft have
>been doing it for years) but they will have to deliver the goods
>sometime.
>

Well, the devlopers really seem to like the Jaguar! I think that does
say something good... You're right though, the hype has helped them a
lot - the media really swallowed the "64-bit" thing hook, line and
sinker! It really is amazing how little homework the media do for any
topic, much less video game systems.

>>---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>
>Greetings,
>
>Daniel.
>
>PS: if you want we can take this to email, i can understand it if atari
> fans wanne flame me for trying to bring some reality here. (i don't
> wanne be the next Marc Barret of c.s.a.a).
>

I know Marc Barret, he is an enemy of mine, and let me tell you, sir -
you are no Marc Barret. :-)

I think a little reality is a good thing as well. Rational
discussions are nice as well (though I sometimes am guilty of straying
off myself!)

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

# 3852. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-30 10:55:40 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec30.105540.5054@mnemosyne.cs.du.edu>
Source record: 19387

In article <2ftuo0INNp8r@xs4all.hacktic.nl>,
Patrick Roelandt <patrol@hacktic.nl> wrote:
>daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
<some stuff deleted>
>>Sorry about this i didn't post all these small items to be taken as facts
>>more to set he mood of the moment. You are right doom is possible on the
>>jag and not possible on a cd32 (again IMHO)...
>
>Agreed. To add one more touch of realism to the other side (yeah, even _I_
>am not that biased). A programmer told me a game like Sim City would not
>be possible on Jag. Because of the fact 90% is simulation (number
>crunching) and only 10% graphics, a 68000 was too slow. Maybe they could
>use DSP though. Anyway, each system has it's strongpoints.

Now this comment seems a bit off - remember, there are versions of Sim
City out for the Atari ST (8MHZ 68000). They look almost the same as
the PC versions, and seem to run almost as fast. When you consider
the 68000 in the Jaguar is almost twice that speed, and there are
other chips to take care of all the graphics, the Jaguar's 68000
should be up to the task of calculations for future games like these.

<rest deleted>
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

# 3853. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-30 11:02:26 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec30.110226.5232@mnemosyne.cs.du.edu>
Source record: 19389

In article <CIu1A8.HIp@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>Kendall Gelner (kgelner@nyx.cs.du.edu) wrote:
>:#In article <9312211403.AA01085@elm8>,
>:#The proof that CD games will cost as much as or more than cart games
>:#is right before you - how much does a disk cost? How much do computer
>:#games cost? There you go, proof that the reduced media cost means
>:#virtually NOTHING (perhaps $10 at most) in terms of price.
>
>Look at Neo-Geo carts and tell me they couldn't use a CDROM. The cost of
>ROMs drove the price of Neo-Geo games through the roof of most wallets.
>Remember, Neo-Geo games needed large amounts of ROMs.
>As yet, none of the Jaguar cartridges available use anywhere near the full 6
>megs, and until the price of those games come out you can't prove anything.
>I think you'll find that the more ROMs that are needed for a game, the
>higher the cost.

Is was not just the cost of NEO-GEO roms - it was a small market,
combined with the development cost of the games.

Also, look at 3DO game prices for a similar effect - even Dragon's
Lair, where they just have to plop the video on the CD, then throw in
the control code, costs $50 - as do pretty much all of the 3DO games.

I think Commodore has a good marketing strategy by charging
lessroyalties on cheaper disks - but, when you start to see real
titles that take advantage of the CD rather than ports of old games,
the cost will rise. How much does liberation or the pinball title
cost?

>
>For a smaller base of users, CD will cost more.
>For a large base of users, CD will cost less.
>

I still tend to believe that the cost of large games is going to
overwhelm the media cost - and this still does not account for the
fact that a lot of PC games are pretty expensive, yet are distributed
on disks that cost almost as little as a CD.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

## 3854. AtariMag

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-30 16:49:40 UTC
From: darmok@cats.ucsc.edu
Message-ID: <2fv0r4$rps@darkstar.UCSC.EDU>
Source record: 19390

For those of you wanting a magazine that covers ONLY the Atari line, it is here. It is called "Wild Cat" (formerly "The Lynx"), and deals with the gaming side of Atari machines.

Eight full-color issues each year are published, each one full of opinions, reviews, news, tidbits, secrets, letters, and all that fun stuff. This is a FANZINE, though, and not a professionally-run publication - it isn't biased, but it is only 12 pages long).

If you're interested, you can send $1.50 for a sample issue (or $12 to subscribe for a year) to Phil Patton at: 131 Dake Ave.
Santa Cruz, CA
95062

Sorry, but this time, no subscriptions are accepted from out of the United States.

## 3855. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-30 16:58:18 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CIuxtA.r7@cbnews.cb.att.com>
Source record: 19391

In article <122993024655Rnf0.77b7@blackhl.hacktic.nl> daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
>tpp@cbnews.cb.att.com (Grue) writes:
>
>>>e) Lets be fair the jag blows the cd32 away BUT screams for
>>> a cd 'size' memory device.
>>
>>Which is coming. No big deal.
>
>No big deal ?, anyone owning a Jag must see the real power this system
>will get when there are no limits on data-size ...

I meant that it's no big deal that there isn't one yet, because it's coming.

>>>f) Sales, even if more people wanted to get the jag it will _not_ be
>>> possible. These company's wanne sell units all this 'test areas'
>>> stuff is bullshit if atari was capable of making the same amount
>>> of units the would have xmas was missed and xmas 1995 is a LONG
>>> way to go.
>>
>>It is very well known that they could only get about 50,000 chipsets in '93.
>>What's your point? They will not have that restriction in '94.
>
>oke please inform me where the other 30.000 are (Sam T. stated only 20.000
>before 31 Dec.) and what is so special about 1 jan 1994 that will solve
>these problems.

Well, I believe 20,000 were shipped to Europe, as well. The RF problem is what I would assume delayed shipping of all of the units. Nothing is special about January 1st, except that it begins the year that Atari will be able to get hundreds of thousands of chipsets, unlike this year. 50,000 was all they could get.

>>>the official figures for CD32 sales are out. Worldwide sales are 400,000 units,
>>>and production is being held back by the need to produce more A1200's to cope
>>>with the much heavier than expected demand for that system (C= sold 160,000
>>>A1200's over the 6 month period to October, when sales are usually slack.
>>>Currently A1200's are selling at 12,000 a week, and CD32's at 30,000 a
>>>week. CD32 is currently outselling the Sega CD by 4 to 1. David Pleasance
>>>of C= said "We've been inhibited by our inability to manufacture enough
>>>machines. Sales of the A1200 have held back the CD32 because we've had to
>>>make so many more A1200s. We're certainly not complaining though!"
>>
>>When more powerful machines are available, people will buy them. If there is
>>no real competition, and lots of people are Commodore fans already, then there

>>you go...
>
>is that what its all about ? they are computer company's ...

Yes, but there is no competition. Companies seem to sell more product when
there is not competition, wouldn't you say?

>>>---------------------------------------------------------------------------
>>>Interestingly Martyn Brown of Team 17 was quoted in an artical in CU
>>>Amiga magazine as saying that among their CD32 releases for next year
>>>would be Alien Breed 3D which will use the CD32's Planar chip. Sound as
>>>though this might be the CD32 equivalent of Doom.
>>
>>Sure. Keep dreaming. We've already seen beta versions of Alien vs. Predator
>>running, and ID is currently working on DOOM for the Jaguar. And you have the
>>nerve to talk about "not here yet." "Sound as though this might be". Good one!
>
>Sorry about this i didn't post all these small items to be taken as facts
>more to set he mood of the moment. You are right doom is possible on the
>jag and not possible on a cd32 (again IMHO)...

Apology accepted. "CD32 equivalent of Doom" was misleading.

>>>---------------------------------------------------------------------------
>>>According to David Pleasance, C= have been rehiring engineers and are
>>>already at work on the next two generations of CD32. The current model
>>>range (A1200, CD32) will be retained for at least twelve months.
>>>Speculating, it seems likely that these new consoles will use the AAA
>>>chipset and either 030 or 040 processors, or possibly a RISC processor,
>>>probably from HP.
>>
>>And why do you think they are doing this? Because they felt like it? Or
>>because the Jaguar (and 3DO for that matter) blow CD32 away?
>
>please read between the lines .. this is just the next amiga chipset, they
>will have the option to go ahead or pull back (Atari & 3DO don't have
>those oiptions anymore). I expect cbm to pull back the cd32+followups if
>Jag en/or 3DO will take of ... THAT is the good thing IMHO about what cbm
>has done (good gaines/no risk) ...

Atari and 3DO already have the best machines. Therefore, they will not need
to think about building better ones for while.

>>> So what does this tell you ?, that the Jag is capable of killing the cd32
>>> (if it had a cd) but it _WILL_NOT_HAPPEN_ before xmax 1994. but by then
>>> the cd32 has done its job it saved cbm, made a standard for cd's on
>>> amiga's and prepared the cd32 (and addons/followups) for the next round
>>> of games/multiemdia IF cbm wants (or capable) too.
>>
>>I don't give a mighty crap if it kills the CD32. It already kills the CD32 in
>>the USA, doesn't it? And that's where I live, so that's where I want to see
>>Atari on top.

>
>yep sure selling 400.000+ units before xmas against 20.000 units before
>31 Dec. cd32 is not even out in the states yet if CBM wants to (and this
>is still not sure) it can have more units in the states then atari in a
>week ... we will see what happens on the ces .. (again im not sure if cbm
>even plans/needs to take the US as a battle ground).

Hah! Like I said, no competition. Here there is competition. CD32 will eat
it in the U.S, believe me.

>>>Happy NewYear,
>>>
>>>Daniel.
>>>
>>>PS: Im i the only one that finds it weird that they call the jag a
>>> 'multi media cdrom based games machine' when there is no cdrom ?
>>
>>Who is "they"? Are you dim? It's called a "64-bit interactive multimedia
>>system." Can you say that? I knew you could.
>
>it stated cdrom to start with and please explain the multimedia part to me
>if you want ...

You want me do define multimedia to you? Look it up. And it doesn't mention a
CD-ROM. Atari never called their machine a CD machine, or a CD-based machine,
or anything like that. The CD is an option. If you like to think that playing
movies would make it a multimedia machine, than the CD option will take care of
that. It's an option, as it is an any machine.

Tom

--
+-------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+-------------------------------------------------------------------------+

# 3856. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-30 19:52:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <123093195235Rnf0.77b7@blackhl.hacktic.nl>
Source record: 19394

patrol@hacktic.nl (Patrick Roelandt) writes:

>daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
>>oke please inform me where the other 30.000 are (Sam T. stated only 20.000
>>before 31 Dec.) and what is so special about 1 jan 1994 that will solve
>>these problems.
>
>The availability of chipsets made by Motorola instead of the unknown
>Japane subcontractor. (So o.k. not jan. 1.) Motorola will produce 1
>million chipsets in 94 taking away production limits and providing a
>reliable second supplier.

Thanks this is the first time someone tells me this so they will change
from brand X to moto, this is making more sence ... Oke so they expect
to make 500.000 this will be a on a steady sloop ? like > 50.000 first 3
months, 100.000 second 3, 150.000 3e and 200.000 in the all out battle at
xmas 1994 ?

>Agreed. To add one more touch of realism to the other side (yeah, even _I_
>am not that biased). A programmer told me a game like Sim City would not
>be possible on Jag. Because of the fact 90% is simulation (number
>crunching) and only 10% graphics, a 68000 was too slow. Maybe they could
>use DSP though. Anyway, each system has it's strongpoints.
>

I will start a new cd32 project soon not because of the cd32 only but
because it sets a new cd line for the whole amiga line.

>
>>please read between the lines .. this is just the next amiga chipset, they
>>will have the option to go ahead or pull back (Atari & 3DO don't have
>>those oiptions anymore). I expect cbm to pull back the cd32+followups if
>>Jag en/or 3DO will take of ... THAT is the good thing IMHO about what cbm
>>has done (good gaines/no risk) ...
>
>
>Based on numbers sold, CD-32 will not be pulled back. Too much investment,
>userbase, developer commitment already. Don't forget, this was C='s last
>straw too!

Yes and they cut 65% in overhead and will make a protif (oke this is IMHO)
in the this period. Atari is taking a bigger gamble this is needed because
the company is smaller to start with.

>
>>yep sure selling 400.000+ units before xmas against 20.000 units before

>>31 Dec. cd32 is not even out in the states yet if CBM wants to (and this
>>is still not sure) it can have more units in the states then atari in a
>>week ... we will see what happens on the ces .. (again im not sure if cbm
>>even plans/needs to take the US as a battle ground).
>
>Where did you get the 400.000? By the way, If you want to succeed, US is
>an IMPORTANT market.

The numbers are from the head of cbm-uk, i am not sure if the newer higher numbers are valid. in the same time (6 months before xmas) they sold 160.000 a1200. And for cbm the us is _NOT_ important 80%-90% of sales are in europe (Uk,germany and Italy) and countries line Australia and Canada.

The only NOT cbm numbers that will give some idea of how the system is doing is the sales nunbers ..

---
UK CD games market share for Nov 93 (Gallop)

Sega MegaCD 38.8 percent
Amiga CD32 37.5 percent
PC CD-ROM 20.2 percent
CD-i 3.5 percent

CD32 up from 23 percent in October.
---
Liberation CD32 is the top selling CD game in the UK according to Gallup, outselling Sega CD titles and Rebel Assault on PC-CDROM. Dixons group, the UK's largest electrical retailer has justed started to stock CD32 and took delivery of 30,000 on Dec 10th. Previously Dixons had resisted stocking the console because of a commitment to Phillips CD-i. HMV (see note on Jaguar below) are also now stocking CD32 and software.
---

Simple fact HMV & Dixons have no need to 'hype' the machine, taking 30.000 units is a sign that _they_ like the numbers on there desks.

>>Greetings & have fun with you Jag,
>
>I will, as soon as our little "Nederland" gets some.

Best bet is to get one from the states/uk, the uk is (i expect) the first country to get them again and they have (HMV & atari UK) stated not before 3 month this year.

>De groeten,
>
>Patrick.
>--

Greetings,

Daniel.

.....................................................................
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
.....................................................................

# 3857. Re: AtariMag

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-30 21:48:05 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CIvB86.63H@genesis.nred.ma.us>
Source record: 19393

Cool, The Lynx is still around? I got one issue of that from a
few years back, not a bad 'zine.

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
A T A R I J A G U A R
6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

# 3858. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-30 22:44:52 UTC
From: cmedley@wam.umd.edu
Message-ID: <2fvll5$a7f@cville-srv.wam.umd.edu>
Source record: 19392

```
In article <2ftuo0INNp8r@xs4all.hacktic.nl>,
Patrick Roelandt <patrol@hacktic.nl> wrote:
>>jag and not possible on a cd32 (again IMHO)...
>
>Agreed. To add one more touch of realism to the other side (yeah, even _I_
>am not that biased). A programmer told me a game like Sim City would not
>be possible on Jag. Because of the fact 90% is simulation (number
>crunching) and only 10% graphics, a 68000 was too slow. Maybe they could
^^^^^^^^^^^^^^^^^^^^^^^

Sim City shipped for both the ST and Amiga and ran fine on a 68000.
```

# 3859. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-31 00:49:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <123193004946Rnf0.77b7@blackhl.hacktic.nl>
Source record: 19395

kgelner@nyx.cs.du.edu (Kendall Gelner) writes:

>In article <122993013708Rnf0.77b7@blackhl.hacktic.nl>,
>I'd say more than that liked it - it seems to be a really fun game to
>play. Like I said, I've only seen two posts from people who had owned
>Jaguars saying they disliked the game - but one was from Marc Blaine
>(who would now have liked Cybermorph or the Jaguar if Atari had paid
>HIM $250 to take a Jaguar). I've seen at least 10-15 posts saying how
>good they thought the game was...
>

Oke, 99.5% liked the game fine by me...

>>we will see i think they need more games but atleast more jags out.
>>
>
>True - there are supposed to be 15 games out by the end of January,
>and the National release is right after the winter CES (Jan 4th or so,
>I think).

I think the CES (6-8) will be a VERY cool, we will see if atari have there
act together & we will see if cbm chickens out or go all the way and put
let say 100.000 units in the states at a low price.

>No, but I think that there are enough games of different types to keep
>almost anyone happy... Driving games, shooters, scrollers, fighting
>game, DOOM type games (AvP fits in this category). These are also all
>game that will be out at the end of January... plus there are
>developers working on other interesting stuff, which should follow a
>month or two after. There are certainly more games coming out soon
>than I can afford to buy, anyway...

Designing a game & bringing it out will take between 8 to 12 months..

><some stuff deleted>
>>>For now is the key - I think the Jaguar has a longer term potential
>>>becuase it is more powerful and will sell better to the video game
>>>market.
>>>
>>
>>O, get real if atari still had there own production pos. and was able to
>>take the xmas 1993 they would have. shifting it a year will make it still
>>possible but far from a 'take sega in 5 min. job' they could have done
>>this year (for example it gives all the other players 1 year to react).
>>
>

>While it is true that they could have really done a job on the market
>this christmas, it does not preclude a good market share by next
>christmas.

Ofcource not but they where forced to leave this xmas for the other
consoles & 1 year is a LONG time in the computer market. ( He i think
the jag is very capable of taking the market in 1994-1995 but we are
looking at this from a 1993 point of view).

>>>
>>>>b) cd32 will create a flux for the cd addons on the rest of the amiga line
>>>> in the future.
>>>
>>>That is one good side, I'll admit.
>>>
>>
>>Keep this in mind i expect a second wave of sales when the cd addons hit
>>the streets.
>>
>
>I personally think that MPEG movies on disk are a dead duck, and that
>only a few chumps will pay for this... this goes for FMV on all
>platforms.
>

No i meant the cd32 addons for the a1200 & a4000 computers, im also not a
mpeg=movie believer _maybe_ a mpeg=megagames and for sure
mpeg+aga(genlock)+cdrom=mega-kiosk-system.

>
>>>>
>>>>c) cd32 allready sold more units _NOW_ than atari even hopes to ship
>>>> before 1995.
>>>
>>>I think that figure is rather doubtful, myself. I have heard many
>>>confliting reports on this. They may have sold a lot, but I doubt
>>>that over 500,000 units have been sold...
>>>
>>
>>400.000+ units before xmas sale is stated bij cbm several times (incl. by
>>the head of cbm uk (main group behind the cd32)).
>>
>
>Yeah, but is that unit's shipped, or sold, or what? Don't forget they
>also said they were hording units for the US release...
>

Nope the number produces SEEMS (i will & can't confirm this) 500.000+ and
the have stated to keep 100.000-150.000 machines ready for US release but
i will only believe this when huge trucks pull op at the CES parking lot.

>
>>>>
>>>>d) cd32 needed far less R&D and this R&D had to be done anyway for
>>>> the normal amiga line.
>>>>
>>>
>>>But this will cost them in the end.
>>
>>huh ?? why you expect the jag will not only kill the cd32 but also the
>>computer amiga line ? Get real as a console the Jag is really cool but its
>>not a computer and it never will. we have seen some 'amiga-killers' the
>>last few years come and go ALL had better specs (remember the geo-neo or
>>the falcon ?).
>
>No, I don't think the Jag will kill the computer line... just the
>current CD-32. What I mean is that they should have put a lot more
>R&D into the game system and really souped up the performance. Now
>they have a product out, and they have to let it go without

Maybe they don't want to keep it alive ?, maybe it was a move to get
money & create a setup & games for the normal cdroms on the next
amiga line ?

>enhancements for a year or so at least if they don't want to piss off
>current owners. This gives the Jaguar and 3DO a good lead on games
--------------

Be real cbm & atari don't give shit about current owners i have a 4000/40
and i DON'T expect cbm to give me any easy way to the a5000 (they need
money and they know people that can get a 4000/40 can also get a a5000).

Second point WHAT is the _lead_ on games ?

a) best game possible (from user point of view)
b) best game at good price (from user point of view).
c) cheapest to create game (from makers point of view)
d) lowest cost price (from publ. point of view).
e).. etc etc...

Again YOUR point of view may be very valid but there are other groups
that may (will) have a different view and may/are/will choose the cd32
for now...

>that are a lot more impressive looking/sounding. While that does not
>nessicarily mean good gameplay, it seems that a lot of the stuff
---------
>coming out for the Jaguar or 3DO does have good gameplay.
-----------

Again the reviews between some of the platforms is not so clear some of
the early games get better marks/sales than the jag & 3DO games.

>Yes, it does ask for a CD-ROM drive... but good games that are
>visually impressive with good gameplay are coming out. Since the

>whole point of a game system is to play games, this is not nessicarily
>such a big disadvantage. I personally think it is better to offer the
>CD as a seperate unit and sell the base cheaper - you sell a lot more
>base units, which helps to bring in new developers and new
>enhancements.

Okie i don't i feel that is a big mistake and is doing the jag harm...

>
>>>>f) Sales, even if more people wanted to get the jag it will _not_ be
>>>> possible. These company's wanne sell units all this 'test areas'
>>>> stuff is bullshit if atari was capable of making the same amount
>>>> of units the would have xmas was missed and xmas 1995 is a LONG
>>>> way to go.
>>> -------
>>
>>oops 1994 ;-)...
>>
>
>Hey, I didn't say 95... that was the person I was responing to! They
>must have been thinking of Nintendo... ;-)
>

Yep sorry ..

>
>>>This all sounded a bit fuzzy to me... the national release will be in
>>>early january, they will have plenty of time to build up to a really
------------------------------
>>>goon '94 christmas!

hmmm they are losing money ... and taking this 'o things will be oke soon'
didn't work out that well for atari all major points went wrong (accept
the allmost briljant media-raid the pulled).

>>its simple, you keep reading Jag fans/owners writing that this 'test
>>areas' thing is a good thing, its not. If atari was capable of getting it
>>out in real numbers this xmas they would have if you don't beleave this
>>you are just plain stupid. (lets say they would have sold 200.000 -
>>300.000 before xmas it would have set the console sector on major state
>>of panic, and atari a stable company for the next 1-2 years).
>
>They said they had only 50,000 of the TOM and Jerry chips that make
>the whole machine - they are now having Motorola produce them, so no
>shortages should be evident next year.

Yep heard the full story on TOM now and this gives a new view on there
problems but im still a bit scared by S.Tramiel remarks in the 3e kw.
paper on this subject.

>I don't think the inclusion of the CD-ROM is a nessicary condition to
>slaes in Europe - though I do think what will end up happening is a
>large flow in the USA first to make sure they meet demand, and then a

>slow trickle about March or so for the UK building up over time.

If its really a hit they will FOR SURE not meet demands, 500.000 units
in a sloop to xmas is something like (in 3 months blocks) 50.000,
100.000,150.0000,200.000 ... where are these machines for europe comming
from ?.

>I really don't think the A1200 vs Falcon thing applies here - unless
>you want to say the the Jaguar will absolutley dominate because it
>costs less than the CD-32... :-)

Nopeit was _only_ to show that more power is not more sales, i thing the
jag is a HELL of alot better than the falcon and am very impressed with
the price tag for what you get.

>
>>>As for the production problems, at least part of that was the bad RF
>>>switchboxes. For the national release, that will no longer be a
>>>problem.
>>>

The RF problem is not a real problem (i know better know) but i was taking
about the TOM problem. Secondly i want to state that they still have to
come up with the cdrom, other video connectors, links etc etc...

>>
>>why not ? they don't seem to be that sure about going to full production
>>them selfs do they ?
>
>They seem pretty confident - they say the national roolout is at the
>winter CES.
>

unless bla bla bla moto bla TOM bla .. this is just imho but they seem to
want to prepare some stockholders for keeping in mind that problems are
possible.

>>>> So what does this tell you ?, that the Jag is capable of killing the cd32
>>>> (if it had a cd) but it _WILL_NOT_HAPPEN_ before xmax 1994. but by then
>>>> the cd32 has done its job it saved cbm, made a standard for cd's on
>>>> amiga's and prepared the cd32 (and addons/followups) for the next round
>>>> of games/multiemdia IF cbm wants (or capable) too.
>>>>
>>>
>>>Now those are the first rational reasons I have seen for the CD-32's
>>>existance. I too believe that the Jag will not become large until
>>>about christmas '94 - but it should have a lot of really impressive
>>>games by then. The problem I see with releasing a new version of the
>>>CD-32 at that point is that you have to compete against machines that
>>>are probably just as or more powerful, while the other machines have a
>>>bunch of great titles and the CD-32 has just old titles...
>>
>>so they just don't followup on the idea .. see the difference both

>>atari & cbm needed a console to save there ass. cbm made a simple/cheap
>>machine that works this year and will return to the amiga line. Atari
>>will atleast have made a super-dupper-all-killer-machine but this is
>>may work out the wrong way (like it did with the falcon). And what
>>will happen to the computer line it the jag does become the number one
>>console ?
>
>Well, I personally think that Atari will still have a computer line
>for a while. They just like the computer buisiness too much to
>leave. It seems to me we now have a race between Atari and CBM to
>develop the first PowerPC machine! That probably is quite optimistic,
>though.

CBM will not make a powerpc (almost sure) the amiga wants/needs more
floating point power this will come from 68060+dsp(att3210) (low end aaa)
and from a HP/PA RISC.. followed by a HP/PA chip made by commodore & HP
(this is confirmed : they are working on a HP/PA with a 3d raytrace
pipeline).

>
>>>>PS: Im i the only one that finds it weird that they call the jag a
>>>> 'multi media cdrom based games machine' when there is no cdrom ?
>>>>
>>>
>>>Ok, now that is truly hype.
>>>
>>
>>I feel its very smart of atari to hype it to hell (mac & microsoft have
>>been doing it for years) but they will have to deliver the goods
>>sometime.
>>
>
>Well, the devlopers really seem to like the Jaguar! I think that does
>say something good... You're right though, the hype has helped them a
>lot - the media really swallowed the "64-bit" thing hook, line and
>sinker! It really is amazing how little homework the media do for any
>topic, much less video game systems.
>
>>>---> Kendall Gelner (kgelner@nyx.cs.du.edu)

Sure but developers also like to make money and at this MONENT the cd32 is
the best platform to do this so ALL major companies are altleast creating
cd32 stuff.

>>
>>Greetings,
>>
>>Daniel.
>>
>>PS: if you want we can take this to email, i can understand it if atari
>> fans wanne flame me for trying to bring some reality here. (i don't

>> wanne be the next Marc Barret of c.s.a.a).
>>
>
>I know Marc Barret, he is an enemy of mine, and let me tell you, sir -
>you are no Marc Barret. :-)

Thanks ( i think ;-) )

>I think a little reality is a good thing as well. Rational
>discussions are nice as well (though I sometimes am guilty of straying
>off myself!)

This thread is the same as the 1200<>falcon thread, oke its NOT THE SAME
but it does show you all that things aren't always going to happed the
users expect them to.

>--
>---> Kendall Gelner (kgelner@nyx.cs.du.edu)

Greetings

Daniel.

.....................................................................
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
.....................................................................

# 3860. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-31 01:47:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <123193014716Rnf0.77b7@blackhl.hacktic.nl>
Source record: 19396

tpp@cbnews.cb.att.com (Grue) writes:

>>>> So what does this tell you ?, that the Jag is capable of killing the cd32
>>>> (if it had a cd) but it _WILL_NOT_HAPPEN_ before xmax 1994. but by then
>>>> the cd32 has done its job it saved cbm, made a standard for cd's on
>>>> amiga's and prepared the cd32 (and addons/followups) for the next round
>>>> of games/multiemdia IF cbm wants (or capable) too.
>>>
>>>I don't give a mighty crap if it kills the CD32. It already kills the CD32 in
>>>the USA, doesn't it? And that's where I live, so that's where I want to see
>>>Atari on top.
>>
>>yep sure selling 400.000+ units before xmas against 20.000 units before
>>31 Dec. cd32 is not even out in the states yet if CBM wants to (and this
>>is still not sure) it can have more units in the states then atari in a
>>week ... we will see what happens on the ces .. (again im not sure if cbm
>>even plans/needs to take the US as a battle ground).
>
>Hah! Like I said, no competition. Here there is competition. CD32 will eat
>it in the U.S, believe me.

We will see ... you might be right if so .. i WON'T be the end of cbm
80%-90% out of the states sales is normal for cbm.

>>>>Happy NewYear,
>>>>
>>>>Daniel.
>>>>
>>>>PS: Im i the only one that finds it weird that they call the jag a
>>>> 'multi media cdrom based games machine' when there is no cdrom ?
>>>
>>>Who is "they"? Are you dim? It's called a "64-bit interactive multimedia
>>>system." Can you say that? I knew you could.
>>
>>it stated cdrom to start with and please explain the multimedia part to me
>>if you want ...
>
>You want me do define multimedia to you? Look it up. And it doesn't mention a

no please tell me what ...MULTI....MEDIA.... is and then tell me what the
CURRECT Jag has so its ....MULTI....MEDIA.....

>CD-ROM. Atari never called their machine a CD machine, or a CD-based machine,
>or anything like that. The CD is an option. If you like to think that playing
>movies would make it a multimedia machine, than the CD option will take care of
>that. It's an option, as it is an any machine.

---------------------------------------- ????

Im not here to flame you but please tell me the multimedia thing i
want to know this .. it is driving me nuts for a year now (windows seems
to have multimedia too but i have NO IDEA why).

>Tom

Greetings,

Daniel.

.....................................................................
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
.....................................................................

# 3861. _Sim City_ not possible on 68000?

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-31 07:14:20 UTC
From: "Craig.Stodolenak" <Craig.Stodolenak@mixcom.mixcom.com>
Message-ID: <1993Dec31.071420.11568@mixcom.mixcom.com>
Source record: 19397

patrol@hacktic.nl (Patrick Roelandt) writes:

>A programmer told me a game like Sim City would not
>be possible on Jag. Because of the fact 90% is simulation (number
>crunching) and only 10% graphics, a 68000 was too slow. Maybe they could
>use DSP though.

Okay, maybe I'm missing something rather large and obvious here, but
isn't SimCity available for pretty much all the small micro formats? All
of them that use the 68000 (ST, Amiga, Macintosh)?

Besides, the other processors in the Jaguar can be used as the "CPU" as
far as I know. Of course, it's not going to be anywhere near as easy,
but just for argument's sake, I suppose it could be done, right?

--
Craig L. Stodolenak "I want to find out who I am and give up letting
archon@mixcom.com everyone else define me."
-- Judith

## 3862. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-31 11:39:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d240f8e@troed.ct.se>
Source record: 19400

In a message of 31 Dec 93 01:49:00, Daniel Ockeloen wrote:

DO> CBM will not make a powerpc (almost sure) the amiga wants/needs more

...then I'm sure CBM will be dead soon... the PowerPC running different OSs is the future.

There's no way anyone will be able to keep a small marketshare when the PowerPC is faster than everything else, can run any OS, can use any add-ons ... (or so it should be ... )

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

# 3863. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-31 11:41:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d240fe8@troed.ct.se>
Source record: 19401

```
In a message of 31 Dec 93 02:47:00, Daniel Ockeloen wrote:

DO> no please tell me what ...MULTI....MEDIA.... is and then tell me what the
DO> CURRECT Jag has so its ....MULTI....MEDIA.....

Multimedia means: Graphics/Sound/Interactive

...and that's it ... my 520 ST is a multimedia machine ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

# 3864. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-31 16:00:14 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CIwpsH.3BL@cbnews.cb.att.com>
Source record: 19398

>Agreed. To add one more touch of realism to the other side (yeah, even _I_
>am not that biased). A programmer told me a game like Sim City would not
>be possible on Jag. Because of the fact 90% is simulation (number
>crunching) and only 10% graphics, a 68000 was too slow. Maybe they could
>use DSP though. Anyway, each system has it's strongpoints.

The RISC chips can be programmed to do the game logic. I believe this would
be plenty fast for any number-crunching in SimCity. The Jag seems to handle
3D-world number-crunching as well as any other machine (Cybermorph).

Tom

--
+---------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+---------------------------------------------------------------------------+

# 3865. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1993-12-31 16:06:44 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CIwq3A.3H5@cbnews.cb.att.com>
Source record: 19399

In article <123193014716Rnf0.77b7@blackhl.hacktic.nl> daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
>tpp@cbnews.cb.att.com (Grue) writes:
>
>We will see ... you might be right if so .. i WON'T be the end of cbm
>80%-90% out of the states sales is normal for cbm.

Never said it would be the end of them.

>no please tell me what ...MULTI....MEDIA.... is and then tell me what the
>CURRECT Jag has so its ....MULTI....MEDIA.....
>
>>CD-ROM. Atari never called their machine a CD machine, or a CD-based machine,
>>or anything like that. The CD is an option. If you like to think that playing
>>movies would make it a multimedia machine, than the CD option will take care of
>>that. It's an option, as it is an any machine.
> ---------------------------------------- ????
>
>Im not here to flame you but please tell me the multimedia thing i
>want to know this .. it is driving me nuts for a year now (windows seems
>to have multimedia too but i have NO IDEA why).

Are you truly serious? When I said it's an option, I meant that every machine out there that says it plays movies needs extra hardware to do it. You have to go out and buy it and hook it up to your machine. In the Jag's case, the CD-ROM is needed to play movies, as well as a cartridge.

Multimedia is a stupid term. It means whatever you want it to mean. It means pictures, sounds, text, video, and/or whatever else you want to throw in.

Tom

--
+-----------------------------------------------------------------------------+
|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+-----------------------------------------------------------------------------+